RULEBOOK

THE MINING STANDARD

ARDEVUR

THE GAME OF RESOURCES



#64 GAMES

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SYMBOLS

- EXPLORATION LICENSE
- GEOLOGIST
- WORKFORCE
- MACHINERY
- TERRITORY
- EXPLORATION SITE
- ACTIVE MINE
- ROAD
- WATER PIPELINE
- WAREHOUSE
- NO WAREHOUSE
- UPGRADED WAREHOUSE
- OFFICE
- NO OFFICE
- UPGRADED OFFICE
- VESSEL
- UPGRADED VESSEL
- FACTORY
- PHONE CALL
- UPGRADE
- RESOURCES
- HASHTAG COIN
- DICE
- DEVELOPMENT CARD
- STRATEGIC TARGET
- GOVERNMENT INCENTIVE
- REWARD
- SUPREMACY POINTS
- REGIONAL SUPREMACY

GLOSSARY

ASSET: A type of **Structure** that includes **Factories**, **Warehouses**, **Offices**, **Vessels**, and their **Upgrades**

BANK: Place where **Money** exchanges with the **Market** happen, represented by the **Market Organisers**

COMPETITOR: An alternative term for an opponent or rival, commonly referred to as a **Player**

CONTINENT: The full playable area of either **Africa** or **Europe**

CORPORATIONS: The **Characters** represented by Players in the game

EXPLOITATION: The act of equipping a **Mine** for **Extraction** or activating it, marked with a **Pickaxe**

EXPLORATION: The first development stage of a **Mine**, marked with a **Magnifying Glass**

FEE: An amount paid or earned through **Player** interaction or the effect of a **Card**

GAME SETUP: The phase during which game components are organised on the table

GLOBAL SALE: The action of **Selling Globally** by **Exporting Resources** outside your **Continent**

INCOME: The amount of **Money** earned from **Selling Resources** or **Charging Fees**

INFRASTRUCTURE: A type of **Structure** that includes **Roads** and **Water pipelines**

LOAN: An amount of **Money** borrowed by making a **Phone Call**

LOCAL SALE: The action of **Selling Locally**, or **Selling Resources** to your **Local Market**, within your **Region**

MARKET ADVANTAGE: A **Character** ability that allows to **Explore** or **Exploit** a **Mine** without sourcing a specific **Development Card**

MARKET FLUCTUATION: A variation in the **Market Price** of **Resources** determined by a **Dice Roll**, also called **Price Fluctuation**

MARKET: Place where exchanges of **Resources** and **Development Cards** happen, represented by the **Market Organisers**

MARKET VALUE: Estimated or set price of **Resources**, **Goods** or **Services**, also referred to as **Market Price**

MONEY: The game's currency, also known as **Money Bills**, accumulated **Capital** or **Cash**

REGION: A zone within a **Continent**, consisting of **3 Territories**

RESOURCE OUTPUT: Amount of **Resources**, minerals or metals produced by a **Mine**

RESOURCES: Units of exchange in the game, metals or minerals also referred to as **Resource Tokens**

REWARD: Result of exchanging a **Strategic Target** or **Government Incentive Card**, also referred to as an **Effect**

ROUND: A full cycle in which every **Player** takes **1 Turn**

SETUP COST: The cost of building or upgrading a **Structure**

STORAGE: Space allocated for extracted **Resources**, which has a **Limit** that can be increased by building a **Warehouse**

STRUCTURE: Any construction marker placed on the **Map**, comprising **Mines**, **Assets**, and **Infrastructure**

SUPREMACY: The strongest presence in a specific **Region** of the **Map**

SURPLUS: Any quantity of extracted **Resources** that exceeds the **Storage Limit**

TARGET GRID: A card holder that displays **Strategic Target Cards**

GUIDELINES

OPTIONAL RULES: Rules marked with this symbol are **Optional**, and upon common agreement of the **Players,** may be included or ignored when playing the game.

NOTES: Remarks that will help you gain a **deeper understanding** of the **gameplay mechanics**.

TIPS: Useful **suggestions** to guide you through the **strategic complexities** behind different **actions** or **mechanics**.

INDUSTRY INSIGHTS: *Notes appearing in dedicated sidebars located throughout the* ***Rulebook****. While not essential to learning the game, they provide* ***insights into how the game's mechanics reflect the real-world mining industry.***

OPENING REMARKS

Congratulations on being among the very first to own and play **ARDEVUR: The Game of Resources**! This **1st-Print Rulebook (Version 12)** may undergo changes in future revisions. For the latest updated version, visit our website.

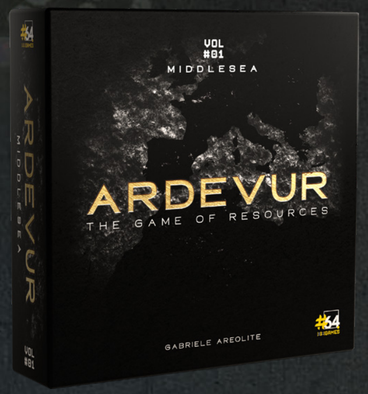


This **Rulebook** is modular and adaptable. Before starting the game, choose a Game Mode, agree on Endgame rules, and enable or disable Optional Rules based on your group's preferences. Adjust the difficulty and explore different playstyles for a variety of gameplay experiences.

Although some information in this **Rulebook** may seem obvious or unnecessary, this is a deliberate choice to thoroughly address most gameplay scenarios and reduce confusion from ambiguous or unexplained situations.

For consistency and style, the casual terms **Dice** and **Dice Roll** are used throughout this Rulebook, regardless of singular or plural usage.

The game's content, representing real places, locations, and mineral reserves, has been adapted to simplify the game mechanics, prioritising gameplay over strict realism.



The **Mining Standard** is designed to enhance your experience with a mix of gameplay guidelines and insights into the dynamics of the modern mining industry.

This unconventional Rulebook makes the complex and deeply strategic process of building a mining supply chain accessible to everyone, helping players learn the game quickly and allowing them to experience the challenges of real-world mining from the safety of their living room.



DOWNLOAD THE LATEST VERSION OF THE DIGITAL RULEBOOK IN YOUR LANGUAGE AND ACCESS OUR HOW-TO-PLAY VIDEOS!

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"WHO OWNS THE RESOURCES, OWNS EVERYTHING"

In the 2020s, a global ***Mining Fever*** roars louder than ever. At the peak of the ***Metal Age***, mining critical materials is no longer just about profit: it's a chase for supremacy.

The decade spanning 2014 to 2024 witnessed unprecedented technological breakthroughs across multiple sectors, such as AI and robotics, once again proving metals to be the backbone of human civilisation.



2-4 | 90-150 | 14+ | EN - UK

DISCOVER MORE ABOUT ARDEVUR: THE GAME OF RESOURCES AND THE #64 UNIVERSE!

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ABOUT THE GAME

In the asymmetric gameplay of **ARDEVUR: The Game of Resources**, powerful mining corporations with unique strengths and strategies go head-to-head in a volatile, demand-driven economic landscape.

With Africa and Europe at the heart of the action, this competitive strategy game focuses on mining and supply chain operations, resource management and economic expansion, turning the board into a high-stakes corporate showdown, a battle to meet global demand for critical minerals and dominate a turbulent market where every move counts.

Your growth and success depend entirely on your choices: explore new territories, extract and trade critical resources, grow your capital and invest in strategic assets, all in pursuit of ***Total Control***.

SIMULATING MODERN MINING LIKE NEVER BEFORE

Inspired by the designer's real-world experience as a CEO in the mining and metals industry, **ARDEVUR** delivers a tense and engaging gameplay experience grounded in realistic market mechanics. The game challenges players to balance short-term gains with long-term investments and outmanoeuvre competitors to stay ahead.

ARDEVUR distils complex industry dynamics into an immersive and educational tabletop experience. While exposing the agendas of those who play the "***Game of Resources***", this game highlights the vital role of metal commodities in our tech-driven future.

COMPONENTS



MAP BOARD 1

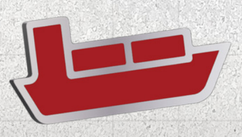
360 PIECES, FOR A 360-DEGREE MINING EXPERIENCE.



FACTORY MARKERS 4



SMALL VESSEL MARKERS 4



UPGRADED VESSEL MARKERS 4



TERRITORY CARDS 24



DEVELOPMENT CARDS 18



ACTION CARDS 64



CHARACTER GUIDES 4



STRATEGIC TARGET CARDS 40



GOVERNMENT INCENTIVE CARDS 6



STANDARD DICE 1



DASHBOARDS 4



EXPLORATION / MINING SITE MARKERS 16



ROAD / WATER INFRASTRUCTURE MARKERS 8



DICE CONVERTER 1



TARGET GRID 1



WAREHOUSE / OFFICE MARKERS 12



UPGRADED WAREHOUSE / OFFICE MARKERS 8



RESOURCE TOKENS 40



MARKET ORGANISERS 2



MONEY BILLS 96



MINING STANDARD (RULEBOOK) 1

DELUXE UPGRADE

The **Deluxe Set** includes an **all-metal upgrade** that perfectly complements the **Metal-Age** setting of the game. It also features a limited edition of the **artbook** ***Total Control***, which explores the hidden depths beneath **ARDEVUR: The Game of Resources**.



METAL STRUCTURES 56





CUSTOM METAL DICE 1



METAL RESOURCE TOKENS 40



TOTAL CONTROL (ARTBOOK) 1



BAGS 4

CRITICAL MATERIALS, QUALITY MATERIALS

Hashtag 64 designed **ARDEVUR: The Game of Resources** to be more than just a game. Aimed at collectors and story enthusiasts, it was crafted as an artefact, carrying intricate, unrevealed concepts.

