



Here's how  
to play  
the game.



A shrewd game of skill and luck for 2 players  
ages 8 and up

### A BRIEF IDEA OF THE GAME

Each player is a modern prospector buying mines and hoping to strike valuable ores, like silver or gold. On his turn, a player rolls three dice and then skillfully arranges them. Two dice form the Mine Number, which indicates where a strike occurs if the mine is already owned, or indicates the mine the player can buy if it is not owned. When a strike occurs, the third die indicates the type of ore found and, thus, the value of the strike. It pays to own several mines that lie adjacent to one another on the board as adjacent mines help to increase the value of a strike. (A strike can be worth as little as \$5,000 or as much as \$150,000!) The *Object* of the game is to be the first player to make a million dollars.

### EQUIPMENT

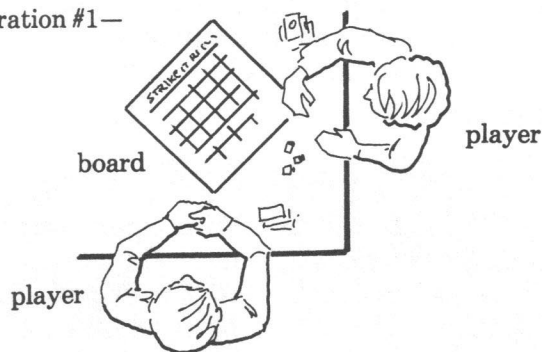
Gameboard, showing 36 Mines and spaces to position the dice and determine the value of strikes; 32 Ownership Markers, 16 per player; a pad of Money and three Dice.

### PREPARING FOR PLAY

Each player receives a set of Ownership Markers and \$100,000: two \$20,000, four \$10,000, and four

\$5,000 bills. Each player sits next to the board, as shown, so that he can read the names and numbers on the board right side up.

—Illustration #1—



## THE MINES

—Illustration #2—



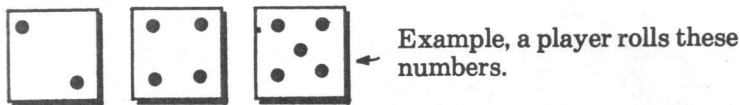
Each space on the board is identified by one of the thirty-six rolls of the dice (the MINE NUMBER), the NAME of a Mine (provides flavor but does not affect play in any way), and its PRICE (ranging from \$5,000 to \$25,000—the higher the price, the more valuable the Mine *should* prove to be).

## PLAYING THE GAME

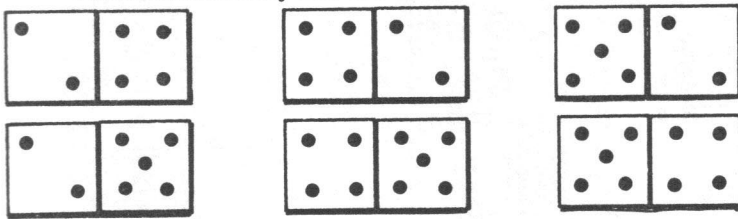
Each player rolls the dice, higher number plays first. Thereafter, play alternates.

On his turn, a player rolls the three Dice. His first task is to form a Mine Number using two of them. He takes the two Dice of his choice and arranges them in the proper boxes to form the number of his choice. The third die is placed aside for the moment.

—Illustration #3—



He could form any one of these six Mine Numbers:



Now refer to the space having the Mine Number formed.

**1. IF THE MINE IS UNOWNED—**

The player must buy it for the price indicated. If he does not have enough cash to pay for it, he must sell one or more of his mines to raise the cash needed (see "selling", below). He then marks the Mine with one of his Markers and ends his turn.

**2a. IF THE MINE IS ALREADY OWNED—**

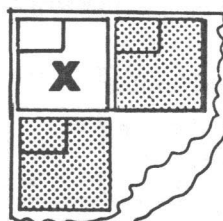
A "strike" takes place. The third die is now placed on the "Strike Roll" box and the value of the strike is read off. For example, if the third die was a 5, the value would be \$25,000 (for striking Gold). The player rolling the dice *always* collects this money, even if the mine is owned by the opponent.

**2b. THE BONUS**

Now, the *owner* of the Mine looks at the board to see if he also owns one or more Mines that are *adjacent* to the Mine where the strike occurred. The Mines that surround the Mine horizontally and vertically (but not diagonally) are its adjacent Mines.

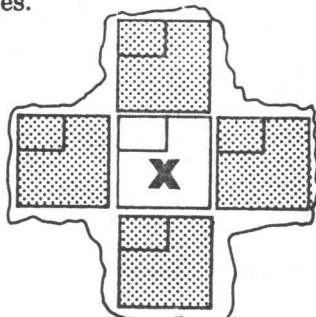
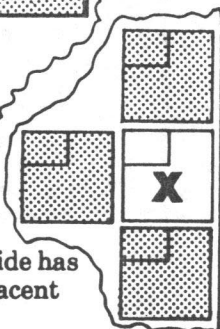
For *each* adjacent mine owned, the *owner* collects the same amount of money as the strike itself. For example, if the owner of the 1 4 Mine also owns the 4 4 and 4 5 Mines when the example strike occurs, he would collect a BONUS of \$50,000 (if the strike roll was a 5)—\$25,000 for each of the two adjacent Mines.

—Illustration #4—



A Mine in the board's corner has two adjacent Mines.

A Mine on the board's side has three adjacent Mines.



A Mine *within* the board has four adjacent Mines.

## SELLING

When a player must sell one or more Mines to buy a new one, he removes his Markers from the Mines he decides to sell and collects the Price for each from the Bank. He then pays for the new Mine.

## DOUBLE PLAYS

When the Mine Number formed is a double, a "Double Play" occurs if the *opposing* player owns the Mine. If not, play proceeds as usual. If so, the rolling player must immediately buy the Mine by paying the other player its price and exchanging Ownership Markers on it. If short of cash, a player must sell one or more Mines at this time. (The six mines having a double number are usually risky to own because they can be so easily bought by the opponent. However, they are sometimes vital because of the importance of owning Mines that lie adjacent.)

No strike occurs on the same turn as a Double Play. Immediately after paying for and marking his new Mine, the rolling player's turn ends.

## TRIPLE PLAYS

Whenever the number rolled on all three Dice is the same, a "Triple Play" takes place. This is a very good event that occurs infrequently. The rolling player may do *either* of the following:

1. He can strike Diamonds in any Mine he already owns, or,
2. He can stake a SPECIAL CLAIM by placing one of his Markers on *any* Mine space that is unowned OR owned by the opponent (in which case the opponent takes his Marker off the space). *Nothing* is paid for the Mine. After staking his claim, the player immediately strikes ore in that Mine, the value of which is determined by the common number showing on the Dice (*example*: the Dice show  $\square\square\square$ , the strike is worth \$10,000—Copper). Any BONUS due the rolling player is then collected as usual.

## WINNING THE GAME

The player who first accumulates at least \$1,000,000 at the end of his turn WINS the game. (It's a good idea to keep the exact amount of your money secret to keep the opponent in the dark as to your cash holdings.)

## RUNNING OUT OF MARKERS

A player cannot own more than 16 Mines. After a player acquires his 16th Mine, he cannot form a number that would require him to buy a 17th. If his roll is such that all Mine Numbers he can form are unowned, he simply passes the Dice to his opponent and ends his turn, taking no action whatsoever.

If you enjoyed STRIKE IT RICH, you may also find these games to be of special interest:

