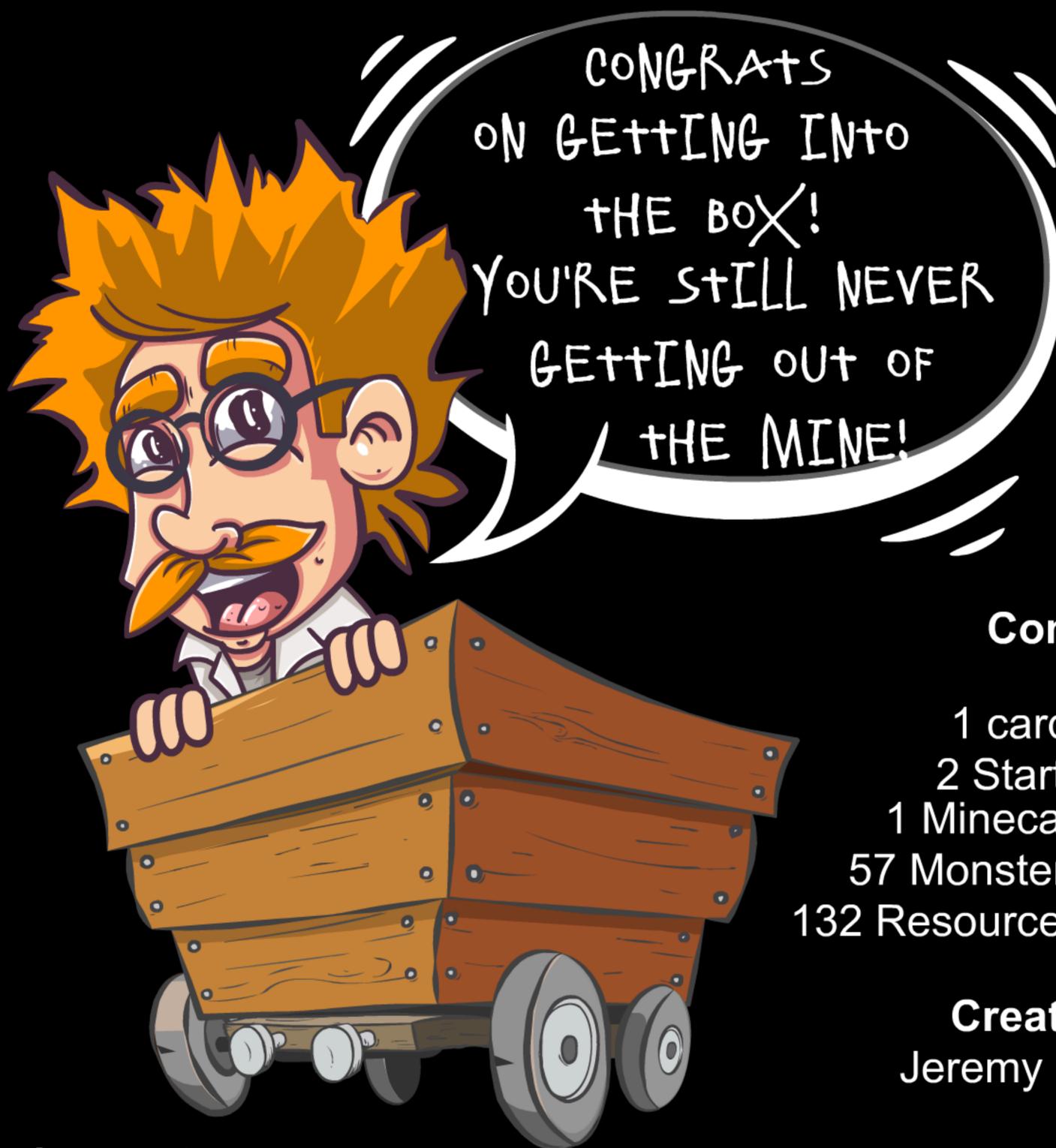


MONSTERS & MINECARTS

Have you ever been out on a picnic when a sinkhole opens up and drops you into a mine filled with strange creatures and a mad scientist?

