

Magnum Sal Muria

A 2-5 player game by Marcin Krupiński and Filip Miłuński. Condensed rules by Eric Postpischil, <http://edp.org/>.

Introduction

Goal: Make the most money by extracting salt and brine and selling it to the castle.

All money, salt, and tools are public.

Chain Rule:

- Moving a miner may not break a chain of miners (leave any miner without a connection to the entrance), except a miner may be moved out of a chamber when no salt remains in it or beyond in its row and the move does not break a chain to miners on a lower level.¹ (Shaft ownership markers connect miners but may be disconnected.)

The foreman acts as 2 miners when excavating and in the mine entrance assistant space but 1 miner elsewhere.

Blue cubes represent brine in chambers and in the saltworks but become blue salt when the player receives them.

Setup

Place the board expansion to the left of the main board.

Place the short two-level mineshaft vertically below the mine entrance on the board. The long shaft is not used.

Shuffle the mine chambers marked I, II, and III separately, using chambers from the base game and the expansion.

Place one I chamber facedown to the left of the bottom section of the two-level mineshaft and another to the right.

- Set the remaining chambers aside facedown to be placed as the mine is explored.

Select two tool types to remove from the game, randomly or by consent. Shuffle the remaining tool cards.

Put 2 brown cubes and 1 green cube in the market spaces marked for them.

Give each player 2 of their miners (3 in a 2-player game), their foreman, their ownership markers, and 1 brown salt.

- Each player may ultimately hire up to 10 miners total.

Choose a start player. Give the start player 10¢, the second 12¢, the third 14¢, the fourth 16¢, and the fifth 18¢.

Start of Phase

Shuffle the stack of 11 royal orders for the phase (I, II, or III) and stack them on the space with the crown.

Turn over 3 orders for 2-3 players or 4 orders for 4-5 players and place them in the spaces in the castle.

In phase I/II/III, add 1/2/3 shaft sections, respectively, next to the foreman's building.

Put a brown disk for counting royal orders in space 0.

Put a brown disk for counting available workers in the inn in the space marked for the number of players.

Stack 7 tool cards facedown in the workshop (top-right of board). Deal 3 face-up to the left.

¹ This is the original Chain Rule plus a criterion confirmed with Marcin Krupiński. It may be ambiguous in some situations, such as which way is "beyond" in a level accessed by multiple shafts.

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Play (clockwise in rounds until the end of the phase)

Change Brine to Salt (anytime during turn)

2/4/6 blue salt may be converted to 1 brown/green/white salt, respectively, at any time during a player's turn.

Castle (first)

Each of the player's miners in the castle line moves 1 space closer. Each miner that reaches the castle fills an order:

- Choose any open order, give the salt indicated to the bank, and receive the payment indicated and the order tile.
- If the player cannot fill an order, pay 3¢ or any 1 non-blue salt to the bank. If not possible, surrender all money.
- Return the miner to the player. Move the royal order counter. Reveal a new order, if any remain.
- If there is an assistant at the castle, give them 1¢ from the bank per order filled.

Saltworks (second)

Remove all of the player's miners from the saltworks. Each removed miner brings the player 1 brine, if available. If there is an assistant at the saltworks and any brine is removed, give the assistant 1¢ from the bank.

Actions (third)

Each player plays any 1 action in the first round of the phase and any 2 actions (may be same) in later rounds.

Place or move a miner or foreman into the mine from anywhere but the castle queue. Obey the Chain Rule.

- Miners may be in shaft sections and mine chambers with any other miners.
- If the miner enters a new chamber:
 - Turn the chamber tile face-up and fill it with the indicated salt and brine.
 - Place 1 brine in the saltworks.
 - If an adjacent space is empty, place 1 chamber of the appropriate level facedown in each such space, if available. If only 1 chamber remains and 2 spaces are empty, the player chooses.

Extract salt from one mine chamber. (Brine is not extracted in this action.)

- Extract salt up to the number of non-tired miners in the chamber plus tool assists minus brine in the chamber.
 - The foreman counts as 2 miners.
- Transport the salt to the surface. Pay 1¢ per salt per space used to any one miner there.
 - Payment for multiple salt cubes may be split among multiple players. Using one's own miners is free.
 - The player may use their own miners first but must then choose foremen before ordinary miners.
- Each miner that worked in the chamber, including holding back brine, becomes tired. Lay them on their sides.
 - Tired miners may not move or extract salt but may help transport salt to the surface.
- If the mine entrance assistant space is filled, give the corresponding player 1¢ from the bank.

Place a miner in an unoccupied assistant space by a building (none at inn). Obey the Chain Rule.

- Miners remain in assistant spaces until the owner removes them or the phase ends.
- For the assistant space at the mine entrance, place 2 miners or 1 foreman, as a single action.

Visit a building and perform its action. The same building may not be visited twice in one turn.

- Inn: Hire a worker at the currently shown price. Move marker to the next higher price or, after 8¢, off the track.
- Workshop: Buy a tool at its shown price. Slide remaining tools left and reveal a new tool if stack is not empty.
- Pump House: Move 1-4 brine at price shown from 1 chamber the player has a worker in to the saltworks.
- Market: Buy or sell 1-2 times at prices shown. To sell, there must be an empty space. To buy, there must be a cube.
- Town Square: Get 1¢ from bank.
- Castle: Put a miner in line to fill an order.
- Saltworks: Move any number of miners into the saltworks from anywhere but the castle queue.
- Foreman's Building: Order construction of a new shaft, if a shaft tile is available by the foreman's building.
 - Put a shaft tile under a chamber (not a shaft section) where the player has at least one non-tired miner.
 - Shafts can descend only from levels I and II, not III.
 - A shaft may not be immediately adjacent to another shaft.
 - A shaft from II to III may not be directly below a shaft from I to II (but may be below the start shaft).
 - Pay 5¢ to the bank. Receive one blue salt from the bank.
 - Place an ownership marker on the shaft. (This is required; the 3 ownership markers limit a player to 3 shafts.)
 - Ownership markers act like ordinary miners: They receive pay for transporting salt, they connect a chain of miners, but they do not need to be connected to the entrance. However, they are never removed, not even at the end of the phase.
 - Place a chamber tile of the appropriate level facedown below the shaft tile.

After visiting a building with an assistant, other than the castle or saltworks, give the assistant 1¢ from the bank.

Pass. If a player passes twice on a turn, wake all of the player's tired miners.

End of Phase

Phases I and II end after the round in which the fifth royal order is filled (fourth in a 2-player game).

Phases III ends after the round in which the sixth royal order is filled (fifth in a 2-player game).

Return all miners to their players, including those in assistant spaces, in the castle, or in the mine.

- Miners that were tired are woken.

Remove uncompleted orders from the game.

Remove unsold tools from the game.

Turn used tools face-up.

Pass the starting player marker left.

If the market has no brown salt, add 1 in the 5¢ space. If the market has no green salt, add 1 in the 6¢ space.

If the saltworks has more than 2 brine, return all but 2 to the bank.

Reference

Moving Miners

Once a miner is in the castle queue, it must remain in the queue until it reaches the castle.

Tired miners may not be moved, whether within the mine, to assistant spaces, or to the castle queue.

Miners may be moved to assistant spaces and to mine spaces from any location except the castle queue.

Visiting a building to perform its action, other than the Saltworks or the Castle, does not require use of a miner.

Tools

Each tool may be used once per phase. Upon using a tool, turn it facedown to mark it used.

Multiple tools may be used in a turn and within an action.

Rope: When placing or moving a miner or foreman, place or move another miner or foreman, both in/to the mine.

- You may decide whether to use the rope after placing or moving the initial miner or foreman.

Pickaxe: When extracting salt, add 1 to strength (number of salt cubes that can be extracted).

Bucket: Move 1 brine from a chamber with one of your miners to an adjacent chamber (not a shaft section).

- Brine may be moved into a chamber that has not yet been revealed.

Cart: When extracting salt, move 1-2 cubes through 1-2 adjacent chambers or sections without paying.

- Additional cubes moved must be paid for.

Food: Wake 1-2 tired miners. (They may be in different chambers.)

- The foreman counts as 2 miners.

Commercial Privilege: When visiting the market, buy for 1 less, sell for 1 more, or sell into a full space.

- Salt sold into a full space earns the lowest price (not 1 more) and is returned to the bank.

- The privileges may be used during both market transactions.

Royal Privilege: When visiting the castle, put the miner at the head of the line (left circle).

Saltworks Privilege: After placing miners in the saltworks, the player may immediately take back 1-2 with brine.

Horse Mill: When extracting, take from a **revealed** chamber 1 level directly below miners instead of usual chamber.

- The horse mill cannot be used in a shaft, only in a chamber.
 - It does not matter whether there is a shaft between the two chambers.
 - Only miners in the upper chamber work. Miners in the lower chamber do not work.
 - Brine in the lower chamber, but not the upper chamber, must be held back and hence accounted for in labor cost.
 - Pay transport costs from the upper chamber to the mine entrance.
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End of Game

The game ends after phase III.

Each 2 remaining blue salt are converted to 1 brown salt.

Each remaining non-blue salt is sold to the bank for 3¢.

Each player's tool set is sold to the bank using this pricing: 1-2 tools: 2¢ total, 3-4 6¢, 5-6 10¢, 7-8 14¢, 9+ 20¢.

The richest player wins. Ties go in favor of most royal orders filled, then fewest miners, then fewest tools.