

STRIPMINE

Game Design: Charles Trowbridge

Title Font: Disturbed Type

Detail Font: Dieter Steffmann

a coin game for two to eight players

Setup: Place 2 hills into the field for each player. Each hill is four coins in a stack. From the bottom up they are a quarter, nickel, penny and the hill is topped with a dime. Thus the coins are stacked with the physically smallest on top and each coin is of ascending size.

At the start of the game play starts with the player who has most recently visited a mine or refinery and continues to the left. After each auction turn play starts with the player with the fewest points. If two players are tied for fewest points, flip a coin to decide who take the first mining turn.

Play takes place in two types of turns. Individual auction turns and shared auction turns. During auction turns the players are offering the minerals they mine up at auction and do not bid.

Each player takes four mining turns, followed by an auction turn. Then each player takes two more mining turns and there is a second auction turn. Finally each player takes two more mining turns and then there is a third and final auction turn. The game is over after the 3rd auction turn.

Mining: During a mining turn the current player takes the top coin from one hill in the field and adds it to their stash.

Once each player has taken four mining turns, the first auction occurs. After the first auction each player will take two mining turns before the second auction. After the second auction each player will take two mining turns before the third and final auction.

Auctions: Each player takes the four coins in their stash into their left hand and and secretly places two coins in their right hand. Then they extend their right hands into the center of the table. When all players are ready everyone simultaneously reveals their chosen coins. Players then score points based on the scarcity of the denominations they selected. Each of the scarcest denomination coins scores 4 points, the second scarcest 3 points, the third scarcest 2 points and each of the fourth scarcest coins each score 1 point. If two types of coins are tied for scarcity than the higher denomination coin is scarcer. Players score points for both coins selected. After coins are revealed during an auction and points are scored the coins are discarded. During mining turns the coins in a player's stash are public knowledge.

Victory: The player with the most points at the end of the game wins. If two players are tied, the player with a higher total denominations of coins left in their stash wins.

Settling: If playing for money, the player in first place takes all of the quarters, the player in second place the dimes, in third place the nickels and the player in fourth place takes all of the pennies. If there are less than four playing, unclaimed coins go to the player in first place.

Variations

Bear Market: At the start of the game, set one less hill out into the field. During the first auction, after each player has revealed their coins flip each of the coins from this hill. Those that land heads up are included in the comparison of coins to determine the scarcity order of the denominations. No player scores points from these coins. After the first auction place the four coins of that hill onto the field in the normal order (dime, penny, nickel, quarter) and the coins revealed during this auction turn are set aside.

During the next and each subsequent auction turn, after each player has revealed their coins flip each of the coins revealed during the previous auction turn. Those that land head up are included in the comparison of coins to determine the scarcity order of the denominations. No player scores points for these coins. After the auction turn discard all of the coins from the previous auction turn.

The bear market variation can be used with any number of players, but works best to add variety into two and three player games. When using it with four or more players allow each player to select one of their coins to be held over after the auction turn and flipped during the next rather than both.

Blowout: After the third auction turn there is a fourth auction phase. Each player revealed the two remaining coins of their stash and they are scored normally.

The blowout variation works best with 6 or more players by helping ensure there are less ties. The blowout variation tends benefit players that plan ahead.

Bear Market Blowout: Both variations can be combined. This lengths the game and increases the risk management aspect while decreasing the predictive elements

SCORE TRACK