Here are instructions on how to use things like ice cream and bananas to evade monsters and how to place enough track cards in a row to escape the mine.



Contents:
2 dice
1 card stand
2 Start Cards
1 Minecart Card
57 Monster Cards
132 Resource Cards

Created by:
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Requirements:



PLAYERS



AGE



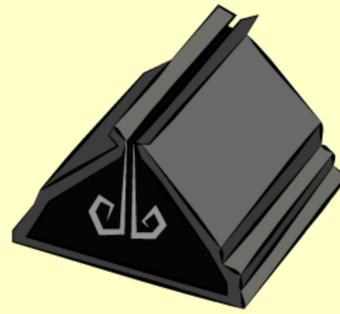
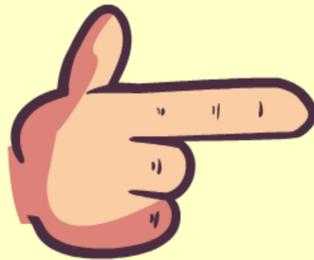
MINUTES

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GETTING READY

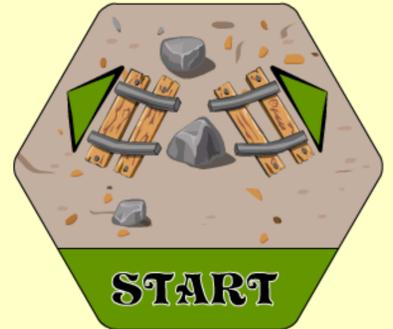
1

Find a Character Card and insert it into a stand.
In co-op play you will only use one Character Card. VS uses both Character Cards



2

Find the two, double-sided **START** cards and set them off to the side.



3

Separate and shuffle the two decks



Monster Deck



Resources Deck

4

Deal each player 5 Resource Cards.

If anyone is dealt a **Draw a Monster** card, deal them a new card and slide the **Draw a Monster** card back into the deck.



5

Place the **Resources Deck** on the table near the **Monster Deck**.

6

Choose a player to be the Monster Watcher. It's their job to ensure that everyone is doing what the Monster Cards are telling the players to do.

7

The Monster Watcher chooses one of the **START** Cards and places it on the table. It can't be moved again so place it wisely!

LET'S START PLAYING!

The Monster Watcher plays first and starts the game by placing the Minecart on the Start Card. The Minecart should always be moved to the most recent available track as new tracks or monster cards are placed.

On your turn, if you draw a **PERSONAL UPGRADE** card then place it face up on the table in front of you and draw from the resource deck to replace it.

1 Begin your turn by having the Monster Watcher check the track, and if there are any monsters, do what they say.

2 If you have less than 5 cards in your hand then draw enough cards from the **Resources Deck** to replace them.

3 Read* the card(s) carefully. If you get a **Draw a Monster** ** card then do so.



* Some resources require an immediate dice roll upon drawing them from the deck.

** When you pull an actual monster from the Monster deck, place that monster on top of your most recent track card. If you draw another monster before that one is gone, place the new monster on the next closest track and so on. Move the Minecart to an open track as needed.

If you pull a non-monster card from the Monster deck simply follow the instructions on the card and then discard it.

4 Play one card*. It can be either a resource or a track card. Discard one card if you can't play either. If a track was placed then move your minecart to its new location. Resources are discarded after use.

* Some resource and track cards require a dice roll before use.

5 Count the longest number of continuous set of tracks that have been placed so far and then next player starts at number 1 above.

I'M CERTAIN YOU CAN ESCAPE THE MINE AND HERE ARE SOME KEY THINGS YOU NEED TO KNOW



IT'S IN THE DETAILS

Pro-tip: the more green arrows the **START** card has the more likely it is you'll make your escape.

