

MINECART MAXHEM

Team:

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Content

- 4 Minecarts
- 20 Sided Die
- Turn Marker (Torch)
- Deck of Cards

Objective

- The cave is collapsing as you try to survive.
Battle against the opposing players and be the last player standing.

Setup

- Every player picks their minecart
- Lay out a 7x4 of regular rails
- Shuffle the cards and pass out 5 cards to each player. Remaining cards are the draw pile
- Each player places their chosen minecart into the middle rail of one of the lanes
- Place turn marker (torch) under the left-most lane



Initial setup of the gameboard

Turn Order

- Order of lanes from left to right is:
 - Lane 1, Lane 2, Lane 3, and Lane 4
- The turn marker will start under Lane 1

- Turn order goes from the lane with the turn marker and goes to the right (looping back around when it reaches the rightmost lane)
 - Ex: Turn marker under Lane 2 (Order of turns is Lane 2 → Lane 3 → Lane 4 → Lane 1)
 - If the positions of minecarts are swapped, the turn order will continue as if the lanes were never swapped for the rest of the round (next round will continue as normal)
- At the end of each round the turn marker should move one lane to the right (from rightmost lane it will move to the leftmost lane)
- Ex: Turn marker under Lane 3 so it moves to Lane 4

Your Turn

- Choose a card from your hand and play it (details found in the cards section)
- If there is a roll success number, then roll the dice and if the number is greater than the stated value, then perform the success action (stated in the cards section)
 - If the roll fails then perform the failure action (also found in the cards section)
- At the end of your turn draw to make sure you have 5 cards in your hand

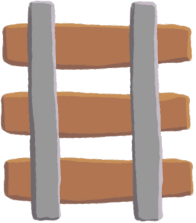
Game Rules

- The round ends when every player has taken a turn
 - Remove one rail from the back of the rail line (collapse)→ Move all minecarts forward one space → Move turn marker
 - If space is limited, you can also shift all cards back towards the original play space when necessary
- Player elimination conditions:
 - If a minecart is on the rail that is collapsing at the end of a round then the minecart is eliminated
 - If a minecart is moved forward into a space without a rail card then the minecart is eliminated
- When a player is eliminated, all cards from their lane as well as their hand is added to the discard pile
- When the draw pile is empty, shuffle all cards in the discard pile and add those cards to the draw pile

Cards

Card Properties:

- Declare: how to properly declare the usage of a card
- Dice Value: the value the dice needs to roll greater than for the card to succeed (strictly greater than)
- Success: what the card does when the dice roll succeeds
- Failure: what the card does when the dice roll fails

	Rail Declare: Place the rail at the front end of any rail line Dice Value: 2 Success: The rail is successfully placed at the end of the line and stays there Failure: The rail is moved to the discard pile
	Dynamite Declare: Place the dynamite on a rail at either end of a rail line Dice Value: 8 Success: Move both the dynamite and the rail it is on to the discard pile Failure: Move the dynamite to the end of your rail line (matching the end it was placed on) and then move the dynamite and rail it is on to the discard pile
	Stalactite Declare: Place the stalactite on any rail in front of a minecart Dice Value: 5 Success: The stalactite will remain on the rail until a minecart attempts to move onto the tile (prevents the minecart from moving onto the rail and then the stalactite is moved to the discard pile) Failure: The stalactite will instead move to the rail in the same row on your line (stalactite will act the same as stated in the success)

	Rocket Declare: Place the rocket on the minecart you want to move Dice Value: 5 Success: The minecart it is placed on will move forward one space and then the rocket is placed in the discard pile Failure: The rocket is placed in the discard pile
	Double Declare: Place the double card down in front of you and then declare two other cards (following their declare procedure) (cannot be another double). Follow the play procedure for both of the other cards with their dice value increased by 2 (The dice value of Rails are not changed)
	Swap Declare: Place the swap card on the minecart you want to swap with Dice Value: 8 Success: Your minecart swaps position with the minecart the swap is placed on, then the swap card is placed in the discard pile Failure: The swap card is placed in the discard pile