**Object**  
Be the first player to earn the most points.

**Set Up**  
Shuffle all the Resource Cards (Wood, Stone, Iron, Gold, Diamond, Wild, Creeper and TNT). Next, deal 5 piles of 15 cards each. Then turn each pile OVER so that all the cards in each pile are now FACE UP.

Place the Craft Cards and then deal them into 4 piles of 6 cards each, Crafting Side up.

**Discard Pile**  
When cards are drawn due to a TNT Card, sacrificed due to a Creeper Card or traded in when crafting (more on all of this later), they go into the discard pile. All cards in the discard pile are placed FACE DOWN.

Make sure every player has a Reserve Card Holder.

**Card Game? Basics**  
Players “mine” Resource Cards, and then use those cards to “craft” Craft Cards. When you “craft” a Craft Card, you earn points.

**Reserve**  
If you desire a certain Craft Card but are unable to pay for it, you may put the card in Reserve. Take the Craft Card you want and place it in a Card Holder. The card is now in Reserve. When you have the required resources, you may use an Action on your turn to trade them in and get the card out of reserve. Place it with your other crafted cards.

**Special Cards**  
A Wild card may be used as any 1 type of resource. You may NOT split the value of the Wild card. For example, a Wild 3 card may be used as a 3 Diamond card or a 3 Wood card, but NOT as a Diamond card and a 1 Wood card in combination.

**TNT**  
If you mine a TNT card, you must turn it face up. Turn it and the top card of the 5 other Resource Card piles. You may keep any of those cards. Then, discard the rest (along with the TNT card) into the discard pile. **Note:** You MAY ONLY KEEP RESOURCE CARDS OR WILD CARDS FROM THE PILE.

When a player mines a card and removes it from a pile, if they expect a Creeper card beneath it, then all players must discard a resource card of their choice. The Creeper card is then placed in the discard pile.

**Using Tools**  
Each tool you have crafted has a special power. You may use these powers at any time during the game and using a tool does NOT count as an action. When you have used the tool’s power, flip the Craft Card face down to show you have used the tool. You may use the tool’s power only once, but the points on the card STILL COUNT.

**The Game Turn**  
On their turn, a player may perform 2 Actions. Once you have completed your 2 Actions, it is the next player’s turn.

**Actions**  
There are 3 types of Actions to choose from:

- **Mine**
- **Craft**
- **Reserve**

You may perform them in any combination you want (even doing the same Action twice).

For example, you may:

- Use 2 actions to mine 3 resources
- Use 1 action to mine 1 and 1 action to craft
- Use 1 action to craft 3 items
- Use 1 action to mine and 1 action to reserve a card
- Use 1 action to craft and 1 action to reserve a card

**Mine**  
If you choose to mine a Resource Card as an action, take 1 resource card from the top of one of the five Resource Card Piles and place it in front of you. For the TNT or Creeper cards, you take different steps (more on that later).

**Resource Cards**  
There are 5 kinds of resource cards. Some are plentiful, and some are more rare and therefore more valuable. They are, in order of most rare to most common:

- Diamond
- Gold
- Stone
- Wood
- Iron

**Craft**  
If you choose to craft as an action, you trade in your resource cards to acquire a Craft Card. The Craft Cards have icons on them that designate how many resources are required to craft that card.

For example, if a Craft Card has 3 Diamond and 1 Wood icons on it, you must turn in Resource Cards equal to 3 Diamonds and 1 Wood to craft it. If your resource cards don’t match the required resources exactly, you may overpay for the Craft Card but you will not receive back the difference.

Also, the Craft Cards have a Game Point Value and Crafted Tool associated with them. The points are what you add up to win the game and may use the tool during game play (more on that later).