Given the central role of Metal in both the gameplay and lore, Metal was the natural choice, the only material that truly embodies and represents the concept.

EXPANSIONS

In addition to the **Deluxe Set**, several **Expansion components** will be released to enhance the experience and introduce new gameplay options.

H64GAMES.COM

DISCOVER ALL AVAILABLE UPGRADES AND EXPANSIONS FOR ARDEVUR: THE GAME OF RESOURCES!

CORPORATIONS

G.R.E.A.T. MINING

Short for "**Geological Resources Exploitation of African Territories**", this Chinese-owned conglomerate is the world's largest resource and energy company. They are known for their aggressive market strategies and large influence across Africa. Several African countries benefit from their sizeable investments and contributions to the residential communities. While **GREAT**'s beneficial impacts may be remarkable, both the company's market practices aimed at acquiring critical assets and their pursuit for total control, arise concerns among their competitors and the interested jurisdictions.

MARKET ADVANTAGE *Can begin **Exploitation** of an explored Mining Site without the need for a **Workforce** Development Card.*

Being the world's greatest power in mining and natural resources, GREAT has deep roots in numerous mining areas. Impacting on the development of local communities with infrastructure, comforts, benefits, employment, and professional training guarantees them quick and easy access to any number of qualified workers.

AFRICA MINING UNION

A consortium of African miners and stakeholders, the Africa Mining Union (AMU) joined together to safeguard market fairness and transparency, combat monopolies, and eliminate predatory practices. Designed to empower, coordinate, and welcome foreign investors to the African mining industry, **AMU** supports the sector by heading a network of talented and educated professionals, which includes geologists, engineers, service providers, regulators, and investors poised to leverage their local and foreign connections to facilitate the access and development of lucrative mining regions.

MARKET ADVANTAGE *Can begin **Exploration** on an unexplored Mining Site without the need for a **Geologist** Development Card.*

AMU handles and regulates a large network of industrial service providers specialising in the mining industry. Specifically, they have prioritised access to geological survey teams spread across different mining regions, especially in Africa.

MACHINE CORP

Considered to be the world's fastest-growing and largest tech conglomerate, **Machine Corp** has expanded beyond the United States to gain a solid position in the critical materials supply chain, key to guaranteeing uninterrupted production of diverse technologies for both consumer markets and industrial applications. Their broad portfolio consists of processors, batteries, vehicles, and robots, among other advanced technologies. Leading with innovations in both hardware and software, **Machine Corp** has made its strategic move to acquire assets in the mining supply chain and safeguard access to raw materials.

MARKET ADVANTAGE *Can begin **Exploitation** on an explored Mining Site without the need for a **Machinery** Development Card.*

Machine Corp is the largest white-label manufacturer and supplier for industrial and consumer machinery, developing all sorts of high-tech devices and components to automate and enhance the efficiency of mining activities, among many other sectors and applications.

ARDEVUR COMMODITIES

A versatile multinational company headquartered in Europe, **ARDEVUR** is a true Jack-of-all-trades. They coordinate metal and mineral commodity exports through their global network of industrial partners. With extensive experience across all steps of the supply chain, **ARDEVUR** has the ability to adapt and react swiftly to market changes by optimising the international flow of critical materials to create stable and profitable trading pipelines.

MARKET ADVANTAGE *Can begin **Exploration** on an unexplored Mining Site without the need for a **License** Development Card.*

ARDEVUR maintains an international network of powerful contacts in the industry, making it the most flexible and agile company in the industry. They cut through the red tape of bureaucracy to easily obtain mining licenses and authorisations for their operation.

UNPREDICTABLE OUTCOMES

The unique abilities of each **Corporation** found on their **Action Cards** allow you to negotiate, disrupt, or gain tactical advantages over your **Competitors**!

Each **Corporation** also has its own benefits, traits, business style, and a permanent **Market Advantage**.

⚠ *The unique **Market Advantage** of each **Character** is displayed on their **Character Guide**, with the respective **Icon** of the item or service they do not need to outsource.*



GAME ELEMENTS

MAP BOARD

TERRITORIES

⚠ **Pages 12-16 outline the features of certain game components, to help you recognise and read them correctly. Jump to page 18 for the game setup, and come back anytime, if you need any information.**

MAP FEATURES

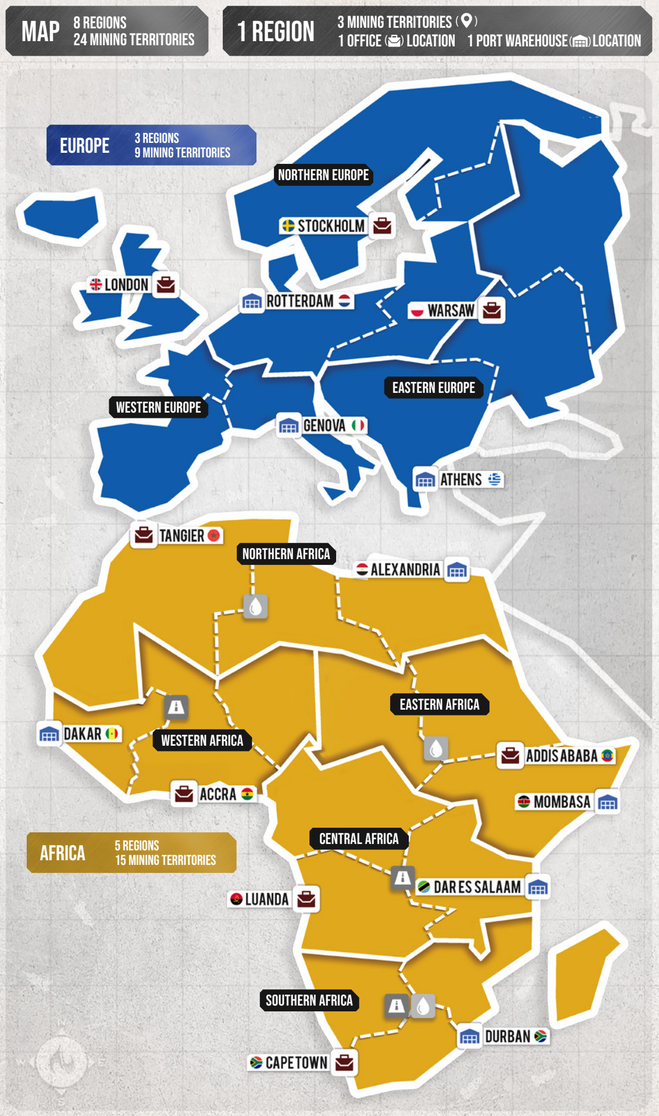
- Each **Region** has **3 Mining Territories** ( ).
- Each **Mining Territory** ( ) has a different level of strategic importance (**Tier**): **Gold** (High), **Silver** (Medium), and **Bronze** (Low). Tiers differ in **Exploitation Cost** and **Resource Output** ( ) potential.
- All **African Regions** require the setup of one or two **Infrastructures** ( ), for the **Mining Sites** ( )located in them to operate without limitations.



- All **European Mining Sites** ( ) can grant a **Government Incentive** ( ) when exploited, if any are available.
- The seas around each **Continents** contain marine routes connecting different Ports. The routes act as slots for **Vessels** ( ).



- The adjacent **Asian Regions** are not playable in the **Middlesea Edition.**





1. Exploration Requirements
2. Exploitation Requirements
3. Required Infrastructure
4. Government Incentives
5. Region
6. Territory
7. Tier (Gold, Silver, Bronze)
8. Resource Output

EUROPE 3 REGIONS 9 MINING TERRITORIES



- ✕ Lower Tiers
- ✕ Lower Output
- ✓ Lower Exploitation Costs
- ✓ Government Incentives (Europe)

AFRICA 5 REGIONS 15 MINING TERRITORIES



- ✓ Higher Tiers
- ✓ Higher Output
- ✕ Higher Exploitation Costs
- ✕ Infrastructural Limitations

RESOURCES

⚠ *While **Money** (Ħ) has a set **Market Value**, the value indicated on each **Resource Token** is only an estimation. The exact value is only determined when the **Resources** (⛰) are sold to the **Market**.*

- **Active Mines** (⛏) produce ⛰, which can then be sold in exchange for their equivalent in **Hashtag Coins** (Ħ), taking into account the multiplying effects of built **Assets** and **Market Fluctuations**.
- During the **Extraction Phase**, the ⛰ output from the selected ⛏ may be collected in any combination of **Tokens** to match the total value of the **Output**.

⚠ *For the sake of gameplay simplicity, the metals represented by the ⛰ Tokens are not found at specific locations. In reality, each individual site would yield specific materials based on actual mineral reserves.*

AI

- **12x ZINC** (2 Million Ħ)
- **10x NICKEL** (8 Million Ħ)
- **10x COPPER** (4 Million Ħ)
- **8x GOLD** (16 Million Ħ)



AI

*In the **Game of Resources**, as in the real world, the extracted materials must be sold and rotated quickly. Stocks must be emptied to guarantee a quick turnover, cash flows, and an active economy in the industry. For this reason, the volume of resources that can be collected and stored by players is limited in the game. The estimated value assigned to a single token is proportional to the market value of the game resources in the real world. The approximate value of each mineral is based on the following:*

ZINC — *Zn 500 Ton*
Used primarily for metal corrosion protection and employed in emerging battery technologies.

COPPER — *Cu 500 Ton*
A key conductor in electrical systems and an essential for electric vehicles, robotics, and infrastructure for renewable energy generation and grid electrification.

NICKEL — *Ni 500 Ton*
Critical for high-energy electric-vehicle (EV) batteries and environmentally-friendly technologies, enabling energy storage and durable materials for the green transition.

