

# PROSPECTING 1848

A family-friendly strategic tile placement, resource gathering game.

**2-6 PLAYER | AGES 10+ | 45 MINS**

At the end of the line, lies Cooperville... a quiet settlement in the shadow of Graves Mountain. Six strangers find themselves in the local saloon, Toothless Joe regales the tale of discovered wealth in the mountain... containing valuable minerals and precious gold! As locals look to satisfy their greed, get out of debt and settle old scores, they turn to the mountain in pursuit of a lucrative future... But Toothless Joe can't remember the way.

#### Components:

Prospecting 1848 contains x1 board, x6 resource exchange rate cards, x24 influence tiles (marked back), 75 directional tiles and x1 twelve sided die.

#### Objective:

Take a mining adventure in pursuit of the most riches, gather various minerals as you mine through the mountain. Best of three rounds wins.

#### Game set-up:

Each player selects a mine entrance. Then roles the twelve sided die twice placing a random influence tile on the coordinating space (the initial role is for the coal area, followed by the copper area).

Each player is then dealt ten random directional tiles. Upon the start of the game, each player takes a tile from their hand, passing the remaining tiles to their left. This process of taking a tile and passing the remaining tiles is repeated until there are no more tiles to pass. The mining is ready to begin.

#### Game play:

A turn consists of placing a directional tile, starting at your pre-chosen entrance, once placed the turn passing to the next player.

If while placing a tile you reach an influence tile - its content is revealed to the table, with only the player who discovered it being effected unless otherwise stated on the tile.

If a players route collides and overlaps with another players mined route, the original player gains the mineral under the mine.

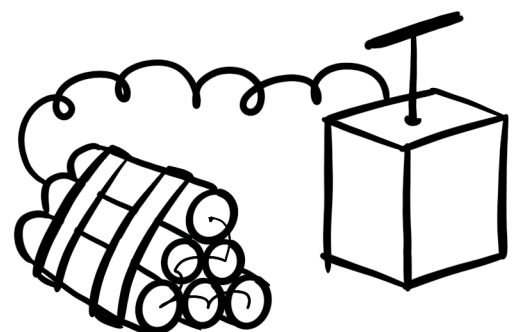
Once all tiles have been played, each player adds up the total value of their minerals mined. Taking account of any influence tiles.

The game is played across three rounds, any influence tiles gained from earlier rounds are accumulated as the rounds proceed. The score from each round is kept and all three scores are added together at the end to give your grand total score.

The player with the highest score wins.



Please scan the qr code, fill in the questionnaire if you played the game and check out some other games.



#### Components:

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#### The board:

Made up of five hexagonal concentric rings of increasing wealth. From the cheapest Timber (Worth \$1), Coal (\$2), Copper (\$4), Silver (\$8), and Gold (\$16).

#### Influence tiles:

There are x24 influence tiles.

x6 Negative: 'Market Crash', which alters the price of resources negatively (x2). 'You tread on a rattle snake', pass a directional tile from your supply to an opponent (x2). 'You disturb a bear', discard a directional tile from your hand (x2).

x2 Neutral: 'You get lost', if revealed - your last three directional tiles need to be reorientated to mine in an alternative direction.

x16 Positive: 'Market exchange', these alter the price of resources in a positive capacity (x6). 'Paint x', this allows the user to increase the value of a set resource as stated on the tile (x2). 'Find t'n't', this enables the player to take an additional direction tile from the tile bank (x3). 'Find a carriage', this enables the player to take x2 additional directional tiles from the tile bank (x1). 'Discovered bank loot', you gain the resource stated on the tile (x2). 'Double cross', this enables the player to take a directional tile from an opponent.

#### Directional tiles:

There are x18 tight angle tiles, x16 wide angle tiles, x10 straight, x10 three-ways and x10 six-ways. Also in this deck are x11 bonus resources tiles.