**Tool Powers**  
**Sword:** May be used when a Creeper card is exposed to keep from having to discard a Resource Card.

**Shovel:** May be used to force another player of your choice to skip one Action on their next turn.

**Pick Axe:** May be used to get +1 extra action on your turn.

**Axe:** May be used to count as a Woods when crafting an item.

**Hoe:** May be used to clear the top card off of every resource pile.

**Winning The Game**  
The player who accumulates the required Game Points first wins:

- 2-Player Game: 24 points
- 3-Player Game: 30 points
- 4-Player Game: 36 points

**Contents**
- 25 Craft Cards
- 7 Gold Cards
- 5 Diamond Cards
- 4 Creeper Cards
- 3 Iron Cards
- 2 Stone Cards
- 1 Wild Card
- 1 TNT Card
- 4 Card Holders

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Kuala Lumpur, Malaysia. Tel: 03-78803817, Fax: 03-78803867. Mattel Europa B.V., Gondel 1, 1186 MJ

Southeast Asia Pte. Ltd., No 19-1, Tower 3 Avenue 7, Bangsar South City, No 8, Jalan Kerinchi, 59200

Amstelveen, Nederland.

INSTRUCTION SHEET SPECIFICATIONS

Toy: 
Part No: D241-0970G1  
1100694614-DOM

Trim Size: 4” W x 7.75” H  
Folded Size: 4” W x 7.75” H

Type of Fold: Fold into half W & 10

Colors: Black

Paper Stack: White Offset

Paper Weight: Ps. Ref. to Pc

EDM No: 

1. COVER

1100694614-DOM

12” W x 7.75” H

Pls. Ref. to PC

4” W x 7.75” H

BLACK

COVER

One
OBJECT
Be the first player to earn the most points.

SET UP
Shuffle all the Resource Cards (Wood, Stone, Iron, Gold, Diamond, Wild, Creeper and TNT). Next, deal them FACE DOWN into 5 piles of 6 cards each. Then turn each pile OVER so that all the cards in each pile are now FACE UP.

Shuffle the Craft Cards and then deal them into 4 piles of 6 cards each, Crafting Side up.

NOTE: THERE WILL BE ONE CRAFT CARD LEFT OVER. SET IT ASIDE AS IT WILL NOT BE USED IN THE GAME. THIS WILL BECOME YOUR DISCARD PILE.

DISCARD PILE
When cards are drawn due to a TNT Card, sacrificed due to a Creeper Card or traded in when crafting (more on all of this later), they go into the discard pile. All cards in the discard pile are placed FACE DOWN.

Make sure every player has a Reserve Card Holder.

CARD GAME? BASICS
Players “mine” Resource Cards, and then use those cards to “craft” Craft Cards. When you “craft” a Craft Card, you earn points.

RESOURCE CARDS
There are 5 kinds of resource cards. Some are plentiful, and some are more rare and therefore more valuable. They are, in order of most rare to most common:

- 1 Gold Card
- 2 Diamond Cards
- 3 Wood Cards
- 4 Stone Cards
- 5 TNT Cards

CRAFTING SIDE

There are 3 types of Actions to choose from:

- **MINE**
- **CRAFT**
- **RESERVE**

You may perform them in any combination you want (even doing the same Action twice).

- **MINE**
  - Use an action to mine a resource
  - Use an action to mine and 1 action to craft
  - Use an actions to craft 2 items
  - Use an action to mine and 1 action to reserve a card
  - Use an action to craft and 1 action to reserve a card

- **CRAFT**
  - If you choose to mine a Resource Card as an action, take 1 resource card from the top of one of the five Resource Card Piles and place it in front of you. For the TNT or Creeper cards, you take different steps (more on that later).

- **RESERVE**
  - When a player mines a card and the other player chooses to mine a Resource Card, the player who mined first wins the card.
  - The player who chooses to mine a Resource Card is then in the discard pile.
  - When a player mines a card and the other player chooses to mine a Resource Card, the player who mined first wins the card.
  - The player who chooses to mine a Resource Card is then in the discard pile.

CRAFTING RECIPES
The Craft Cards have icons on them that designate how many resource cards to acquire a Craft Card. The Craft Cards have icons on them that designate how many resource cards are required to craft that card.