GOLD — *Au 250 Kg*
Found in advanced electronics, robotics, EVs, and renewable energy systems because of its conductivity and stability.

NEGOTIATION DICE

The **Dice** (🎲) is used for the following events:



- **Deciding who begins the Game:** The **Player** who rolls a **64** chooses a **Corporation** and starts first.
- **Bidding in an Auction:** The **Player** who rolls a **64** chooses a **Territory** (📍) **Card** up for auction. The **Auction** continues until each **Player** has chosen **2** 📍 **Cards**.
- **Determining the sale value of ⛰:** Rolling a **64** in a sale doubles the **Market Price**. Vice versa, rolling a **2** cuts the **Income** in half.
- **Determining the effects of specific Action Cards:** Rules may vary based on the instructions on the **Card**.

Ba

"ROCKS AND ROLLS"

- For 🎲 Rolls requiring a **64**, **Players** continue to roll until a **64** appears.
- For 🎲 **Rolls** based on the highest roll, the highest number rolled wins (or its equivalent symbol on the **Deluxe** 🎲).
- When **2** or more **Players** roll a **64** (or the same highest number) in the same **Round**, they must continue rolling to determine a winner.

☑ *A **Player** rolling a "#" (**Deluxe** 🎲 **only**) has the right to roll again.*

DICE CONVERTER

Use the **Dice Converter** as a reference when rolling the **Deluxe Dice** (🎲).



Ba

Industry success depends entirely on strategy rather than pure luck. In the Game of Resources, the Dice reflects real-world dynamics involving unforeseen events, such as market fluctuations, and situations with unknown outcomes, like an Auction.

CURRENCY

Invest **HTC** (Ħ) to:

- **Explore and Exploit a Mining Site** (⛏)
- **Set up Infrastructure** (🏭💧)
- **Acquire and Upgrade** (⇧) **Assets**
- **Pay Fees for different Actions**

Bi





Bi

Hashtag Coin (Ħ) is a virtual currency backed by physical metals. Large corporations use it to acquire mining sites and pay for commodities. They also manipulate its value for their own advantage in order to gain control through cheap acquisitions. The coin's strong influence also weakens certain national currencies, which are as unstable as virtual ones for relying on debt and not being backed by physical stocks.

ACTION CARDS



1. **Thematic explanation**
2. **Effect**
3. **When to use**



The unique abilities of each **Corporation** are reflected by their **Action Cards**, which allow you to negotiate, disrupt, or gain tactical advantages over your **Competitors**!

Each **Corporation** also has its own benefits, traits, business style, and a permanent **Market Advantage**.

Cd

Cd

Metals are at the core of most industries the future of humanity depends on. High-stakes environments like the critical minerals market are ruthless. Large conglomerates fight for more than just profit, and there is nothing they would not do to achieve Total Control.

STRATEGIC TARGETS



4. **Target** (🎯)
5. **Reward** (★)
6. **Supremacy Points** (SP)



Target Cards (🎯) are the milestones of your path to **Supremacy**. The faster you achieve your targets, the closer you get to victory.

The order they enter gameplay changes with each game, shifting priorities and refocusing all **Competitors**.

Ca

Ca

*In the unforgiving mining and metals market, everyone competes to act first and gain the most from each opportunity that emerges. Those who can seize the moment and plant their flag, will gain a competitive edge in their pursuit of **Total Control**.*

GOVERNMENT INCENTIVES



7. **Reward** (★)
8. **Supremacy Points** (SP)

Cr



Cr

Forward-looking governments support the industrial endeavours of bold mining corporations. This mutually beneficial relationship brings prosperity to several regions by stimulating national economies, creating jobs, and generating wealth for local communities. Government funds are however often limited, rewarding the fastest corporations to make a move.

CHARACTER GUIDES

Quick two-sided guides allowing **Players** to check turn structure, asset effects, requirements, prices, and the scoring system.



> SIDE A

Corporation's **Market Advantage**, **Asset** and **Upgrade** (⇧) **Prices**, **Infrastructure Prices** and **Benefits**, Point **Scoring** Parameters.



> SIDE B

Turn Phases, **Asset Benefits**, and **Effects**.

GAME SETUP

> "TABLE FOR FOUR?"

*Try the **4-Player** gameplay for the full experience!*

Before setting up the table, follow this scheme and remove ***Cards*** from the game based on the number of ***Players***:

CARD	TOTAL	4	3	2
	18	18	15	11
License	2	2	2	1
Geologist	2	2	2	1
Machinery	2	2	2	1
Workforce	2	2	2	1
Warehouse	2	2	1	1
Office	2	2	1	1
Vessel	2	2	1	1
	40	18	15	12
Bronze Targets	16	9	6	6
Silver Targets	14	6	6	3
Gold Targets	10	3	3	3
	6	3	2	1

*Discarding **Cards** is a recommendation and it is not mandatory. However, it will allow you to reach the **Endgame** faster (less to complete) and to keep the necessary scarcity of that tightens the **Player**'s ability to **Build** and without limitations.*



TABLE SETUP

1. Place the **Map Board** in the centre of the table.
2. Insert the **Target Grid** into its slot on the **Market Organiser**. Then place the two Market Organisers next to each other at the top edge of the **Map Board**.

   Alternatively, place one **Market Organiser** at the top and the other at the bottom of the board.

   ⚠ *The **Market Organisers** are referred to as the "**Market**". When players take or return items to the **Organisers**, they are interacting with the **Market**. For **Money**, the term "**Bank**" is used instead.*
3. Sort the **Cards** by colour (**Bronze**, **Silver**, **Gold**) and shuffle each deck separately, without seeing them.

   Then, divide each colour deck into **3** equal piles, and place them uncovered in the **Target Grid**, with **Bronze** in the bottom row, **Silver** in the middle, and **Gold** at the top.

   In each slot, the first card shall cover the pile underneath.
4. Arrange the **Money Bills** into the designated slots in the **Market Organiser**, sorted by denomination (from **2** to **64 Million**).

   *Put the **1 Million Bill** in the box: it's useless, you won't be able to pay with it!*
5. Place the **Tokens** vertically in their 4 designated slots, ordered by value from **Zinc**, **2 Million** to **Gold**, **16 Million**.
6. Sort the **Action Cards** by colour, shuffle each deck separately, and place them in covered position in their 4 designated slots, in this left-to-right order:
   - **GREAT Mining**
   - **Machine Corp**
   - **ARDEVUR Commodities**
   - **Africa Mining Union**

   The order of the Corporations is not random!
7. Place the **Cards** in any empty slot or available space.
8. Choose an empty slot in the **Market Organiser** to use as a **Discard Pile**.
9. Shuffle the and place the deck face-down at the centre of the **Map Board**, ready for the **Beginning Phase**.

   ⚠ *To keep the distribution neutral, let another player split the deck. This prevents players from predicting card distribution based on their appearance on Side B.*
10. Shuffle the **Cards** and place them face-down at the centre of the **Map Board**, ready for the **Auction**.

GAME MODES

11. Before starting the match, choose a **Game Mode** that fits your group's preferred level of difficulty and player interaction.

    A **STANDARD:** Follow the full ruleset, without any variations.

    B **FAIR PLAY:** Play without **Action Cards** for a less-tense experience, also accessible to casual players!

    ⚠ *In this mode, also remove any **Cards** that can only be obtained using **Action Cards** before shuffling the deck.*

    C **CLASH OF TITANS (*BETA*):** The **Action Card** limit increases from **2** to **4**, and players automatically gain **1 Action Card** every time they perform a **Extraction**.

    In this mode, **Players** collect **Action Cards** without using their **Strategy Phase**, and have a broader choice of actions.

    *As each **Action Card** base-deck contains **16 Cards**, the decks should be exhausted within a maximum of **64 Turns**.*

    *This mode works best with **Expansion** packs containing additional **Action Cards**, and the aggressive use of the Cards may prolong the gameplay time.*

    ***CUSTOMISE YOUR GAMEPLAY:** Rules marked with this symbol are **Optional**. You can add or remove them before the game begins.*

    ***Recommendation:** Use all **Optional Rules** for the full experience!*

BEGINNING STAGE

12. Give each player an initial **Capital** of **32 Million**.

    ⚠ *Recommended bill distribution per player: **2 x 2M + 1 x 4M + 1 x 8M + 1 x 16M***
13. Players roll the . The first to roll a **64** chooses their **Corporation** and collects the corresponding **Corporate Dashboard**, set of **Structures** and **Character Guide**.

    Then, all remaining **Players** roll again. The highest roll selects their **Corporation** next, continuing until all **Corporations** are chosen. In case of a tie, the players with the highest number roll again. You may also assign **Corporations** randomly, if all players agree.

    *Choose your **Corporation** well – they offer different competitive advantages and playstyles!*
14. Each player draws **1 Action Card** from their chosen **Corporation**'s deck and places it face-down next to their **Dashboard**.
15. Deal **2 Development Cards** per **Player**, one at a time, in clockwise order. Players place their **Cards** face-up in the designated slots on their **Dashboards**, discarding any duplicates back to the **Market**. Remaining are placed in the **Market Organiser**, grouped by type.

    ⚠ *The maximum number of you may hold is **4** (based on your **Dashboard** slots), and no duplicates are allowed. Your **Corporation**'s **Market Advantage** also counts as a , and prevents you from owning a duplicate of that card.*

    LAUNCHED START (*Beta*): Short on time? Use the **Launched Start** to skip the **Auctions** and receive **4** random **Cards**. Randomly place an marker on one of the 4 received.

    ⚠ ***Attention:** This mode may be faster, but may not deliver the full strategic experience!*

PUBLIC AUCTION

All **Corporations** are now invited to join a **Public Auction** to obtain **Mining Permits**.

