

# ORE

THE MINING GAME



GAME RULES

Designed by Joe McClintock and Jason Lyle Steingisser

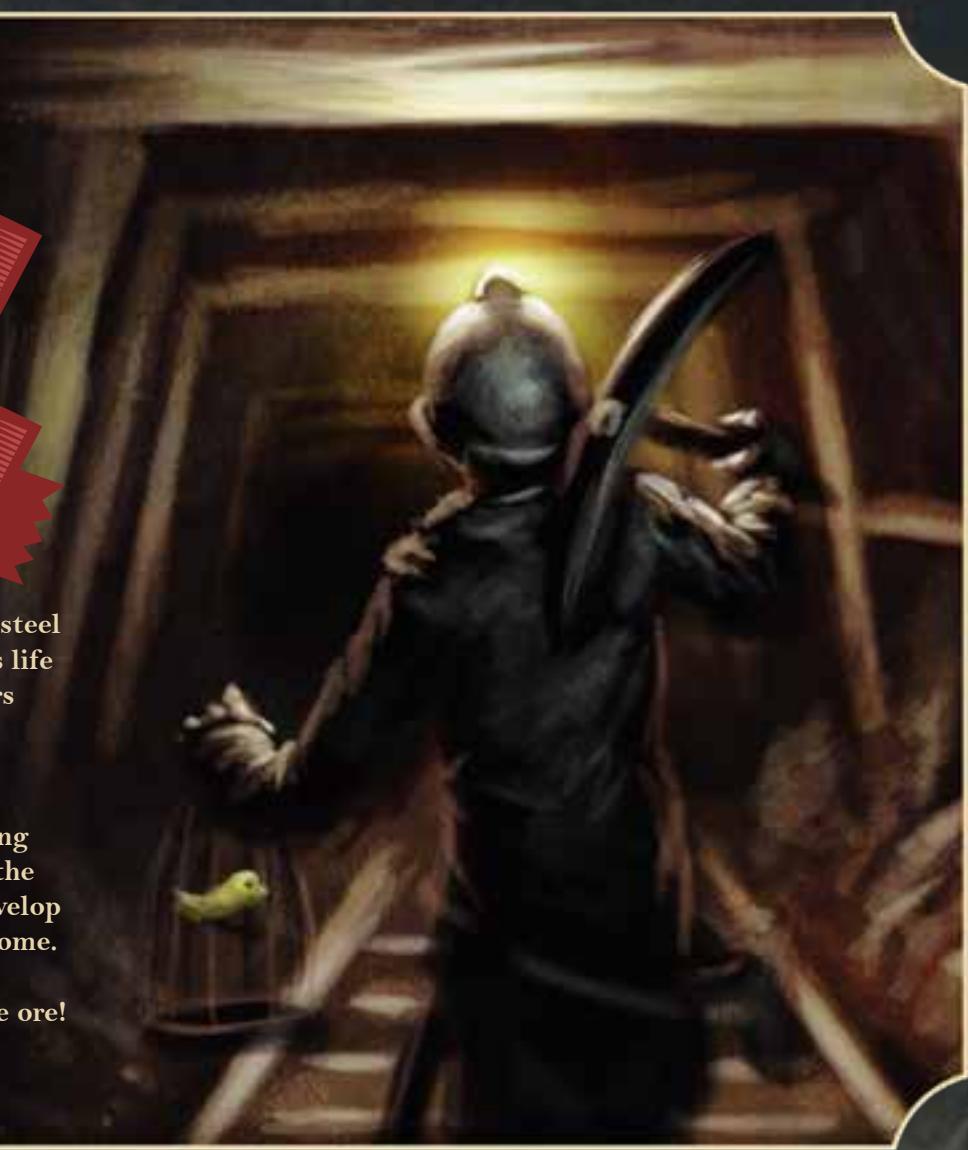
QUICK  
SIMPLE  
FUN  
GAMES

# MINE YOUR OWN BUSINESS!

As a new century dawns over America, and buildings of steel and glass reach skywards, demand for minerals breathes life into the Appalachian mining industry. Savvy investors turn baron overnight as they secure contracts with buyers in New York and Chicago.

On the cusp of this new age, you lead a growing mining company eager for success. Direct your workers into the mines, fill orders to meet the industry's demand, and develop your business to secure your legacy for generations to come.

Profit, prosperity, and purchase can only be found...in the ore!