If you choose to craft as an action, you need to mine your resource cards to acquire a Craft Card. If you choose to craft as an action, you need to mine your resource cards to acquire a Craft Card.

- Diamond Card: Requires 3 or 4 Wood Cards
- Iron Card: Requires 3 or 4 Iron Cards
- Wild Card: Requires 3 or 4 Wood Cards
- Creeper Card: Requires 3 or 4 Stone Cards
- TNT Card: Requires 3 or 4 TNT Cards

For example, if you need 3 Wood Cards for a Craft Card, you must mine 3 Wood Cards. If you need 4 Iron Cards for a Craft Card, you must mine 4 Iron Cards.

You may overpay for the Craft Card but you will not receive back the difference.

SHOVEL: May be used to force another player of your choice to skip one Action on their next turn.

PICK AXE: May be used to count as 2 woods when crafting an item.

AXE: May be used to count as a wood when crafting an item.

HOE: May be used to clear the top card off of every resource pile.

WINNING THE GAME
The player who accumulates the required Game Points first wins:

- **Player Game**: 24 points
- **2-Player Game**: 28 points
- **3-Player Game**: 32 points
- **4-Player Game**: 36 points

RESERVE
If you desire a certain Craft Card but are unable to pay for it, you may put the card in Reserve. Take the Craft Card you want and place it in a Card Holder. The card is now in reserve. When you have mined the required resources, you may use an Action on your turn to trade them in and get the card out of reserve. Place it with your other crafted cards.

SPECIAL CARDS
A Wild card may be used as any 1 type of resource. You may NOT split the value of the Wild card.

**WILD CARD**

If you mine a TNT card, you must play it IMMEDIATELY. Take it and the top card of the 2 other Resource Card piles. You may keep any of those cards. Then, discard the rest (along with the TNT card) into the discard pile. NOTE: YOU MAY ONLY KEEP RESOURCE CARDS OR WILDCARDS FROM THE PILE.

TNT

When a player mines a card and removes it from a pile, if they choose a Creeper Card instead it then all players must discard a resource card of their choice. The Creeper Card is then placed in the discard pile.

USING TOOLS
Each tool you have crafted has a special power. You may use these powers at any time during the game and using a tool does NOT count as an action. When you have used the tool’s power, flip the Craft Card face down to show you have used the tool. You may use the tool’s power only once, but the points on the card STILL COUNT.

TOOL SIDES

- **TOOL SIDE**: May be used as a 3 Wood card or a 3 Wood card and a 1 Wood card in combination.
- **CRAFTING SIDE**: May be used to count as 2 woods when crafting an item.

WINNING THE GAME
The player who accumulates the required Game Points first wins:

- **Player Game**: 24 points
- **2-Player Game**: 28 points
- **3-Player Game**: 32 points
- **4-Player Game**: 36 points
OBJECT
Be the first player to earn the most points.

SET UP
Shuffle all the Resource Cards (Wood, Stone, Iron, Gold, Diamond, TNT, Wild, Creeper, and Wither). Next, deal them FACE DOWN into a pile of 15 cards each. Then turn each pile OVER so that all the cards in each pile are now FACE UP.

Shuffle the Craft Cards and then deal them into 4 piles of 6 cards each, Crafting Side up.

SPECIAL CARDS
Place it with your other crafted cards. When you have mined the resource cards don't match the required resources exactly, you may overpay for the Craft Card but you will not receive back the difference.

RESERVE
You may use an Action on your card is now in reserve. When you have mined the resources, you may use an Action on your card to "craft" a Craft Card. When you "craft" a Craft Card, you earn points.

If you choose to craft as an action, you trade in your resource cards from the top of one of the five Resource Card Piles and place it in front of you. For the TNT or Creeper cards, you take different steps (more on that later).

If you choose to mine a Resource Card as an action, take 1 resource card from the top of one of the five Resource Card Piles and place it in front of you. For the TNT or Creeper cards, you take different steps (more on that later).