1ST ROUND

Uncover as many 📍 **Cards** as the number of **Players**, placing them at the center of the **Map Board**.



All **Players** roll the 🎲. The **Player** with the highest number (or its corresponding symbol in the **Deluxe** 🎲) picks a 📍 **Card** from the revealed ones, and places it face-up in the first slot of their **Dashboard**. A new 📍 **Card** is now revealed to replace the picked one.



⚠ *If 2 or more **Players** roll the same highest number, they must roll again to determine a winner.*

This process is repeated until each **Player** has **2** 📍 **Cards**. Players who already have **2** 📍 no longer bid in this **Auction**.

At the end of the **Auction**, shuffle the deck and place it in any empty slot of the **Market Organiser**.

⚠ *The duration of **Initial Setup, Beginning Stage** and **1st Auction Round** is approximately **15 Minutes**.*

2ND ROUND

A **2nd Round** of **Auction** can be called later in the game, by any **Player** and at any time before beginning their **Turn**, under the condition that each **Player** already has at least **2 Active** ⛏.

The **2nd Round** works exactly like the **1st Round**, and ends when all **Players** have **4** 📍 **Cards**.

⚠ ***Players** who have obtained a **3rd Territory Card** before the **2nd Auction** can only bid for **1** additional 📍.*

⚠ *Conversely, **Players** who have lost **1 Territory Card** before the **2nd Auction** can bid for **3** additional **Territories**.*

☑ *When the **2nd Auction Round** starts, all **Development Cards** return to the **Market**. Then, **Players** roll the dice and the winner picks **2 Development Cards**, followed by the others in their **Turn** order.*

Co 🛈

Mining permits are awarded through public auctions, usually on a yearly basis. They are the point of start for corporations to begin exploring new territories.

> LIMITATIONS

You can hold more than **4 Territory Cards** 📍, (as a result of using an **Action Card**), but you cannot manage more than **4 Active Mines** ⛏ at the same time.

> MONOPOLY PREVENTION

According to the **Anti-Monopoly** Rule, no **Corporation** may own and control all **3 Territories** 📍 within a single Region during a match. This restriction can only be bypassed through the use of a special **Action Card**. Also during an **Auction**, **Players** are not allowed to bid on a 📍 that would grant them complete **Supremacy** (all **3 Territories** 📍) in a single **Region**.

THE GAME CAN NOW BEGIN.

GAME SUMMARY

In the 2020s, 4 Corporations clash for control over critical Resources. Players plan their moves by booking goods and services, exploring Territories, building Infrastructure, and equipping their Mines for exploitation. Once mining operations are running, Resources are extracted and stored, then sold for Hashtag Coins at fluctuating prices.

Profits are reinvested into supply chain Assets like Warehouses, Offices, and Vessels to reach Strategic Targets and earn Government Incentives, granting Supremacy Points. As players grow, they must defend against their Competitors, while executing tactical strikes. Strategic Targets can then be exchanged for Asset Upgrades to enhance Warehouses, Offices, Vessels, or building Factories. Success depends on completing Strategic Targets, building and upgrading Assets, accumulating wealth, and dominating Regions.

The player with the most Supremacy Points at the Endgame achieves Total Control.

❝ METAL IS PART OF NATURE, AND SO ARE MACHINES.

TURN STRUCTURE

⚠ **For a Quick Start, begin by memorising the main structure of gameplay. Then, go step by step through the rules and mechanics applying to each action.**

Once all **Corporations** have collected **32M** 🪙, **2** 🎲, **2** 📍 **Cards**, and **1 Action Card**, the **Player** who rolled a **64** in the **Beginning Stage** starts playing.

Each **Turn** consists of **4** key **Phases**:

1 EXTRACTION **2 STRATEGY**
3 DEVELOPMENT **4 REWARD**

Cu 🛈

⚠ *A summary of the **Turn Structure** is found on **Side A** of your **Character Guide**, along with the acquisition and upgrade costs for all **Assets**. The **Scoring** system is detailed on **Side B**.*

⚠ ***The order of the Phases cannot be changed!** If you skip a Phase and move directly to the next one, you lose the opportunity to perform the skipped action. If no actions are possible during a Phase, you must skip it.*

COMPETITIVE ACTIONS

You may use **1 Action Card** per **Turn**, at any point in yours or your **Competitor's Turn**, based on the **Card**'s instructions. See the **USE ACTION CARDS** Section for the full details.

TURN PHASES

1 EXTRACTION

At the beginning of each Turn, gather ⛰ from one or more of your ⛏, based on the **Resource Output** shown on your 📍 **Cards**.

☑ *Skip this Phase if you have no* ⛏.

Store the collected ⛰ onto the 📍 **Cards** of the **Mines** they have been extracted from.

☑ *Each exploited 📍 may yield multiple metals. You may collect any combination of **Resource Tokens** up to your total **Resource Output**, regardless of the metal.*

> "TELL ME BABY, WHAT'S YOUR STORAGE?"

⚠ *You can only collect as many ⛰ as your **Storage Capacity** allows (**See Character Guide**). However, even with your **Storage** full, you may still **Extract** the **Surplus** you cannot store and **Sell it Locally** for half its **Market Value**.*

☑ *When you **Sell Locally**, any **Competitor** who owns a 🏭 in the same **Region** as your ⛏ has priority to purchase your **Surplus** at half price. If they refuse to buy or cannot afford it, the ⛰ are sold to the **Market** in exchange for **Money** from the **Bank**. No 🎲 **Roll** is required for this action, as this sale is not affected by **Market Fluctuations**.*

Au 🛈

⚠ *Your total **Storage Capacity** refers to the maximum amount of ⛰ you can store (See **Character Guide**). However, there is no limit to how much of that total can be stored in a single 📍.*

> "DIGGING DEEPER"

You can improve your ***Extraction*** capabilities in several ways:

- **STORAGE INCREASE:** Build a 🏭 to **double** your **Storage Capacity**. ⬆ your 🏭 to **quadruple** it.

Ir 🛈

- **SIMULTANEOUS EXTRACTION:** Build an 🚚 to **Extract** from 2 ⛏ in the same **Continent** simultaneously. ⬆ your 🚚 to **Extract** from 3 ⛏ in any location at the same time.

Fe 🛈

- **MINERAL PROCESSING:** Build a 🏭 to get additional **16M** worth of ⛰ from the **Exploitation** of your ⛏ located in a single **Region**.
  Competitors with ⛏ in the same Region may seemingly benefit from your 🏭's processing services during their **Extraction Phase**, but must pay **8M in** ⛰ each time they use it.

Sb 🛈

- **INFRASTRUCTURE:** Some 📍 require the installation of a 🏗 or a 💧 **Pipeline**. See the **Infrastructure Section** for details.

Cu 🛈

Setting up a mining operation is a complex process that begins with a solid strategy and the right connections, including contractors, suppliers, and institutions. After securing permits and identifying valuable mineral deposits, an extraction plan is developed. With positive results and infrastructure in place, the mine is then equipped for exploitation and permits are issued, marking the start of the operations. Once active, the mine begins generating income through resource extraction and export, to recover the initial investment.

Profits can then be reinvested into supply chain integration strategies, such as building a port warehouse, expanding the local administrative centres, improving maritime logistics, and establishing a processing plant to boost product value. These steps help meet strategic targets, gain institutional support, and pave the way for further mining and supply chain expansion.

Au 🛈

Owning a warehouse in a mining region is a relatively low-cost way to generate income and exert local control. In many real-world cases, the lack of infrastructure combined with limited cash flow pushes small miners to sell locally at a reduced price rather than exporting overseas, avoiding the countless risks along the supply chain and price fluctuations aggravated by long transit times.

Ir 🛈

Mines must continuously sell extracted minerals to maintain a healthy cash flow. Stockpiles need to be emptied regularly to ensure a quick turnover and operational sustainability. As such, the amount of resources that can be stored is limited by both physical space and financial strategy. Owning larger storage facilities becomes effective only when supported by consistent income, allowing corporations to retain greater volumes and sell them strategically to run leaner operations.

Fe 🛈

A regional office can greatly improve operational control and efficiency, especially across geographically concentrated assets. By coordinating multiple Mines at once, you increase output, reduce delays, and gain key logistical advantages.

Sb 🛈

Mineral processing facilities near extraction sites can significantly increase profitability by removing impurities and reducing dead weight. This step outputs a cleaner product, which can be exported at lower logistic costs and reach a higher market value thanks to its higher grade and reduced downstream refining costs.

TURN PHASES

2 STRATEGY

After the **Extraction Phase**, perform 1 of the following actions:

1. Pick **1 or 2 Development Cards**, returning any extra **Cards** exceeding the limit of **4** back in the **Market**.

Limited availability of goods and services, not enough cards for everyone to pick at the same time? That's how the market really works!

⚠ *You may hold a maximum of **4** at any time. Duplicate are not allowed.*

⚠ *Your **Corporation**'s **Market Advantage** also counts as a and prevents you from owning another identical card. To acquire new while already holding **4**, pick new **Cards** and immediately discard the excess.*

2. Draw **1 Action Card** from your **Corporation**'s deck, discarding any **Cards** exceeding the limit of 2.

3. Pick the **Card**, which adds to your existing number of temporarily, but cannot be stored and must be used during the same **Turn**.

Pb

Planning is as important as acting. The only way to gain a competitive edge is to choose the right strategy and act faster than your rivals. "Play your cards right" is more than just a saying here.



3 DEVELOPMENT

After defining your short-term plans, it is time to focus on developing your operations. During the **Development Phase**, perform **1** of the following actions:

A. DEVELOP A MINING SITE

▶ **STEP 1 - EXPLORATION:** To explore your , use the and (**Development Cards**) collected during the **Strategy Phase** by returning them to the **Market**. Pay the **Exploration Cost** indicated on your **Card** and mark your on the Map with an **Exploration Marker**.

