

Z-MAN  
games

MATT TOLMAN'S

# UNDERMINING



# RULEBOOK

## OVERVIEW

Undermining casts you in the role of rival miners, hollowing out an alien world in your Universal Mining Vehicle (UMV) for fun and profit. Alongside prized resources like Uranium, Titanium, Diamond, and Niobium, you're also likely to find powerful alien technologies left behind by an ancient civilization.

## COMPONENTS

1	Game board	5	Player mats
18	Contract cards	10	Alien tech cards
18	Star buck tiles	5	Plastic UMVee pieces
16	Equipment tiles	129	Debris tiles
5	Unavailable bay tiles	40	Wooden battery cubes

## SETUP

- 1 Unfold the game board and place it in the middle of the table. If this is your first game, it is recommended to play the side shown in the diagram.
- 2 Place the equipment tiles onto the game board in the spaces indicated.
- 3 Shuffle and place the alien tech cards face down on Game Board.
- 4 Shuffle and place the contract tiles face up on the game board. Then, take 3 contracts from the top of the pile and place them face up on the Game Board to form 3 active contracts. Then, depending on the number of players, make 3 descending piles of star buck tiles:  
2 or 3 players: 8-6-5-3  
4 players: 8-7-5-4-3  
5 players: 8-7-6-5-4-3  
Un-used tiles are be returned to the box.
- 5 Each player selects a player mat and UMV peice of matching color, and places each in front of them. (note: in a 5 player game, each player also takes the unavailable cargo bay tile and places it in one of the empty slots in their player mat)
- 6 Each player takes a handful of tiles resource tiles from the resource bag and places them onto the gameboard, one in every space below the surface. In the top row, only place solid rock tiles. In all other spaces, tiles are placed randomly.
- 7 Place the battery cubes in a general supply within easy reach of the players.
- 8 Determine which player has the most experience digging holes. This player becomes the starting player. Players receive battery cubes according to their position in the turn order; 1 tile for the first player, 2 for the second player, etc. In the example, orange is the start player. Now you are ready to begin playing!



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## GAMEPLAY OVERVIEW

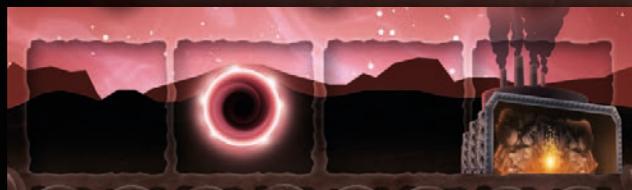
Players take turns drilling resources with their UMV and carrying them back to the warehouse on the planet's surface where they can be used to acquire UMV upgrades or fill contracts for star bucks. The game ends when most of the contracts have been filled. The winner is the player who has the most star bucks at the end of the game.

## GAME TURN

At the start of the game players begin each turn with 3 action points, which they can spend on the actions described below. A player may use the same action more than once on the same turn.

Later in the game, players may acquire reactors, which increase the number of actions they get each turn, giving them one extra action per reactor they have built. Some players may wish to use coins or tokens of some sort, to keep track of the actions they have spent on their turn.

At any time during their turn, players may also spend 2 previously acquired battery cubes to get 1 extra action that turn (they may do this as many times as they can afford)



On a player's first turn, they must first place their UMV figure onto the game board in one of the 4 large spaces at the top of the game board. These

large spaces are considered "above-ground", and any number of players can be present on each of them.

## ACTIONS

The available actions are described in detail below.

**DRILL.** Drill an adjacent space, and up to one extra space per Drill Bit acquired. Players may not drill diagonally.

A player wishing to drill a resource tile simply takes an adjacent resource from the game board and places it into an empty cargo bay on their player mat, and moves their UMV figure into the space where the resource was. Players may not drill into a resource tile if they have no empty cargo bays available.



*Orange drills an adjacent "Iridium".*



*Orange drills an adjacent "Solid Rock" tile.*

A player wishing to drill an adjacent solid rock tile simply turns the tile over, revealing the rubble side of the tile. The player does not move their UMV piece.

A player wishing to drill an adjacent rubble tile removes the rubble tile from the board, discarding it to the box and moves their UMV piece into the space the rubble occupied.



*Orange drills into a rubble tile.*

**DRIVE.** Move up to 2 spaces, and up to 1 additional space per rocket acquired.



*Orange's possible movement options*

A player who wishes to move their UMV can use the drive action to move up to 2 spaces plus one space per rocket they have built. Diagonal movement is not allowed. An UMV can never move into a space containing a tile. Likewise, an UMV can never move into a space containing another UMV, except when above-ground. Each space a player moves can be in a different direction. Any "leftover" spaces a player does not use are lost, and players wishing to move again later on the same turn must use the drive action again.

When using the “drive” action, a player may elect to pay 2 battery cubes to move “through” another player. A player must end their action on an empty space. Moving through another player in this way counts as moving through a space on the board, and so a player must have adequate movement left to perform this action.



*Orange moves through blue by expending 2 batteries during a “drive” action.*

**UNLOAD.** When on the refinery space (shown at right), move all resources in your cargo bays to your warehouse, located on your player mat.



*Orange unloads.*

Alien tech resource tiles are not placed into the warehouse, but are discarded to the game box, and an alien tech card is drawn for each tile discarded in this way. There is no limit to the number of resources a player’s warehouse can hold.

**BUILD.** When on the refinery space, spend resources to build UMV equipment.

Players have a total of 5 expansion bays on their player mat. In order for a player to build equipment, they must pay the resources indicated for that piece of equipment in the workshop. Then they may take the equipment from the warehouse and place it into an empty slot in their player mat.



*Orange builds a drill bit.*

Equipment is limited, so if all the equipment of a certain type has already been built, players may no longer build equipment of that type. Players may build any number of upgrades when they take this action, provided they can pay for them. X-ium is wild and can be used in place of any resource when building equipment.

**CONTRACT.** When on the refinery space, spend resources to fill a contract and get star bucks.



To fill a contract, a player must return the resources shown on an active contract to the game box. Then, they take the top star bucks tile from the stack and discard the contract card, replacing it with the top tile on the contract deck. X-ium is wild and can be use in place of any resource when filling a contract.

**CHARGE.** Take one cube from the supply, placing it into the battery slot on your UMV. You may never have more than 8 cubes.



**PORTAL.** Move from one portal to another.



If a player is in a space with a portal, they may use the portal action to move to any other open portal. A portal is considered open if there is not a tile or UMV present in the space it occupies, with one exception: Portals located above-ground are always considered open.

Alien tech cards can be used anytime on a player's turn once collected. All alien tech cards can only be used once, and when they are used, they are returned to the game box. Using an alien tech does not consume an action point.

## ALIEN TECH CARDS



## GAME END

The game ends immediately when one or more of the stacks of star buck tiles are depleted. When this happens the current player finishes their turn, and each other player gets one more turn.

Players add up their star bucks tiles, receiving 1 star buck for each tile in their warehouse/cargo bays, 1 star buck for each unused alien tech card, and gain star bucks according to how many upgrades they have built:

- Upgrades: 1 = 4 star bucks  
2 = 7 star bucks  
3 = 9 star bucks  
4 or 5 = 10 star bucks

The player with the most star bucks wins! In the case of a tie, give each of the tied players a shovel. The first player to dig a hole 10 feet deep in the backyard is declared the winner.



*The orange player has 34 star bucks: 22 for star bucks tiles from contracts, 9 for upgrades, 2 for resources, 1 for an unused Alien Tech card.*

## CREDITS

Design and Development: Matt Tolman

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Matt Tolman is a member of the Game Artisans of Canada.

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