Players “mine” Resource Cards, and then use those cards to “craft” Craft Cards. When you “craft” a Craft Card, you earn points.

When cards are blown up due to a TNT Card, or sacrificed due to a Creeper Card or traded in when crafting (more on all of this later), they go into the discard pile. All cards in the discard pile are placed FACE DOWN.

Make sure every player has a Reserve Card Holder.

Make sure every player has a Reserve Card Holder.

The player who accumulates the required Game Points first wins!

2-Player Game: 24 points
3-Player Game: 28 points
4-Player Game: 32 points

Winning the Game
The player who accumulates the required Game Points first wins!

Crafting
If you choose to craft as an action, you trade in your resource cards to acquire a Craft Card. The Craft Cards have icons on them that designate how many resources are required to craft that card.

For example, if a Craft Card has 3 Diamond and 2 Wood icons on it, you must turn in Resource Cards equal to 3 Diamonds and 2 Woods to craft it. If your resource cards don’t match the required resources exactly, you may overpay for the Craft Card but you will not receive back the difference.

Also, the Craft Cards have a Game Point Value and Crafted Tool associated with them. The points are what you add up to win the game, and you may use the Tool during game play (more on that later).

Once you have crafted a Craft Card, place it in front of you face up.

The player who accumulates the required Game Points first wins!

A Wild card may be used as any 1 type of resource. You may NOT split the value of the Wild card. For example, a Wild card may be used as a 3 Diamond card or a 3 Wood card, but NOT as a Diamond card and a Wood card in combination.

If you mine a TNT card, you must play it IMMEDIATELY. Take it and the top card of the 5 other Resource Card piles. You may keep any of those cards. Then, discard the rest (along with the TNT Card) into the discard pile. NOTE: YOU MAY ONLY KEEP RESOURCE CARDS OR WILD CARDS FROM THE PILE.

When a player mines a card and removes it from a pile, if they expose a Creeper card beneath it, then ALL PLAYERS must discard a resource card of their choice. The Creeper card is then played in the discard pile.

Tool Powers
Sword: May be used when a Creeper Card is exposed to keep from having to discard a Resource Card.

Shovel: May be used to force another player of your choice to skip one Action on their next turn.

Pick Axe: May be used to get +1 extra action on your turn.

Axe: May be used to count as 2 woods when crafting an item.

Hoe: May be used to clear the top card off of every resource pile.

Crafting
If you choose to craft as an action, you trade in your resource cards to acquire a Craft Card. The Craft Cards have icons on them that designate how many resources are required to craft that card.

For example, if a Craft Card has 3 Diamond and 2 Wood icons on it, you must turn in Resource Cards equal to 3 Diamonds and 2 Woods to craft it. If your resource cards don’t match the required resources exactly, you may overpay for the Craft Card but you will not receive back the difference.

Also, the Craft Cards have a Game Point Value and Crafted Tool associated with them. The points are what you add up to win the game, and you may use the Tool during game play (more on that later).

Once you have crafted a Craft Card, place it in front of you face up.

If you choose to craft as an action, you trade in your resource cards to acquire a Craft Card. The Craft Cards have icons on them that designate how many resources are required to craft that card.
OBJECT
Be the first player to earn the most points.

SET UP
Shuffle all the Resource Cards (Wood, Stone, Iron, Gold, Diamond, Wild, Creeper and TNT). Next, deal each player 4 piles of 15 cards each. Then turn each pile face down so that all the cards in each pile are now FACE UP.

Card Game Basics
Players “mine” Resource Cards, and then use those cards to “craft” Craft Cards. When you “craft” a Craft Card, you earn points.

Discard Pile
When Resource Cards are blown up due to a TNT Card, sacrificed due to a Creeper Card or traded in when Crafting, they go into the discard pile. All cards in the discard pile are placed FACE DOWN.

Crafting (more on this later), they go into the discard pile. All cards in the discard pile are placed FACE DOWN. Make sure every player has a Reserve Card Holder.

