

# Goldmine

## A Simple and Fun Trick-Taking Game for 2 Players!

Two ambitious miners, aiming for excavating enormous amounts of gold, now have come to the entrances of six mines. You should be careful enough to investigate which mine is more prospective, and well-prepared to get more powerful mining tool. You will be able to earn more wealth only if you use full of your wisdoms, and with a piece of luck!

### Cards

A 24 playing card deck is used. The cards of each suit rank as: 7, 6, 5, 4, 3 and 2. All cards of spades are used as gold cards, and remaining 18 cards are played in tricks.

### Deal

More greedy player deals first. The dealer shuffles 6 cards of spades and places them face down in a row between players. Each trick is played between this row, 6 gold mines. Then the dealer shuffles remaining 18 cards and deal 6 cards face down to each player as their hand, one by one, and put remaining 6 cards at either end of the mine row, as the face-down draw deck. Finally, flip the top card of the deck and place it crosswise at the bottom of the deck; its suit is the trump suit.

### Tricks

A trick consists of 2 phases: [A] Action, and [B] Play.

#### [A] Action - Investigate or Exchange

The loser of the previous trick (in the first trick, the non-dealer) choose either to "investigate", to secretly look at the face of any one gold card they would like to check and return it to its original position; or "exchange", to discard a card from their hand face down and then pick a card from the top of the deck. The winner of the previous trick (in the first trick, the dealer) then takes the action that their opponent did not choose.

You need not tell the result of investigation to your opponent (but you can do it for bluffing, of course). The bottom card (a trump suit indicator) is taken as the last card of the deck. Both player cannot pass their actions.

#### [B] Play

A player who took their action later (i.e., the winner of the previous trick, or the dealer in the first trick) leads to the trick. Each trick should be played between the farthest gold card from the deck. You need not follow the suit led. The trick is won by whoever played the higher card of the suit led, unless a trump is played in which case the higher trump wins. The winner gets the gold card of the trick played and put it face up in front of them. Cards played in this trick are discarded face down. The loser of that trick begins from phase [A], and so on, until 6 tricks are played.

### Scoring

A player with higher total value of gold cards wins the deal. You can play until any player reaches 30 points for a short game, or 50 points for a long game.

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This game is submitted for Trick Taking Party Game Award 2020.