## OBJECTIVE AND OVERVIEW

Dominate the age of industry by mining for deposits of valuable minerals, securing and filling Contracts, and investing your money into developments and buildings!

Ore: the Mining Game is played over a series of game rounds, during which you will assign your workers to the game board for a variety of effects. At the end of the game's seventh and final round, the player with the most victory points (VP) wins!

# KEY CONCEPTS

## ROUNDS AND PHASES

The game is played over a series of seven rounds, and each round is broken into three Phases:

**Tasking Phase** - Where players assign their workers to enter mines, secure contracts, and develop their businesses.

**Collection Phase** - Where workers in mines collect resources, and advance deeper into the mines.

**Business Phase** - Where players fill their contracts, recall workers, and advance the round tracker token.

The game ends and proceeds to final scoring after the seventh round.

## WORKER PLACEMENT

During the Tasking Phase, you will take actions by assigning your workers to different spaces on the game board. When you assign a worker to a space, you immediately take the action associated with that space, *unless it is a Mine space!*

Certain spaces, marked with these icons, allow all players an opportunity to take the indicated action. However, as the player that assigned the worker there, you will take the Primary (left) action, and all other players take the Secondary (right) action.



Spaces with workers in them are considered blocked, and other players cannot assign workers there. At the end of each round, any of your workers that aren't in Mines will return to your reserve, to be assigned again next round.

## MINES, MINERALS, AND CONTRACTS

1



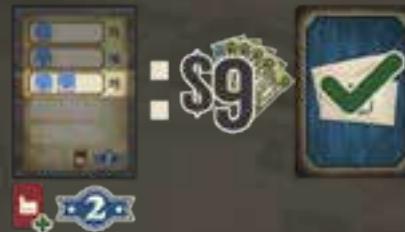
The first step is to gather the Minerals. Your workers can dig these Minerals out of the Mines, or you can buy them at the Commodity Market.

2



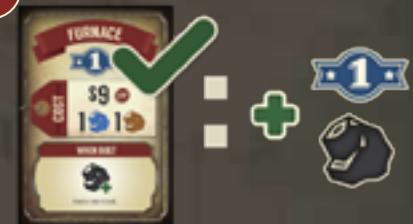
Next, you'll want to put these Minerals to good use. The best way to do that is with Contracts, which represent your commitment to sell resources to buyers over the course of multiple game rounds.

3



Filling a Contract row grants cash immediately; filling a Contract's final row allows you to complete the Contract. Completed Contracts are placed into your scoring pile, and reward you with victory points and a chance to purchase Building Cards.

4



Completing Contracts opens a window of opportunity to purchase Building Cards from your hand. Purchased Building Cards provide one-time bonus effects, and increase your victory points.

# COMPONENTS



**1 Game Board**



**32 Mine Cards**  
7 Lead, 7 Coal, 6 Copper,  
7 Iron, and 5 Gold



**30 Workers**  
5 blue, red, yellow, green,  
brown, and white "temp"  
Workers



**5 Reference  
Cards**



**1 Round  
Tracker Token**



**125 Resource Cubes**



**5 Mine Cage Tokens**  
*Double-sided*



**5 Drill Bit Tokens**



**5 Private Mine Tokens**



**120 Money Cards**  
40 "\$1" cards, 20 "\$5" cards,  
20 "\$10" cards, and 40 "\$20"



**40 Contract Cards**



**64 Building Cards**



**5 "5x"  
Resource Tokens**



**1 First Player  
Marker**



**2 Overtime Tiles  
for games with 3+**

# SETUP

- 1 Unfold the game board and place it in the center of the play area.
- 2 Each player chooses a color and collects that color's Workers. Return Workers in any unused colors to the game box. Additionally, if you are playing with four or five players, each player returns one of his/her Workers to the game box.
- 3 Shuffle all Building cards together into a deck, and place that deck beside the game board. Then, each player draws two cards from the Building deck.
- 4 Place all Drill Bit tokens, and the Private Mine and Mine Cage tokens in all active player colors, on the game board in their designated spaces.
- 5 Place all white "temp" workers in the Private Mine space.
- 6 Each player places one of his or her Worker Meeples on the Recruit space.
- 7 Separate all mine cards into piles by type, and shuffle each into a face-down deck. Place each mine deck above the game board, near its corresponding mine.
- 8 Take the top card of each mine deck and place it face-up in its corresponding mine space.
- 9 Place all resource cubes and money cards beside the game board to form the supply.
- 10 Shuffle all Contract cards together to form the Contract Deck. Then deal Contract cards to the spaces along the bottom edge of the game board (known as the Contract Row), based on the number of players. With two players, only three cards will be placed on the Contract Row; with three or four players, the rightmost space will not be filled. Leave space beside the Contract
- 11 Place the Overtime tile appropriate to your player count on the game board's outlined space.
- 12 Place the Round Tracker token on the Round Track's "1" space.
- 13 Deal out one resource of each type to each player—gold, iron, copper, coal, and lead.
- 14 The player with the most loose change in his/her pockets takes the first player marker. Deal \$5 to that player, \$6 to the second player in clockwise order, \$7 to the third player, etc.