Special Cards
A Wild card may be used as any 1 type of resource. You may NOT split the value of the Wild card.

Reserve
If you desire a certain Craft Card but are unable to pay for it, you may put the card in Reserve. Take the Craft Card you want and place in a Card Holder. The card is now in reserve. When you have mined the required resources, you may use an Action on your turn to trade it in and get the card out of reserve. Place it with your other crafted cards.

Card Game? Basics
Players “mine” Resource Cards, and then use those cards to “craft” Craft Cards. When you “craft” a Craft Card, you earn points.

The Game Turn
On their turn, a player may perform 2 Actions. Once you have completed your 2 Actions, it is the next player’s turn.

Actions
There are 3 types of Actions to choose from:

• MINE  • CRAFT  • RESERVE

You may perform them in any combination you want (even doing the same Action twice).

For example, you may:
• Use 2 actions to mine 1 resource
• Use 1 action to mine and 1 action to craft
• Use 1 action to craft 2 items
• Use 1 action to mine and 1 action to reserve a card
• Use 1 action to craft and 1 action to reserve a card

MINE
If you choose to mine a Resource Card as an action, take 1 resource card from the top of any of the five Resource Card Piles and place it in front of you. For the TNT or Creeper cards, you take different steps (more on that later).

Crafting Side
There are 3 kinds of resource cards. Some are plentiful, and some are more rare and therefore more valuable. They are, in order of most rare to most common:

Resource Cards

1. GOLD
2. DIAMOND
3. STONE
4. WOOD

Winning the Game
The player who accumulates the required Game Points first wins!

- 2-Player Game: 24 points
- 3-Player Game: 20 points
- 4-Player Game: 16 points

How to Craft
Crafting is simple. Find the Recipe on the front of the card, and take the required Resource Cards and match them up with the recipe. If they match, the card is yours! If the Resource Cards don’t match the required resources exactly, you may overpay for the Craft Card but you will not receive back the difference.

Crafting Side
Crafting requires resources to acquire a Craft Card. The Craft Cards have icons on them that designate how many resources are required to craft that card.

For example, if a Craft Card has 3 Diamond and 2 Woods to craft it. If your resource cards don’t match the required resources exactly, you may overpay for the Craft Card but you will not receive back the difference.

Crafting Side
If you choose to craft as an action, you trade in your resource cards to acquire a Craft Card. The Craft Cards have icons on them that designate how many resources are required to craft that card.

Also, the Craft Cards have a Game Point Value associated with them. The points are what you add up to win the game, and you may use the tool during gameplay (more on that later).

Tool Powers

Sword: May be used when a Creeper card is exposed to keep from having to discard a Resource Card.

Shovel: May be used to force another player of your choice to skip one Action on their next turn.

Pick Axe: May be used to get +1 extra action on your turn.

Axe: May be used to count as 2 woods when crafting an item.

Hoe: May be used to clear the top card off of every resource pile.

Using Tools
Each tool you have crafted has a special power. You may use these powers at any time during the game and using a tool does NOT count as an action. When you have used the tool’s power, flip the Craft Card face down to show you have used the tool. You may use the tool’s power only once, but the points on the card still count.

Note: There will be one Craft Card left over. Note: You may ONLY KEEP RESOURCE CARDS (along with the TNT card) into the discard pile.

TNT
The TNT card is then placed in the discard pile. If you mine a TNT card, you must play it IMMEDIATELY. Take it and place it in front of you. If the TNT or Creeper cards, you take different steps (more on that later).

Shuffle the Resource Cards and then deal them into 4 piles of 6 cards each, Crafting Side up.

When cards are blown up due to a TNT Card, sacrificed due to a Creeper Card or traded in when Crafting (more on this later), they go into the discard pile. All cards in the discard pile are placed FACE DOWN.

Make sure every player has a Reserve Card Holder.

When Resource Cards are blown up due to a TNT Card, sacrificed due to a Creeper Card or traded in when Crafting, they go into the discard pile. All cards in the discard pile are placed FACE DOWN. Make sure every player has a Reserve Card Holder.