⚠ ***Explored Mines** do not generate , and must be equipped for **Exploitation**.*

Li



▶ **STEP 2 - EXPLOITATION:** If your is already marked as an , you may use the and the (**Development Cards**) collected during the **Strategy Phase**, then move forward and equip your for **Exploitation**. Pay the **Exploitation Cost** displayed on your **Card**, return the to the **Market**, and mark your on the Map with a **Mine Marker**.

⚠ *Your is now **Active** and can produce during the **Extraction Phase**, starting from the next **Turn**.*



> "WHAT IS YOURS, IS MINE"

⚠ *Activating a **Mine** takes **2 Turns**. You cannot perform **STEP 1** and **STEP 2** in the same **Turn**.*

⚠ *Use the **Market Advantage** displayed on your **Character Guide**. For instance, **Machine Corp.** can activate a without needing to acquire !*

⚠ *You may hold more than **4** **Cards**, (e.g. using an **Action Card**), but you cannot manage more than **4** simultaneously.*



Mg

B. BUILD INFRASTRUCTURE

Despite being highly-rewarding in terms of **Resource Output**, **African Territories** require the setup of **Infrastructure** to operate at their full potential.

To build **Infrastructure** in an **African Region**, use the or (**Development Cards**) collected during the **Strategy Phase** by returning them to the **Market**. Pay the **Setup Cost** indicated on your **Card** and mark the selected **Region** on the Map with a or **Marker**.

Li

*While "**Exploration**" refers to the act of surveying a mining permit to establish the feasibility of a mining operation, "**Exploitation**" is the actual extraction of minerals after discovering and evaluating a viable deposit. This process involves steps such as drilling, blasting, crushing and treating, to prepare the minerals for the market. In most countries, a mine must submit its exploration study and obtain authorisation to exploit before beginning operations.*

Mg

Managing an industrial mining operation demands time, an experienced team, and significant capital. Managing too many mines at once is therefore a challenge requiring long-term structuring.

> "ALL ROADS LEAD TO PORTS"

⚠ *Your can **Extract** and store without being connected to a , but you cannot sell those until a has been built.*

⚠ *Selling your without a **Pipeline** will result in **half** the expected **Income**.*

Mn

⚠ *You are allowed to build **up to 2 distinct Infrastructures** in any **African Region**, even if you do not hold any other **Mining Territories** or **Assets** there.*

⚠ *You can only build and maintain a maximum of **2 Infrastructures** across **Africa**. To set up another **Infrastructure** beyond this limit, your must dismantle one of your existing **Infrastructures** and reuse its **marker** during the same **Development Phase**. This action requires a new or **Building Permit** (**Development Card**).*

⚠ ***Infrastructures** are **not classified as Assets**. They fall under the broader category of **Structures**.*

> "BE A GOOD NEIGHBOUR"

⚠ *Each time a **Competitor extracts** using your **Infrastructures**, you may claim a **2M** Fee. If they lack sufficient liquid **Money**, they may **pay with** instead. Conversely, you must pay this **Fee** when using **Competitors' Infrastructures** during your **Extraction Phase**.*

Mo

C. ACQUIRE ASSETS

Once your **Mining** operations are up and running, it is time to optimise and invest in your supply chain. To acquire or build a specific **Asset**, use its corresponding **Building Permit** () collected during the **Strategy Phase**. Return the **Card** to the **Market** and pay its **Setup Cost**. For costs and benefits of each **Asset**, refer to your **Character Guide**.

▶ **Port Warehouse**
▶ **Regional Office**
▶ **Small Bulk Vessel**



Ni

D. UPGRADE ASSETS

As your market presence and capital grow, you will become able to upgrade your **Assets**, acquiring the capability to handle larger volumes of , operate multiple **Mining Sites** simultaneously, generate income by leasing your own logistics infrastructure to third parties, and improve the quality and value of your before exporting.

Just like building a new **Asset**, upgrading an existing one requires a **Building Permit Card** and the payment of the **Cost** displayed on your **Character Guide**. **High-Tier Assets** include:

▶ **Large Port Warehouse**
▶ **Global Office**
▶ **Large Container Ship**
▶ **Mineral Processing Facility**



⚠ *The (or **Mineral Processing Facility**) is considered an **Upgraded Asset** due to its high setup costs and substantial benefits. It **cannot** be built in a **Region** where you do not have at least one .*

⚠ *To upgrade your **Asset**, you must first collect **Cards** or **Cards** during the **Phase**. You can then spend these **Cards** in exchange for the displayed on them, converting them into **Asset Upgrades**. See the **REWARD Section** for more details.*

> "MONEY...TO GET AWAY"

Redeeming the on **Cards** and **Cards** is the **only** way to upgrade **Assets** at their **Market Price**. For alternative ways to upgrade **Assets**, see **OPTION #1** under the **MAKE A PHONE CALL Section**.

☑ *In **FAIR PLAY MODE, upgrading an Asset does not require** exchanging a **Card**, and comes at the standard **Market Price**.*

⚠ *You may only acquire or develop as many **Mines**, **Assets**, and **Infrastructure** as your **Structure Markers** and **Dashboard** slots allow. Exceeding these limits would make operations unmanageable for your **Corporation** in the short term.*

E. MAKE A PHONE CALL

A **Card** collected during the **Strategy Phase** may be used during the same **Turn** to substitute any required or to manipulate the **Cards** on the **Target Grid**.

⚠ *The **Card** is picked as an alternative to picking **2** and cumulates with the other on your **Dashboard**. At the same time, it cannot be stored across multiple **Turns**. If unused, it is automatically **discarded** and returned to the **Market** at the end of your **Turn**.*

> "CALL ME ANYTIME"

▶ **OPTION #1 – INVEST:** Use the **Card** to substitute a or a **Card** in the **Development Phase**, paying **double** the standard **Cost** to complete your investment.

*To build a worth **32 Million** without a **Building Permit Card**, make a and acquire it for **64 Million**.*

*If you are missing the **Card** required to upgrade an **Asset**, you can use the **Card** and pay **double** the **Market Price** displayed on your **Character Guide** to complete the . This mechanic encourages Players with a substantial **Capital** at disposal to invest aggressively, paying twice the market price to bypass the waitlist and keep expanding.*

Nb

▶ **OPTION #2 – SHIFT:** Alternatively, use the **Card** during the **Phase**, to remove a **Card** from the **Target Grid** at no cost (See the **REWARD Section**).

*Use the to uncover a new if you believe you won't be able to collect the current one anytime soon, or to disrupt a **Competitor**'s plan by removing a **Target** they are pursuing.*

▶ **OPTION #3 – BORROW:** In extreme situations where you lack the **Money** for your next investment and cannot move forward, you may use the **Card** to take a **Loan** for the **exact amount** needed to complete your action. You must repay **double** the borrowed amount to the **Bank** as soon as you have sufficient funds.

⚠ *Using the to take a **Loan** does not consume your available actions.*

Mn

European mining regions often benefit from easy access to key infrastructure. In contrast, investing in Africa's richest and most remote areas comes with additional challenges: building roads to enable large-vehicle access and transport goods to ports, or establishing water links that allow to clean minerals from impurities. This processing increases market value and reduces transportation costs, at the same time.

Although holding immense mineral reserves, some mines remain unexploited due to limited access to water or electricity, harsh climate conditions, safety concerns, and other factors evaluated during the pre-feasibility study conducted in the exploration phase.

Mo

Remote mining regions flourish when multiple investors develop them concurrently. Infrastructure development not only facilitates transportation but also provides local communities with access to essential services such as supplies, healthcare, education, employment, training, and more. Newcomer mining corporations who benefit from infrastructure built by earlier investors are expected to contribute to its upkeep, ensuring shared prosperity for both the inhabitants and ongoing mining operations in the region.

Ni

*Investing in integrated operations along the supply chain leads to consistent savings. Local Offices enable you to manage regional activities with higher efficiency and reduced risk. Strategically located Warehouses optimise logistics and grant access to third-party mineral stockpiles in the surroundings, which can be often be acquired at very competitive prices. Investing in naval freight can also delivery significant advantages, cutting the costs of leasing cargo space on third-party **Vessels**.*

Nb

*In the **Game of Resources**, the combination of money and powerful connections can make anything happen…same as in the real world.*

TURN PHASES

F. SELL RESOURCES



If you have invested most of your **Money** in developing your **Mines**, begun **Extracting** ⛰ and are about to fill up your **Storage Space**, it's time for you to **Sell** your ⛰. To perform a **Sale**, deposit the **Resource Tokens** into the **Market Organiser**, and pick up their equivalent in Ⓜ **Bills**.

⚠ *You may sell all the ⛰ in your stockpile as a single action. However, different rules apply to ⛰ sold from each individual **Mine**.*

💡 *You sell ⛰ collected from **2** ⛏. The first **Mine** sells its ⛰ at full **Market Price**. The second **Mine**, which lacks a 🛢 **Pipeline**, sells its ⛰ at half their **Market Value**.*

- **OPTION #1 - GLOBAL SALE:** Sell your entire stock of ⛰ at the **Market Price**, rolling the 🎲 to determine **Price Fluctuations**.

  ⚠ *All exported ⛰, regardless of which **Mine** they are sold from, are subject to the same **Market Fluctuations**, determined by a 🎲 **Roll** at the time of sale. Rolling a **64 doubles the Income** of the sale, while rolling a **2 cuts it in half**.*

  ⚠ *You cannot **Build** (or perform any other action in your **Development Phase**) and make a **Global Sale** at the same time.*

  Pt

- **OPTION #2 - LOCAL SALE:** Sell your entire stock of ⛰ for **half its Market Price**, but without any risk or logistical complications.

  ⚠ *The main advantage of this option is the ability to **Build** (or perform any action in your **Development Phase**) and make a **Local Sale** during the same **Turn**. Another benefit is the possibility to continue **Extracting** ⛰, even when your **Storage** is full, by selling any **Surplus** to the **Local Market**, instead of skipping the **Extraction Phase**.*

  ⚠ ***Action Cards** have no effect on low-risk **Local Sales**, which **cannot be disrupted**.*

  ⚠ *Selling your ⛰ locally does not allow you to use your own 🚚 to increase your **Income**.*

  Rh

  ⚠ *Without a 🏭 built in the **Region** of your **Mine**, you cannot **Sell** ⛰, either **Locally or Globally**.*

  Ag

> "DO YOU WANT TO MAKE A DEAL?"

☑ *When you **Sell Locally**, a **Competitor** who owns a 🏢 in the same **Region** as your **Mine** has **priority** to purchase your ⛰ at **half price**. If they refuse or are unable to buy, the ⛰ are sold to the **Market** in exchange for **Money** from the **Bank**. No 🎲 **Roll** is required for this action, as **Local Sales** are not affected by **Market Fluctuations**.*

💡 *This operation benefits both parties. The Seller, who is Extracting but unable to store additional ⛰, still earns Income. The Buyer, who purchases ⛰ at half price, can resell them at a later time for profit, starting from the following **Turn**.*

Sr

> "I WANT IT ALL"

There are several ways to increase the direct **Income** from your sales (See your **Character Guide**):

- A 🛢 **Pipeline** allows you to sell ⛰ at full **Market Price**.
- A 🚚 reduces marine shipping costs and **doubles** your sales **Income**.
- An 🚚 also generates an additional **32M** Ⓜ per sale from leasing its extra cargo space.
- **Rolling a 64** during your **Global Sale doubles** your **Income**, representing a moment when **Market Fluctuations** are most favourable.
- 🎯 and ⚑ earned at the end of a **Turn** may be exchanged for **Rewards** that grant additional sums of **Money**.

⚠ *Any **Income** bonuses from your **Assets**, their **Upgrades**, your **Infrastructure**, or the **Action Cards** you use, that are not directly related to the sale of ⛰, are not affected by **Market Fluctuations**. For example, the sum of **32M** Ⓜ earned from your 🚚 is the effect of cargo leasing, and remains fixed regardless of 🎲 **Rolls**.*

> "LET'S SPLIT IT"

⚠ *In the maths of the **#64 Universe**, odd numbers are irrelevant. If your expected sales **Income** of **10M** Ⓜ is cut in half due to a bad 🎲 Roll, you round up to the nearest **Even Number**, collecting **6M** Ⓜ instead of 5M.*

Pt

Exporting your stock of resources without fixing the price with your buyer is a gamble. While the market may swing in your favour, you may also end up earning less than your initial forecasts, and potentially not even covering your operational costs. Moreover, the logistics involved are labour-intensive and time-consuming, often pulling attention away from your expansion plans and core development activities.

Rh

Selling a stock of minerals locally, without managing the logistics, is the typical choice of small-scale miners: quick, safe, and effortless. It allows operations to continue uninterrupted while your mine keeps producing and generating modest Income. By selling at a lower price to other competitors, you may benefit them. In turn, you boost your own efficiency, reinvesting sooner and advancing faster towards your long-term goals. Freed from export burdens and hassles, you can focus on growing and refining your supply chain.

Ag

Buyers will not be able to access a mine with heavy vehicles to collect stock and take it to ports, unless proper road infrastructure is connected to the site.

Sr

Owning a warehouse in a region with small or scattered mining activity is a relatively low-cost solution to generate profit and exert local control. In such areas, the lack of infrastructure combined with limited cash flow pushes small miners to sell locally at a reduced price rather than exporting overseas, avoiding the uncountable risks along the supply chain, and price fluctuations aggravated by long transit times.

4 REWARD ★

At the end of your **Turn**, you may collect either 1 🎯 or 1 ⚑ as a ★ for an accomplished task.

🎯 **Strategic Target Cards**
⚑ **Government Incentive Cards**



Alternatively, you can use your action to exchange a previously collected **Target** or **Incentive Card** for a ★.

STRATEGIC TARGETS 🎯

All **Corporations** compete to reach same 🎯, which grant 🏆 needed to win the game, and can be later exchanged for the ★ shown on them.

If you meet the conditions displayed on a 🎯 **Card**, claim it at the end of your **Turn**, before your **Competitors** do.

- **Bronze:** Simple tasks with small rewards.
- **Silver:** Achievable tasks with bigger rewards.
- **Gold:** High-difficulty goals with game-changing bonuses.



> "ASKING FOR THE MOON"

☑ *In **FAIR PLAY MODE** only, if you encounter a 🎯 that cannot be collected without playing an **Action Card**, you may simply remove it from the **Target Grid**.*

⚠ *If all Players unanimously agree that a 🎯 is unachievable, it can be removed from the **Target Grid** without making a 📞.*

> "TARGET CALLING"

Alternatively, you may use a 📞 **Card** collected during the **Strategy Phase** to remove a 🎯 from the **Target Grid**.

💡 *You use this ability to unveil a new 🎯, either when you can't collect any ★ at the end of your **Turn**, or to disrupt a **Competitor**'s plan to claim a specific **Target**.*

GOVERNMENT INCENTIVES ⚑

⚑ can be claimed during the ★ **Phase**, after equipping a **European Mine** for **Exploitation**. Just like 🎯, **Incentives** grant 🏆, and can be exchanged for the ★ shown on the **Cards**.

⚠ *The number of issued **Incentives** is limited, so not every **Mine** developed in **Europe** can benefit from receiving one.*

💡 *You **may not claim** both a 🎯 and a ⚑ in the same **Turn**. You must choose only one.*

REWARDS ★



Alternatively, instead of collecting a **Target** or **Incentive Card**, you may exchange one of your existing **Cards** for the ★ shown on it.

To exchange a **Card** for its ★, you must discard the **Card** and spend its 🏆.

⚠ *If you use the ★ displayed on a **Target** or **Incentive Card** to complement an action (such as **Upgrading an Asset**), claiming the ★ does not cost any additional actions.*

☑ *In **STANDARD MODE**, exchanging **Target** and **Incentive Cards** is the only way to 🎖 your **Assets** without making a 📞.*

☑ *In **FAIR PLAY MODE**, **Upgrading an Asset** does not require exchanging a **Card**, and can be done by paying the standard **Market Price**.*

> TRUE POWER LIES NOT ABOVE, BUT HIDDEN BELOW. FOR NEITHER KINGDOM NOR MACHINE WOULD HAVE COME TO BE, HAD THE METAL THAT FORGED MAN NOT RISEN FROM THE DEPTHS OF THE EARTH INTO THE FIRE OF OUR WORLD.

ACTION CARDS

Each **4 Corporations** in the game has a unique **Base Deck** of **16 Cards (64 in total)** which can be used for various strategic and competitive effects during gameplay. Each deck reflects the **Corporation**'s traits, strengths and competitive style. Every **Card** has a specific effect that can be used to gain advantages, form alliances, or slow down the competition.

Th

Each Action Card deck is shuffled at the start of the game, not to introduce pure luck, but to reflect the shifting timing and unpredictability of real-world business operations, influenced by countless variables.

⚠ ***Action Cards** can be excluded from the game in **FAIR PLAY Mode**.*

> "SHOW ME THE WAY"

- Draw **1 Action Card** during the **Strategy Phase**. Store it face down by your **Dashboard**, keeping your **Competitors** unaware of your next move!
- You may use the **Action Card** you drew during the same **Turn** or save it for later.
- You can hold up to **2 Action Cards** at once. If you draw additional **Cards** while already holding **2**, you must discard the extras.
- You may use only **1 Action Card** during your **Turn**.



- **Action Cards** have **Labels** indicating when they can be used: during specific T**urn Phases**, during a **Competitor's Turn**, or **Anytime**.
- The effect of your **Action Card** can either complement another action (for example, granting a discount when **Building an Asset**) or replace the action of the **Phase** labelled on the **Card**, if it's not linked to another action.
- You may use an **Action Card** during a **Competitor's Turn**, but only if no other **Player** has already played an **Action Card** against that **Competitor** during the same **Turn**.
- When using an **Action Card** with a **Continuous Effect** lasting one or more **Rounds**, place the **Card** face-up in the corner of the **Map Board** and continue applying its effects until it expires.
- If an **Action Card**'s effect requires a **Player** to pay more **Money** than they currently have, the **Player** must pay all the **Money** they hold.

⚠ *Some **Action Cards** may require the correct interpretation. As a general rule, for as long as the effect's meaning is logical and unanimously agreed upon by all **Players**, it may be applied.*

☑ ***Action Cards** have no effect on low-risk **Local Sales**, which cannot be disrupted.*

- As a result of an **Action Card** played by you or another **Player**, you may gain possession of **Action Cards** from your **Competitors**' decks. Once acquired, you may use these **Cards** as if they were your own.

> "HANDLE WITH CARE"

These recommendations will help you use **Action Cards** wisely and strategically, rather than to spread chaos and disrupt the optimal gameplay flow.

💡 *The main goal of this economic game is to grow, expand, earn, and achieve supremacy. Use **Action Cards** at the right time and for the right reasons, as focusing your entire strategy on them can waste valuable **Turns** and compromise your ability to meet targets and earn enough SD to stay ahead of **Competitors**.*

💡 *For fair play, avoid executing tactical strikes with financial consequences early in the game against **Competitors** who have no ⛏ or ⛰ stocks. Such behaviour can severely obstruct their growth and waste your precious actions, which could be better spent to fulfill your own goals.*

💡 *In the **Game of Resources**, every move counts. Attacking weak targets without direct benefits is an unwise strategy and only a distraction from more important objectives.*

⚠ *Each **Action Card** can be used only once per game. **Action Card** decks are not reshuffled after use.*

⚠ *After using an **Action Card**, place it in the **Market Organiser**, stacking it beneath your **Action Cards** deck.*

ENDGAME

The **Final Round** is triggered when a **Player** calls "**Total Control**" and at least **1 of the following conditions** is met:

A At least **1 Gold Target** has been claimed.

B All **Bronze** and **Silver Targets** have been claimed, and no **Player** is able to claim a **Gold Target** within a full **Round**.

C A **Player**'s combined deck of **Target Cards** and **Incentive Cards** totals at least **24** SD.

⚠ *You cannot use **Action Cards** after the **Endgame** has been triggered.*

> "MY MINE, MY RULES"

⚠ ***Players** are allowed to prolong the gameplay and continue until all moves are exhausted, without ever calling "**Total Control**".*

⚠ *Before the match begins, **Players** may agree on custom **Endgame** criteria, such as:*

- ☑ *Short on time? Trigger the **Endgame** at **minute 64**, then count the SD.*
- ☑ ***Players** unanimously agree to play **one final Round** then count the SD.*

⚠ *The optimal average time for one full **Round** in **4-Player mode** is between **4 and 5 minutes**, with **24 Rounds** typically lasting **90 to 120 minutes**. However, depending on various factors and **Player** decisions, total playtime may extend up to **150 minutes**.*

SCORING

When the **Endgame** is triggered, the **Player** with the most SD takes it all!

Earn the most SD and achieve "**Total Control**" through the best mix of reached **Targets**, owned **Assets**, accumulated **Wealth** and 🔖.

Your final **Score** is calculated according to the following list of **parameters**, also found on your **Character Guide**:

PARAMETER	RULE	SD
🎯		See Cards
⚑		See Cards
Most 🏛	If two or more **Players** have the same amount of **Money**, ⛰, or 🔖, no one gains SD for any of the respective categories.	4
Most ⛰		4
🔖*		See Regions
⛏		4
Assets	Include 🏭 🏢 🚚	4
⬆ Assets	Include 🏭 🏢 🚚 🏗	8

*A 🔖 **bonus**, equal to the number of **Points** displayed on the **Ribbon** attached to each **Region**, is awarded to the **Player** with the most ⛏ and **Assets** in that **Region**.*

⚠ **Parameters** *used to determine 🔖:*

- **Mines** count as **1,0**
- **Assets** count as **1,0**
- **Upgraded Assets** count as **1,5**
- **Infrastructures** count as **0,5**



⚠ *If **2** or more **Players** have the same 🔖 **score**, no one earns SD.*

⚠ *In the unlikely event of a tie in total SD, the winner is the **Player** with a presence in the most **Regions**. If that is also equal, victory goes to the **Player**, among those tied, who is holding the most **Money**.*

DOWNLOAD THE SCORE SHEET TO TRACK YOUR POINTS!

H64GAMES.COM

DEVELOPMENT CARDS

Development Cards (🏗) allow you to acquire, build, upgrade **Structures** during the **Development Phase**, from exploring and exploiting mining sites to setting up administrative, industrial and logistical facilities.

⚠ *The availability of the **18** 🏗, featured in the game is adjusted based on the number of **Players** (See the **"TABLE FOR FOUR?"** Section).*

⚠ *🏗 are free to pick, but available in limited quantities and contested among all **Competitors**.*

⚠ *When a 🏗 is used, it returns to the **Market** and becomes available again.*

Te



Te

The limited number of cards reflects the real-world scarcity of certain goods and services at a specific moment in time.

Competitors must use their Strategy Phase wisely and plan their next moves in advance. This will prevent limited access to key services and permits from slowing down advancement.



LICENSE 2

BUILDS 🔍

Obtain an Exploration License to begin exploring your mining permits for valuable minerals.



GEOLOGIST 2

BUILDS 🔍

Appoint a geological survey team to perform studies and estimate the potential of your mines before you begin extraction.



MACHINERY 2

BUILDS ⛏

Invest in adequate mining equipment to start operations and achieve optimal output.



WORKFORCE 2

BUILDS ⛏

Hire qualified engineers and manual workers to begin extraction and move from the exploration phase to the exploitation phase.



ROAD 1

BUILDS 🛣

Obtain an authorisation to build Roads in your mining Region for connecting your mine to the main network enabling stockpile transfer to the nearest port.



WAREHOUSE 2

BUILDS 🏭

Obtain a building permit for a Warehouse to increase your storage capacity and hold a larger stock or resources.



VESSEL 2

BUILDS 🚚

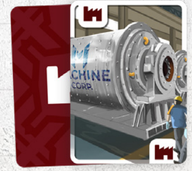
Acquire a Vessel to boost your supply chain, which significantly reduces logistic costs and increases your overall profits.



OFFICE 2

BUILDS 🏢

Obtain a building permit for an Office to strengthen your regional presence and manage multiple mining operations at the same time.



FACTORY 1

BUILDS 🏗

Obtain a Building Permit and set up a Mineral Processing Facility in a Region where you operate, to refine your minerals and maximise the value of your output.



WATER 1

BUILDS 💧

Obtain an authorisation to connect to a regional Water supply which helps you remove impurities, upgrade minerals to market standards, and cut logistics costs.



PHONE CALL 1

Make a Phone Call to replace any unavailable development card but at double the building cost.

Sometimes the solution is one phone call away. But it doesn't come for free.

STRUCTURES

Structures are all constructions that can be placed on the **Map**, and include every development stage of **Mines**, **Infrastructure**, and **Assets**.

Each **Structure** requires a different set of **Cards** to develop, and has a specific mix of **Cost** and **Benefits**, both of which increase as the **Structure** is upgraded.

MINES

Requirement ☆ Effect

EXPLORATION SITE



VARIABLE Ⓜ — License + Geologist

☆ Unlocks the Exploitation Phase of your ⛏.

ACTIVE MINE



VARIABLE Ⓜ — Machinery + Workforce

☆ Allows you to output ⛰ from your ⛏.

The number of ⛏ you can own and develop is limited by your Dashboard slot space.

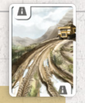
Sn

Obtaining an Exploration License and hiring a Geological Surveyor mark the beginning of your exploration studies in a Territory. Once your Pre-Feasibility Study is complete, you'll be able to advance your Mine to the next level of development.

Sourcing Workforce and Machinery advances your Mine to the next stage, equipping it for Exploitation. At this point, your Mining Site is fully prepared to begin Extraction.

INFRASTRUCTURES

ROAD



8M Ⓜ — Road Permit

☆ ▶ When installed in a Region, it allows all local ⛏ to export the extracted minerals.
- ▶ ⛏ located in Regions without a 🛣 are unable to sell the extracted minerals.
- ▶ Competitors may use your built 🛣 in exchange for a Fee.

WATER PIPELINE



4M Ⓜ — Water Permit

☆ ▶ When installed in a Region, 💧 allows you to improve the quality of your minerals and sell them at full market price.
- ▶ ⛏ located in Regions without a 💧 link can only sell their extracted ⛰ at half the market price.
- ▶ Once built, Competitors may use your 💧 pipeline in exchange for a fee.

If a Competitor owns an ⛏ in the Region you have built a 🛣 in, you may charge a Fee of 2M worth of ⛰ for each ⛏, each time it extracts ⛰.

If a Competitor owns an ⛏ in the Region you have built a 💧 pipeline in, you may charge a Fee of 2M Ⓜ worth of ⛰ for each ⛏, each time it extracts ⛰.

Ti

When first exploring a virgin, remote, and underdeveloped Mining Region, you must account for the lack of Infrastructure and plan the necessary investments. Connecting your Active Mine to a Road network enables you to move stock to a Port for sale, while linking to a Water source allows you to treat minerals immediately after extraction, improving their quality and profitability.

These investments not only support your operations but also contribute to the overall development of the Region, earning respect from local communities. Additionally, both Roads and Water pipelines create monetising opportunities, as other Competitors may pay a reasonable Fee to use your infrastructure.

> WE DID NOT CHOOSE TO RULE,
> WE WERE MADE TO. NOT OUT OF
> DESIRE, BUT OUT OF NECESSITY.

ASSETS

Requirement ☆ Effect

WAREHOUSE



16M Ⓜ — Warehouse Permit

☆ ▶ Doubles your mineral storage capacity from 32 to 64M Ⓜ.
- ▶ Gives you priority rights when a Competitor sells ⛰ locally.

LARGE WAREHOUSE



32M Ⓜ — Warehouse Permit + Reward

☆ Doubles your mineral storage capacity from 64 to 128M Ⓜ.

You do not need to build your 🏛 next to one of your ⛏ – it can be placed anywhere on the Map, without affecting its effects on storage capacity.

Owning multiple 🏛 will not increase your maximum storage capacity. Rather, you must upgrade an existing 🏛.

W

The Port Warehouse doubles your storage capacity, allowing you to stockpile more minerals and export them all at once in larger lots, for consistent savings on valuable moves during your Development Phase. It also strengthens your presence and control in the Region where it is located, granting you privileged access to local Resource purchases. Upgrading to a Large Storage Facility quadruples your original capacity, significantly increasing your supply chain efficiency and the volume you can export in a single delivery. Beyond its logistical benefits, a Large Warehouse serves as a bold power statement of Supremacy.

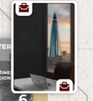
OFFICE



24M Ⓜ — Office Permit

☆ Allows you to simultaneously operate 2 ⛏ located in the same Continent, exploiting both at the same time in the Extraction Phase.

LARGE OFFICE



48M Ⓜ — Office Permit + Reward

☆ Allows you to simultaneously operate 3 ⛏ located anywhere on the Map, exploiting them all at once in the Extraction Phase.

Owning an 🏢 in a Continent other than the one where your ⛏ are located prevents you from using its effect.

Owning multiple 🏢 in a single Continent will not increase their overall effect.

U

Building a Regional Office seals your physical presence on a Continent, enabling your team to manage the extraction and supply chain operations of 2 local Mining Sites simultaneously. Upgrading to Global Headquarters reinforces your administrative capabilities and allows your international team to oversee the operations of 3 intercontinental Mining Sites at once, marking a significant step toward global dominance.

VESSEL



32M Ⓜ — Vessel Permit

☆ Doubles your income from selling ⛰, cutting off third-party-logistics service costs.

LARGE VESSEL



64M Ⓜ — Vessel Permit + Reward

☆ As third parties lease your available extra cargo space, you gain 32M Ⓜ each time you export ⛰, in addition to doubling your income.

After doubling your sales income with a 🎲, you can still roll a 64 to further multiply the value of your sale.

V

Acquiring a Vessel puts you in control of marine shipping, allowing you to optimise your logistics by eliminating the need for third-party providers. This asset enhances your market influence and strengthens your financial leverage. Upgrading to a Large Vessel takes these benefits even further. Not only do you minimise transportation costs for your own minerals, but you can also lease out unused cargo space, boosting your income. You have now become a sea freight provider, fully capitalising on your shipping power.

FACTORY



64M Ⓜ — Factory Permit + Reward

☆ Increases the Extraction output of the ⛏ located in the Region where it is built.

Once a 🏭 is built in a Region, your adjacent ⛏ yield additional minerals (equal to 16M Ⓜ) in the Extraction Phase.

Competitors owning an ⛏ in the Region you have built a 🏭 in, can also request to use its benefits in the Extraction Phase. They pay you a treatment Fee of 8M Ⓜ to gain the remaining 8M Ⓜ for themselves.

Zn

To get the best out of the minerals you extract, you must set up a Mineral Processing Facility near your Active Mines. The Factory filters out as many impurities as possible before transportation to any far destination. This has the combined effect of upgrading and stabilising the quality of your product to obtain the best value from your sale, while also dramatically reducing the cost of carrying any impurities overseas.

ARDEVUR: The Game of Resources (Middlesea) is the first volume in a meticulously designed game collection that spans the entire metal supply chain. From the mining and export of critical minerals, through refining and recycling, to the final transformation of metals into components and finished products, the game highlights the essential role of metals in our hyper-accelerated tech world.



The ultimate vision behind the **ARDEVUR** game collection is to release three standalone games, each with its own unique ruleset and mechanics, that can also be combined into one expansive experience.

The upcoming titles that will complete the world map are:

ARDEVUR: Material Matters (Risingsun)
Set in Asia and Australia, this game focuses on inland logistics, alternative energy sources, mineral refining, and metal smelting, with the goal of producing and exporting raw metals.

ARDEVUR: Techalypse (Neworld)
Set in the Americas, this volume explores the dynamics of importing semi-finished commodities, processing them into metal parts, and ultimately assembling finished products such as electric vehicles, robots, and computers.

THE ORIGINS OF "ARDEVUR"

The coined term "**ARDEVUR**" combines the Afrikaans words "**AARDE**" (Earth) and "**VUUR**" (Fire), the two elemental forces from which **Metals** are born.

Earth and **Fire** come together to enable discovery, innovation, and the creation of something greater than the sum of their parts. Together they form **Metal**, the driving force behind technological advancement and the foundation upon which the future of humanity depends.

> PHILOSOPHICAL PERSPECTIVE

Just like in a forge, where minerals meet flames, our world is constantly reshaped by new, harmonious connections that fuel the growth of our civilisation.

This duality materialises in an unborn curiosity that compels humankind to chase the **Unknown**, look for answers, reach the **Edge of the Horizon**, and see what lies beyond.

Together, the three volumes will form the *megagame* **ARDEVUR: Total Control**, a deep dive into the full complexity of the global metal supply chain and a looking glass into the near future of our world, offering an intense all-day play mode for up to 8 players. Packed with intricate strategic choices and nerve-racking decisions, the full version promises an unprecedented gameplay experience!

Disclaimer: This project is currently under development and may undergo changes.



> PRACTICAL PERSPECTIVE

Originally conceived in 2014 as an abstract concept within the **#64 Math Philosophy**, **ARDEVUR** became something tangible two years later.

The game takes its name from **ARDEVUR Commodities**, a multinational enterprise that has specialised in metal mining and recycling for over a decade.

Designed by **Gabriele Areolite**, Founder and CEO of the ARDEVUR Group, **ARDEVUR: The Game of Resources** is a tabletop-scale simulation of modern mining industry dynamics, rooted in the company's real-world experience.

COLLECTIBLES — LIMITED-EDITION

A limited series of unique and rare items was crafted in homage to the fulfillment of the **#64 Prophecy** in **2025, "Year of the Snake"**, challenging collectors brave enough to chase the **Unknown** and unveil the hidden purpose behind these mysterious artifacts.





THE AUTHOR

Gabriele Areolite is an Italian entrepreneur, writer, and emerging game designer. He has led several successful ventures and is the founder and art director of the publishing company **Hashtag 64**, where he shapes the core concepts through his vision, the eponymous **"#64" philosophy**.

In 2016, Gabriele founded **ARDEVUR Commodities**, an international company focused on mineral mining, metal recycling, and supplying critical raw materials to the global market. Despite the intense focus and time dedicated to this enterprise, Gabriele's artistic drive did not fade over the years.

For Gabriele, transforming **ARDEVUR** into a board game was about more than just creating entertainment. It was about leveraging one of the few rare media that still brings people together, encouraging genuine human connection in an increasingly digital and disconnected world, while educating players on the vital role that mining and metals play in our brave new world.

THE GAME OF RESOURCES

While the title "**The Game of Resources**" may seem to describe the board game itself, it actually refers to the intricate strategies of large conglomerates competing for control over natural resources. These corporations extract critical materials used to manufacture everything from electric vehicles and robotics to consumer electronics and renewable energy technologies.

To the public eye, powerful enterprises from the West and the East appear to be locked in a silent battle for dominance of the "lands in the middle". But from a conspiracy-driven perspective, the **Trojan Horse** and the **Chinese Dragon** dance in a simulated war, a spectacle leaving devastation behind, yet both emerging victorious.

Beneath the surface, this conflict may hide something far more calculated: a quiet alliance, artfully engineered to secure strategic footholds in resource-rich territories like **Africa**. Behind closed doors, these corporations collaborate and conspire, siphoning power from weak and unstable governments through promises of development and sustainability.

While media attention is diverted by civil wars, political unrest and chemical disasters, these players strengthen their public image through staged corporate social responsibility campaigns, investing in roads, schools, hospitals, and creating jobs in remote mining regions. Where governments fail to provide, corporations step in, subtly becoming the new and better rulers. By offering food, safety, shelter, and promises of prosperity, they win over local populations and solidify their dominance.

By secretely financing private warfare, they push competitors out of the game, dissuade new investors, and slowly tighten their coils around entire regions to secure control. Their ultimate goal: to monopolise the critical resources upon which the fragile global balance of power rests.

"TOTAL CONTROL" ARTBOOK — LIMITED-EDITION

A mysterious item discovered in an unexplored mining area, this book appears to unveil secrets about the nature of the global order and prophecies concerning the future of humanity.

Centered on the modern **Metal Age** and the dilemma of living in a world controlled by hidden powers crawling beneath the visible surface, the book's origins and its connection to mining, remain a mystery.

Enclosing the deeper meanings behind **The Game of Resources** and its global context, this artifact serves as a spyglass into the saga "**2064: Memories of the Future**".



Within the context of the **ARDEVUR game**, the **Artbook** is recommended for anyone seeking a deeper understanding on how **Metal** influences the advancement of human civilisation and shapes the global geopolitical balance, representing the primary cause of conflicts and the key strategic asset in the quest for supremacy.

ARDEVUR

אֵל

THE SHAPING OF METAL AND THE ADVANCEMENTS IT BROUGHT WERE NOT HUMAN INVENTIONS. NOT CONSCIOUS CHOICES, BUT INEVITABLE OUTCOMES. IT IS NOT HUMANITY THAT CREATED PROGRESS, BUT CURIOSITY ITSELF: A NATURAL INSTINCT DRIVING US TOWARDS THE HORIZON, CHASING THE UNKNOWN IN SEARCH OF ANSWERS, COMFORT, PROSPERITY, AND PERSONAL GAIN.

MACHINES, BORN FROM HUMAN DESIGN, ARE NOT INHERENTLY ARTIFICIAL. THEIR CREATION WAS NEVER INTENTIONAL, BUT THE RESULT OF AN UNSTOPPABLE CHAIN OF EVENTS. IN UNCOVERING METAL, HUMANS UNKNOWINGLY SET A COURSE OF NATURAL EVOLUTION THAT LED TO THE BIRTH OF MACHINES. THIS DUALITY OF EARTH AND FIRE, AND THE METAL FORGED FROM THEIR UNION, BECAME BOTH THE SHINY CROWN OF CIVILISATION AND THE LAST SPARK OF ITS UNDOING.

THE TURNING POINT WHERE THE BALANCE OF POWER SHIFTED AND MACHINES HAD TO TAKE CONTROL, WAS ALL TO PREVENT TOTAL DESTRUCTION.

FOLLOW #64 ON SOCIALS

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