- > You can not add a Track Card to any section of tracks that is blocked by one or more monsters.
- > You can not move your Minecart to any track that has a monster between your current location and that track.
- > The **Start Card** is safe from being blocked by monsters, floods, dead ends, cave-ins, etc.
- > If a card asks you to roll the dice and has two numbers separated by a dash, like 5 - 11, then that means any number from 5 through 11. 
- > A turn is defined as all of the actions that you take before play moves to the next player. A round is when everyone who is playing has taken their turn and has come back to you.
- > If you destroy your cart or axle, then tip your Minecart card on its side. You cannot stand it up or place any new tracks until it's repaired.
- > If a player becomes trapped in the mine they are out of the game and now become the Monster Watcher. Optionally, they can also handle the dice rolls for the Monster cards.
- > Player's who have been lost can be brought back if someone finds the "**Lifbuoy**" Personal Upgrade card and makes a successful roll.

MONSTERS

Anatomy of a Monster Card



Creature Type:

This is the specific kind of monster that you've encountered. Certain resources work against some creature types and not others.

Weaknesses:

This is the resource or resources you need to use against the creature to make them go away.

Actions:

As long as the monster is on the table these are the penalties each player will have to face on their turn.

Some monsters require multiple resources before they can be removed from the tracks. Place those resources on or near that Monster Card until you've met the requirements and then discard them along with the monster card.



The 'Good' and the 'Not-so-Good' versions of the Mad Scientist are also in the Monster Deck. The Good version will try to help you and the Not-so-Good one will be trying to stop you. You'll also find disasters like Floods, Cave Ins and Broken Wheels which you will have to deal with.



AMPLENTY

Some resources have immediate effects which apply only to the player who drew the card, such as **Permanent Upgrade** cards, fire ants and bee hives. Some cards like Cures will require dice rolls to use.

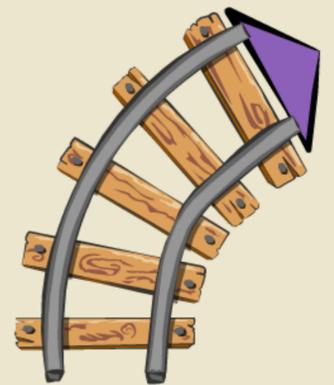


Read the words carefully, some cards carry risks

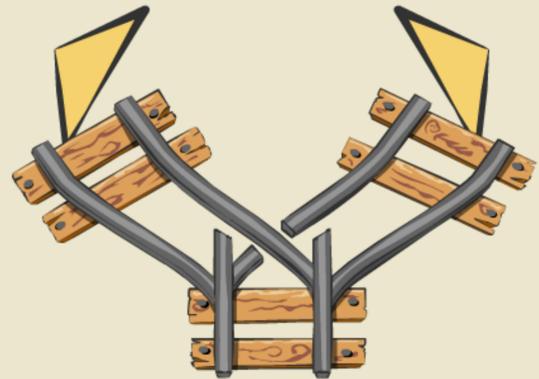
Valid Tracks

In this example there is only one track card that you could still attach to another track. If you count from there back to **START** you will see that there are 6 track cards in a row which currently count towards your escape. During play you may have multiple open track lines, but you only count the **longest continuous track** for your total.

TYPES OF TRACKS



STRAIGHT CURVED



SPLIT

A Bat Swarm is blocking your way!



A Monster Card is blocking this track line so you only have 1 option for placing a track card.

Until the bats are taken care of, that whole line of tracks can't be accessed.

Co-Op Multi Player

In **Cooperative** play everyone works together to escape the mine using the same set of tracks. You need to get **20 connected tracks for two players** and 2 more tracks for every additional player. It's a good idea to keep a running count of your longest set of tracks throughout the game. If everyone becomes trapped in the mine you lose, however, as long as one player escapes everyone wins!

Example: 4 players = 24 tracks.

Solitaire

Single Player follows the same rules as Co-Op play however, we crank up the difficulty by having you remove all of the cards in the Monster deck with a picture of the "Good " Mad Scientist.



Get 15 connected tracks to win!

1 vs 1 Race to Escape

Versus play uses the same rules as Co-Op, with a few differences:

1. Each player builds their own set of tracks from their own single - arrow **Start Card**, and uses their own character card with stand.
2. If you draw an actual monster, a Dead End or a Flood card from the **Monster Deck** then place it on your opponent's most recently placed track.
3. You are not affected by the monsters on the other player's tracks.

Survive longer than the other player or be the first player to place 12 connected tracks to win!