When a player mines a card and exposes a Creeper card beneath it, all other players must discard a Resource Card of their choice. The Creeper card is then placed in the discard pile. When a player mines a card and exposes a Creeper card beneath it, all other players must discard a Resource Card of their choice. The Creeper card is then placed in the discard pile.

Winning the Game
The player who accumulates the required Game Points first wins!

- 2-Player Game: 24 points
- 3-Player Game: 20 points
- 4-Player Game: 16 points

Contents
25 Craft Cards
24 Wood Cards
11 Wild Cards
9 Stone Cards
7 TNT Cards
5 Creeper Cards
5 Diamond Cards
7 Gold Cards
5 Card Holders

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OBJECT
Be the first player to earn the most points.

SET UP
Shuffle all the Resource Cards (Wood, Stone, Iron, Gold, Diamond, Wild, Creeper and TNT). Next, deal them FACE DOWN into 5 piles of 6 cards each. Then turn each pile OVER so that all the cards in each pile are now FACE UP.

Shuffle the Craft Cards and then deal them into 4 piles of 6 cards each, Crafting Side up.

DISCARD PILE
When cards are blown up due to a TNT Card, sacrificed due to a Creeper Card or traded in when crafting (more on all of this later), they go into the discard pile. All cards in the discard pile are placed FACE DOWN.

Make sure every player has a Reserve Card Holder.

NOTE: THERE WILL BE ONE CRAFT CARD LEFT OVER. THIS WILL BECOME YOUR DISCARD PILE.

CARD GAME BASICS
Players “mine” Resource Cards, and then use those cards to “craft” Craft Cards. When you “craft” a Craft Card, you earn points.

RESERVE
If you desire a certain Craft Card but are unable to pay for it, you may put the card in Reserve. Take the Craft Card you want and place it in a Card Holder. The card is now in reserve. When you have mined the required resources, you may use an Action on your turn to trade them in and get the card out of reserve. Place it with your other crafted cards.

SPECIAL CARDS
A Wild card may be used as any 1 type of resource. You may NOT split the value of the Wild card.
For example, a Wild 3 card may be used as a 3 Diamond card or a 3 Wood card, but NOT as a Diamond card and a Wood card in combination.

If you mine a TNT card, you must play it IMMEDIATELY. Take it and the top card of the 5 other Resource Card piles. You may keep any of those cards. Then, discard the rest (along with the TNT Card) into the discard pile. NOTE: YOU MUST ONLY KEEP RESOURCE CARDS OR WILD CARDS FROM THE PILE.

When a player mines a card and removes it from a pile, if they then expose a Creeper Card beneath it, then ALL PLAYERS must discard a Resource Card of their choice. The Creeper card is then placed in the discard pile.

USING TOOLS
Each tool you have crafted has a special power. You may use these powers at any time during the game and using a tool does NOT count as an Action. When you have used the tool’s power, flip the Craft Card face down to show you have used the tool. You may use the tool’s power only once, but the points on the card still COUNT.

THE GAME TURN
On their turn, a player may perform 2 Actions. Once you have completed your 2 Actions, it is the next player’s turn.

There are 3 types of Actions to choose from:
• MINE
• CRAFT
• RESERVE

You may perform them in any combination you want (even doing the same Action twice).

For example, you may:
• Use 2 actions to mine 2 resources
• Use 1 action to mine and 1 action to craft
• Use 2 actions to craft 2 items
• Use 1 action to mine and 1 action to reserve a card
• Use 1 action to craft and 1 action to reserve a card

MINE
If you choose to mine a Resource Card as an action, take 1 resource card from the top of one of the five Resource Card Piles and place it in front of you. For the TNT or Creeper cards, you take different steps (more on that later).

CRAFT
If you choose to craft as an action, you trade in your Craft Card you want and place in a Card Holder. The Craft Card you want and place in a Card Holder. The points are what you add up to win the game, and you may use the Tool during game play (more on that later).