If playing with two players, see the two-player variant rules on page 12 for changes to the setup.



11

<b>THREE TO FOUR PLAYERS</b>	OR	<b>FIVE PLAYERS</b>

# PHASE 1: TASKING

Starting with the player holding the first player marker, assign a single worker to an available space on the game board. You may not assign a worker to a space that is occupied by any other worker (except during the final round: see page 9). Play proceeds clockwise in order, and this phase ends when players have assigned all of their workers to the game board. On a player's turn, if that player has no remaining workers, proceed to the next player's turn.

The game board presents a variety of options for worker placement, each broken down into sections.

## THE MINES

The Mines are the most common source of lead, coal, copper, iron, and gold. To assign one of your workers to a mine, you must assign that worker to that mine's topmost space. If that space is already occupied by another worker, you cannot assign your worker to that mine without the help of a Drill Bit token (page 5).

Unlike other spaces on the game board, you do not take an action immediately upon assigning your worker to a mine. During the Collection Phase, each worker in a Mine will collect resources as indicated on its current space, then proceed downward to the next space if able. A worker in a mine will remain in that mine until its owner pays to recall it, or that worker is unable to proceed deeper into the mine during the Collection Phase. For more details, see the Collection Phase (page 9).

While a worker can only be assigned to the topmost space, it is possible for a Mine to hold up to one worker in each of its spaces.



- 1 The mineral type and its icon.
- 2 The resource's current "Market Value," which determines its price at the Commodity Market, and also modifies its price when purchasing a private mine.
- 3 "Level One" mine spaces.
- 4 "Level Two" and "Level Three" mine spaces, which require the appropriate mine cage to enter.

Resources are not intended to be limited components. If you run out, you may use a suitable replacement.

## CONTRACTS

Contracts allow you to sell your resources for the best prices, to



score victory points, and purchase Buildings in the process. However, taking on a Contract means you are committing to providing those resources over time. To learn more about filling and scoring Contracts, see part one of the Business Phase section (page 10).

Each card in the Contracts section is attached to its own worker space. When you assign a worker to a space on the Contract Row, collect that Contract card and place it face-up in your play area. Then, immediately replace that card with a new draw from the Contract deck.

When you assign a worker to the Row's leftmost space, you may look at the top three cards of the Contract deck. Place one face-up into your play area, and put the other two cards on the bottom of the Contract deck.

*Note: There is no limit to the number of Contracts you may have in your play area, but be careful not to overcommit yourself!*



- 1 Each "row" on the Contract is a set of resources that you must provide if you do not wish to lose the Contract. Exactly one row is sold during each round's Business Phase.
- 2 The victory point value of the Contract, which you will only score if you fill each of the Contract's rows.
- 3 Icons indicating how many Building cards you may immediately purchase upon completion of the Contract.

# COMMODITY MARKET

When you assign a worker to the **Commodity Market**, you will take the Primary action: choose a resource of any type, then buy up to two, or sell up to two, of that resource at its current Market Value (as indicated on that resource's current Mine card).

Then, each other player may choose to buy up to one, or sell up to one of the same resource you chose.



For example, Geoff assigns a worker to the Commodity Market's "Buy" space. He declares that he would like to buy two Copper from the general supply (the maximum amount possible from a Commodity Market buy action) and pays \$10 (as Copper's current Market Value is \$5). Each other player may spend \$5 to purchase one Copper if they wish.

# BUILDING CARDS

*Industry's long arm reaches far beyond the mines. Diversifying and investing in a variety of structures is the best way to spend your money to acquire victory points!*

You begin the game with a hand of two Building cards, which you will keep hidden from the other players. Whenever a game effect allows you to draw a Building, take the top card of the Building deck and put it into your hand—you may hold any number of cards in your hand. When a game effect allows you to purchase a Building, you may choose up to one Building card in your hand, pay its cost (in money or resources) to the bank, reveal and resolve its "when built" effect, and place that card face-down in front of you into your scoring pile.

As a reward for completely filling out a Contract card, you will have a one-time opportunity to purchase the indicated number of Building cards from your hand.



- 1 **Name**  
Title of the building
- 2 **Value**  
How many victory points this card will score you at the end of the game.
- 3 **Costs**  
How much money or how many resources are required to purchase this card from your hand and place it in your scoring pile. You only need to pay one cost or the other, never both.
- 4 **Effect**  
Many Building cards provide a benefit immediately when built.

## MINE CAGE



Pay \$10 to (permanently) take your Mine Cage token and place it in your play area with the Level 2 side displayed. If you used this space previously, and already have a Mine Cage token, upgrade your token to its Level 3 side.

Mine Cages allow your workers to dig deeper into the mines. Without the appropriate mine cage token, your workers will be unable to access more valuable mineral deposits.



*During the Collection Phase, Geoff's green worker gathers resources from his current space, and then must advance one space deeper into the mine. If Geoff does not have a Level 2 Mine Cage, his worker must immediately exit the mine. Since his miner is the deepest in the mine, that mine becomes exhausted. However, if Geoff holds a Mine Cage token, his worker proceeds as normal.*

For more information on exhausting mines, and the effects that Mine Cages have on this process, see the Collection Phase (page 9).

Additionally, a Level 2 Mine Cage grants 1vp at the end of the game; a Level 3 Mine Cage grants 3vp.

## DRILL BIT



Gain \$3, then take one Drill Bit token from this space. When assigning a worker to a mine, you may return a Drill Bit token to the supply to place that worker on that mine's second or third space from the top, *if that space is unoccupied*.

You may not use a Drill Bit to enter a mine space if you do not have the appropriate Mine Cage (see left). You may never use a Drill Bit to enter an occupied space, but you may use a Drill Bit to pass by other occupied (or unoccupied) spaces if you wish. You cannot use Drill Bits on other players' workers, or on white "temp" workers.

## RECRUIT



Pay the amount of money indicated beside the space, based on the order players recruited their extra workers. The first player to recruit pays \$20, the second pays \$18, and so on.

If you still have another worker in the Recruit area, place it into the Recruit space alongside your assigned worker. During the next Business Phase, recall this new worker as well and you may assign it as normal during each future round.

If you have already recruited your extra worker this game, you cannot assign another worker to this space.

Workers that begin the game in the designated Recruit area cannot be assigned, and do not recall until after they have been purchased. If another game effect (like a Building card) allows you to Recruit, that worker still must stand by at the Recruitment space until the next time workers are recalled.

## PRIVATE MINE



Pay \$5 plus the resource's current market value, choose a mine type, and place the top card from that mine's deck face-up in your play area. Take a white temp worker from the Private Mine area, and place it in that mine's topmost space. Then take the

Private Mine token in your player color, and place it to mark your mine as private.

During the Collection Phase, you will collect resources from this temp worker and advance it as though it were any other mine. The temp worker may access "Level 2" and "Level 3" Mine areas only if you own the appropriate Mine Cage.

Once a Private Mine is exhausted (see: Collection Phase), return the temp worker and your Private Mine token to the Private Mine area, and place the mine card on the bottom of its appropriate deck.

*You may not have more than one Private Mine at a time. No other workers may be assigned to Private Mines other than the temp worker initially assigned to it. You cannot use your Drill Bit to advance a temp worker into a Private Mine.*

## PERMIT OFFICE



Pay to draw additional Building cards.

When you assign a worker to the Permit Office, you may pay to draw up to three cards from the Building deck (a single card for \$0, two cards for \$4, or three cards for \$10). Then, each other player may pay to draw up to two cards from the Building deck (a single card for \$3, or two cards for \$7).

Any Building cards acquired at the Permit Office are placed directly into players' hands, and may later be purchased (typically upon completion of a Contract).

