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QUARTZ

THE DICE GAME





COMPONENTS

- A 70 × PLASTIC CRYSTALS
- B 18 × REROLL MARKERS
- C 1 × LEADER MARKER
- D 6 × MINING CARTS
- E 6 × CHESTS
- F 5 × DICE
- G 1 × CLOTH BAG



OBJECTIVE

Accumulate more money than other players after a day of work.

SET UP

- Referring to the chart below, remove a number of **Valuable Crystals** (Quartz, Rubellite, Emerald, Sapphire, Ruby, and Amber) and return them to the game box based on the number of players:

# Players	Quartz	Rubellite	Emerald	Sapphire	Ruby	Amber
3	4	4	3	3	3	2
4	3	3	2	2	2	1
5	2	2	1	1	1	1
6	0	0	0	0	0	0

- Place all the remaining Valuable Crystals inside the bag.
- Each player receives a Mining Cart and a Chest.
- The shortest player will be the first Leader. They receive the Leader Marker, the five dice, and all the Unstable Crystals.
- The Leader adds one **Unstable Crystal (Obsidian)** to the bag. Split the remaining twelve crystals into six pairs and set them aside to mark the game rounds.





HOW TO PLAY

The game is divided into six rounds. At the beginning of each round, the Leader must place two Unstable Crystals into the bag (including the first round). Then, starting with the Leader and going clockwise, each player takes their turn.

A turn is divided into 3 steps:

Step 1. Mine a Crystal:

The player draws a Crystal from the bag and places it on their Cart.



Please note: When mining an **Unstable Crystal** (either at the beginning of the turn or as a result of an action), the player **receives a Reroll Marker**. There is no limit to how many Reroll Markers a player can have.

Step 2. Roll the Dice:

The player has up to three dice rolls. On the first roll, all five dice must be rolled. On the second and third rolls, the player can roll as many dice as they want.

A Reroll Marker can be discarded to provide an extra roll of as many dice as the player wants.

Step 3. Perform Actions:


According to the final dice result, the player can perform one or more actions. The more faces of the same action that are available, the more efficient that action is.

The player may choose the order in which these actions will be resolved.





COME TO ME, LITTLE CRYSTAL... (PICKAXE)

For each  the player can mine a Crystal.

The player announces how many Pickaxes will be used in total and then takes the same amount of Crystals from the bag.

It's not mandatory to use all Pickaxes rolled. Some of them or all of them can be ignored when performing actions.



THERE YOU GO! (JACKHAMMER)

At least   are required to perform this action.

The player announces how many Jackhammers will be used, and then draws the same amount of Crystals from the bag. Then, the player must return to the bag half of the drawn Crystals, rounding down.



CRYSTAL? WHAT CRYSTAL? (CHEST)

At least   are required to perform this action.

With two Chest die faces the player can protect one Crystal. With three faces, two Crystals can be protected, and so on.

To protect a Crystal, players transfer it from the their Cart to their Chest. From then on, this Crystal can no longer be stolen by an opponent.



OOPS, THIS CRYSTAL ISN'T MINE... (TRANSFER)

At least   are required to perform this action.

With two Transfer die faces the player can pass one Unstable Crystal from their Cart to any player's Cart. With three faces, two Unstable Crystals can be passed, and so on.





THIS DOESN'T BELONG TO YOU ANYMORE... (STEAL)

At least   are required to perform this action.

With two Steal die faces the player can take one Valuable Crystal from any player. With three faces, two Crystals can be taken from any player, and so on. The player places the stolen Crystals on their Cart.

Crystals in Chests cannot be stolen.



HMM... GOT IT! (HELMET)

At least   are required to perform this action.

Two Helmet die faces act as a wild and can represent any of the other five faces.

Note: If you have four dice with Helmets on them, you can take any action as if you had two dice for that action, or pair them with the face you have on the fifth die to take a three-dice strength action.

Example 1: If you have a Steal and four Helmets, you can perform a Steal action with three dice (one Steal + two Steals represented by the four Helmets).

Example 2: If the player has a Pickaxe and four Helmets, they can mine a Crystal with the Pickaxe and do any action with the two Wilds.

END OF ROUND

After all players take their turns, the player with the most Valuable Crystal **on their Cart** receives the Leader Marker.

In case of a tie for the most Valuable Crystal, the current Leader chooses which of the tied players will become the new Leader.

The new Leader places two Unstable Crystals into the bag for a new round to begin.





END OF GAME

The game ends after the sixth round (the round in which the final two Unstable Crystals are placed in the bag) or when there are no more Crystals left in the bag.

Once the game ends, players calculate their scores.

Crystals

Each Valuable Crystal has a corresponding value.

Players add up the values of all Crystals in their cart and chest:



Bonus

Sets of Valuable Crystals of the same color grant bonus \$:



Unstable Crystals

Unstable Crystals are not Valuable and each one is worth **-\$3**.

Players must subtract the value according to the amount of Unstable Crystals they have.



Reckless Miner

The player with the **fewest Crystals in the Chest** suffers a penalty for being reckless and **loses \$5**. In case of a tie, all tied players lose \$5.





WINNING THE GAME

The player with the highest score is the winner. In case of a tie, the player with the most Quartz Crystals wins. If the tie persists, the one with the most Rubellite Crystals wins, and so on.

VARIANTS

THE LAST SHALL BE FIRST

In this variant, the game does not end by rounds. Also, the penalty for having fewer protected stones is not counted.

Players with three or more Unstable Crystals on their Cart at the end of their turn have a mining accident and are eliminated from the game. When there are two players left in the mine, the match ends immediately. The player with the most \$ among the survivors is the winner.

THE GRAND TOURNAMENT

Play three games, and at the end of each game (six rounds) write down the scores of all the players on a sheet of paper. At the end of the third game, add up the scores and the player with the highest score is the winner.



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PLAYER TURN

1. Mine a Crystal
2. Roll all five Dice
3. Perform Actions

ACTIONS



COME TO ME, LITTLE CRYSTAL... (PICKAXE)

Mine one Crystal per face



THERE YOU GO! (JACKHAMMER)

Mine one Crystal per face and return half to the bag



CRYSTAL? WHAT CRYSTAL? (CHEST)

Two faces protect 1 Crystal, three faces protect 2 Crystals, and so on



OOPS. THIS CRYSTAL ISN'T MINE. (TRANSFER)

Two faces transfer 1 Crystal, three faces transfer 2 Crystals, and so on



THIS DOESN'T BELONG TO YOU ANYMORE... (STEAL)

Two faces steal 1 Crystal, three faces steal 2 Crystals, and so on



HMM... GOT IT! (HELMET)

Two faces substitute for any other face