Also, the Craft Cards have a Game Point Value and Crafted Tool associated with them. The points are what you add up to win the game, and you may use the Tool during game play (more on that later).

RESOURCES
There are 3 kinds of resource cards. Some are plentiful, and some are more rare and therefore more valuable. They are, in order of most rare to most common:

For example, a Wild 3 card may be split the value of the Wild card.

1 type of resource. You may NOT use two actions to get a resource card of your choice. The Creeper card is then placed in the discard pile.

TOOL POWERS
SWORD: May be used when a Creeper card is exposed to keep from having to discard a Resource Card.

SHOVEL: May be used to force another player of your choice to skip one Action on their next turn.

AXE: May be used to count as 2 woods when crafting an item.

HOE: May be used to clear the top card off of every resource pile.

WINNING THE GAME
The player who accumulates the required Game Points first wins:
1-player Game: 24 points
2-player Game: 20 points
3-player Game: 16 points

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OBJECT
Be the first player to earn the most points.

SET UP
Shuffle all the Resource Cards (Wood, Stone, Iron, Gold, Diamond, Wild, Creeper and TNT). Next, deal them FACE DOWN into 4 piles of 15 cards each. Then turn each pile OVER so that all the cards in each pile are now FACE UP.

Shuffle the Craft Cards and then deal them into 4 piles of 6 cards each, Crafting Side up.

Note: there will be one craft card left over. Set it aside as it will not be used in the Game.

DISCARD PILE
When cards are blown up due to a TNT Card, sacrificed due to a Creeper Card or traded in when crafting (more on that later), they go into the discard pile. All cards in the discard pile are placed FACE DOWN.

Make sure every player has a Reserve Card Holder.

CARD GAME BASICS
Players "mine" Resource Cards, and then use those cards to "craft" Craft Cards. When you "craft" a Craft Card, you earn points.

RESERVE
If you desire a certain Craft Card but are unable to pay for it, you may put the card in Reserve. Take the Craft Card you want and place it in a Card Holder. The card is now in reserve. When you have mined the required resources, you may use an Action on your turn to trade them in and get the card out of reserve. Place it with your other crafted cards.

SPECIAL CARDS
A Wild card may be used as any 1 type of resource. You MAY NOT split the value of the Wild card. For example, a Wild 3 card may be used as a 3 Diamond card or a 3 Wood card, but NOT as a Diamond card and a Wood card in combination.

If you mine a TNT card, you must play it IMMEDIATELY. Take it and the top card of the 5 other Resource Card piles. You may keep any of those cards. Then, discard the rest (along with the TNT card) into the discard pile. Note: You May ONLY KEEP RESOURCE CARDS OR WILD CARDS FROM THE PILE.

When a player mines a card and removes it from a pile, if they then use a Creeper card beneath it, then all players must discard a resource card of their choice. The Creeper card is then placed in the discard pile.

TOOL POWERS
Sword: May be used when a Creeper card is exposed to keep from having to discard a Resource Card.

Shovel: May be used to force another player of your choice to skip one Action on their next turn.

Pick Axe: May be used to get 1 extra action on your turn.

Ax: May be used to count as a wood when crafting an item.

Hoe: May be used to clear the top card off of every resource pile.

WINNING THE GAME
The player who accumulates the required Game Points first wins:
- Player Game: 24 points
- 2-Player Game: 20 points
- 3-Player Game: 16 points

CRAFT
If you choose to craft as an action, you trade in your resource cards to acquire a Craft Card. The Craft Cards have icons on them that designate how many resources are required to craft that card.

For example, if a Craft Card has 3 Diamond and a Wood icon on it, you must turn in Resource Cards equal to 3 Diamonds and 2 Woods to craft it. If your resource cards don’t match the required resources exactly, you may overpay for the Craft Card but you will not receive back the difference.

Also, the Craft Cards have a Game Point Value and Crafted Tool associated with them. The points are what you add up to win the game, and you may use the Tool during gameplay (more on that later).