## OVERTIME

When playing with three or more players, one or more additional "Overtime" spaces are introduced to the game board. When you assign a worker to an Overtime space, you may take the action on any occupied board space in town. (Spaces in "town" are surrounded by red framing, and **do not include the Mines.**)



# ADVANCE ORDERS

When you assign a worker to Advance Orders, each player (including you) may choose to fill the topmost unfilled row on one or more of his/her Contracts. For more details on filling Contracts, see the first section of the Business Phase (page 10).

Unlike in the Business Phase, this is **optional**—you will not lose any Contracts if you choose not to take advantage of the Advance Orders action. It is important to remember that even if you fill a row using Advance Orders, you will still be required to fill the next row as normal during the Business Phase. If you cannot fill that row during the Business Phase, you will lose the Contract!



When you assign your worker to the Advance Orders space, you also draw a Building card, and take the first player marker. If you take the first player marker in this way, it does not rotate clockwise as normal at the end of the round.

*Note: If Advance Orders allow you to fill the final row of a Contract, you may complete that Contract and purchase the indicated Building cards as normal.*

## FINAL ROUND

During the game's seventh and final round, the rules of worker placement change! You may now assign your workers to any space "in town," whether or not the space is occupied. ("Town" includes all spaces on the game board, except for those in the Mines).



## PHASE 2: COLLECTION

During the Collection Phase, players collectively take the following steps:

1. Gather Resources from Mines
2. Advance Workers
3. Replace Exhausted Mines

**1. Gather Resources from Mines** - For each of your workers in a mine, collect resources from the supply equal to the value indicated next to your worker's current space in that mine.



*Blake gathers one Iron from the topmost space and two from the fifth space. Jenn gathers one from the third space.*

**2. Advance Workers** - Each worker moves one space deeper into the mine. The number beside the worker's new space indicates how many resources that worker will gather during the next Collection Phase.

*Remember: Your workers cannot advance unless you have the appropriate Mine Cage token!*



*Blake moves down to the second and sixth space. Jenn tries to move down to the fourth space, but can't and is forced to recall her worker.*

**3. Replace Exhausted Mines** - A Mine is exhausted when one of two conditions has been met:

- A worker is in the bottom space of a mine and tries to advance (see Condition 1 example)
- The deepest worker in a mine must advance to the next space, but its controller does not hold the appropriate Mine Cage token (see Condition 2 example)

**Condition 1:** Blake's red worker is in the deepest space of this Iron mine at the beginning of the Collection Phase. He gathers his resources as normal, but there is no deeper space for him to advance his worker. This mine becomes exhausted.



**Condition 2:** Jenn gathers the one iron from her blue worker's space, and Blake gathers one iron from his red worker's space. Without a Mine Cage, Jenn's worker cannot advance further into the mine. Since Jenn's worker is the "leader," and she cannot advance, the mine is exhausted.



When a mine becomes exhausted, return it to the bottom of its mineral deck, and then draw a new mine card to replace it. Players recall any workers that were assigned to those exhausted mines. (This does not incur the normal \$5 penalty for recalling a worker from a mine covered in Phase 3: Business)

Once all steps in the Collection Phase have been performed, begin the Business Phase.

## PHASE 3: BUSINESS

During the Business Phase, players perform the following tasks, in order, simultaneously:

1. **Sell next row on all contracts.**
2. **Pass first player token clockwise, unless a player activated the Initiative space this round.**
3. **Recall workers (\$5 if in a mine)**
4. **Replace the taken Contracts.**
5. **Advance the Round Tracker.**

**1. Fill Contracts** - Assign resources from your personal supply to satisfy the topmost unfilled row of each of your Contracts. Leave resources spent this way on the Contract cards to track which rows you have and have not filled.

You may fill *exactly* one row on each of your Contracts—you may not fill additional rows during this step, even if you have the necessary resources.

For each row you completely fill on one of your Contracts, collect the money indicated beside that row from the bank. When filling a Contract's row, you must pay all of the indicated resources—no more, no less. If you cannot, or if you are unwilling to, then the Contract is discarded, and you do not receive payment for that row.

Once you have filled (or failed to fill) your Contracts, and if you completed one or more of those Contracts, take the following steps:

1. Return all resources on the completed Contract(s) to the general supply.
2. For each  icon on the completed Contract(s), you may purchase one Building card from your hand by paying its resource or money cost, performing its "When Built" effect, and placing that Building face-down onto your scoring pile.
3. Place the completed Contract card face-down onto your scoring pile.



For example, Geoff takes resources from his personal supply and places them on his Contract cards as shown above. He collects a total of \$18 from the bank.

However, he does not have the resources needed to fill the top row of his third Contract. Geoff places this Contract in the discard pile.



Once he has finished filling his Contracts, Geoff may purchase the Building card indicated on his newly-completed Contract. He pays \$17 to the bank to buy the **SLAG HEAP** card from his hand, takes the “when built” action indicated at the bottom of the card, and places that card face-down in his scoring pile.

**2. Pass First Player Token** - Pass the first player token clockwise to the next player in order. **Perform this step only if no worker was assigned to the Advanced Orders space this round.** If a worker was assigned to the Advanced Orders space this round, the first player marker remains with that player.

**3. Recall Workers** - Gather all of your workers from the game board, except those currently assigned to mines and place them into your play area. If you wish to recall a worker from a mine, you must pay a \$5 penalty for each worker you recall in this fashion. Otherwise, those workers remain in the mines and will continue to progress deeper in future rounds.

*You cannot recall your worker from the Recruitment area until you have taken the Recruit action and paid the appropriate cost.*

**4. Replace the Taken Contracts** - Replace the contracts in the contract row that were taken during this last game round.

**5. Once all of these tasks have been performed, advance the round tracker, and begin a new round starting with the Tasking Phase. If the seventh round just ended, proceed to final scoring instead.**

## EITHER ORE

Certain Contracts feature icons like this among their requirements. When filling this type of space, you may spend *either* of the resources featured.



# GAME END AND FINAL SCORING

At the end of the seventh round, the game ends immediately and players calculate their final scores. To determine your score, add the following values together:



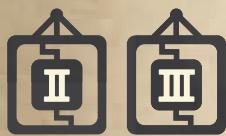
- The victory points indicated on all of your Completed Contract cards in your scoring pile



- The victory points indicated on all of your Completed Building cards in your scoring pile



- 1vp for every \$10 you have remaining



- 1vp if you have a Level 2 Mine Cage or 3vp if you have a Level 3 Mine Cage

*Incomplete Contracts, leftover resources, and unpurchased Building cards in your hand do not score any victory points!*

The player with the most victory points wins! In case of a tie, the tied player with the most leftover resources wins. In case of a further tie, the tied player with the most money wins. If a tie persists, all tied players share the victory.

## TWO PLAYER VARIANT

Ore provides a complete experience for two players. However, certain steps should be taken during setup to scale the game correctly.



Copper is not used in a two-player game. Return all copper mine cards and resource cubes to the game box, and do not deal a copper resource to either player during setup.



Return all Contract and Building cards not marked with the two-player icon to the game box.

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**Special Thanks:** The McClintock family, Grandpa and Grandma Steingisser

# QUICK REFERENCE

Ore is played over a series of game rounds. Each round consists of three phases:

## 1. Tasking Phase

Assign your workers to the game board to enter mines, secure Contracts, acquire developments, or employ a variety of other effects.

## 2. Collection Phase

Collect resources from workers in mines, then advance those workers deeper into the mines.

## 3. Business Phase

Fill Contracts, recall workers, refresh the Contract row, and advance the round tracker token.

During the game's seventh and final round, you may assign your workers to any space in town: even to an occupied space.

## EITHER ORE

Certain Contracts feature icons like this among their requirements. When filling this type of space, you may spend *either* of the resources featured.



### Drill Bit

Gain \$3 and take a Drill Bit token.



### Private Mine

Choose a resource type and pay \$5 plus that resource's current market price. Take the top card of that resource's Mine Deck and place it face up in your play area. Then, place a white temp worker onto that Mine's topmost space, and mark that mine with your Private Mine token.



### Permit Office

Pay to draw up to three cards from the Building deck. Each other player may pay to draw up to two cards from the Building deck. Prices are determined by the table.



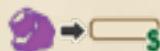
### Recruit

Pay to recruit an additional worker (if able). Price is determined by how many players have recruited before you.



### Mine Cage

Pay \$10 to acquire a Level 2 Mine Cage or upgrade your Level 2 Mine Cage to a Level 3 Mine Cage.



### Advanced Orders

Draw a Building card and take the first player token. Then, each player may fill the topmost unfilled row on any number of his/her contracts.



### Commodity Market

Choose a resource, and buy/sell up to two of that resource at its current Market Value. Each other player may choose to buy or sell up to one of that same resource.