

# GAMERIGHT® Eureka!

The Gold Rush Adventure Game for 2-4 Players • Ages 6 and Up



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## Rules of Play

**D**ig for the mother lode in this wild adventure mining game. Roll the die and move around the tile board in search of precious gold nuggets. Use a lantern to light the way, but watch out for bears, bats and dangerous cave-ins. Be the first player to uncover four gold nuggets and “Eureka!” – you win!

## Contents:

- |                                       |                                       |               |
|---------------------------------------|---------------------------------------|---------------|
| 4 Miners                              | 64 Mine tiles:                        |               |
| 16 Claim tokens<br>(4 for each miner) | 24 Rocks                              | 4 Bats        |
| 1 Die                                 | 16 Gold Nuggets<br>(4 of each number) | 4 Bears       |
|                                       | 4 Danger                              | 4 Lanterns    |
|                                       | 4 Keep Out!                           | 4 Mining Cars |

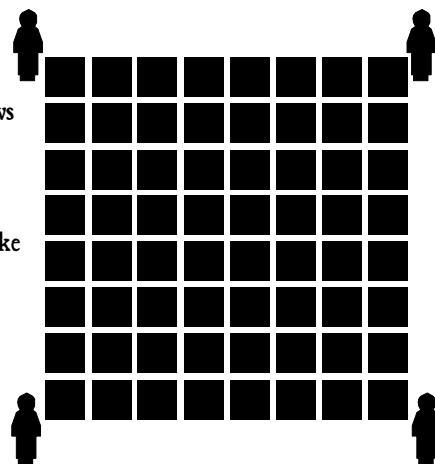
## Object

The object of the game is to be the first player to find and claim four different gold nugget tiles.

## Setup

Turn all 64 tiles rocks-side-up and shuffle them on the playing surface. Then make a square grid of tiles, eight rows across and eight rows down, to form the gold mine.

Pick a miner character for a playing piece and place it in one of the four corners just outside the border of the mining board. (♣) Also, take the four claim tokens that match your selected character.



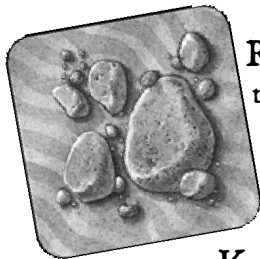
## How to Play

Each player rolls the die to see who goes first. Whoever rolls the highest number starts the game. Play passes to the left.

On your turn, roll the die and move your miner the number of tiles that you rolled. You can move in a straight line or in any combination of directions except diagonally. Also, you cannot move back to a space you just came from or land on a space occupied by another miner.

For example, if you rolled a five, you could move five spaces to the right, left, up, down, or in a zigzag pattern, depending on where you want to land.

Turn over the tile where you land to see what's on the other side. What did you find?



**Rocks** - Nothing happens. Put your miner on top of the tile, then play passes to the left.



**Keep Out!** - Oops! You went in a restricted area of the mine. Lose one turn (your turn is skipped next time).



**Bear** - Oh, no! A bear chased you out of the mine! Move your miner back to the corner of the mine where you started.

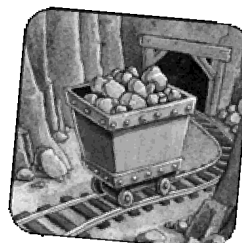
**Danger** - Watch out for rocks caving in! Roll the die:

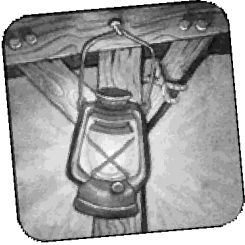
- If you a roll a 1, 2 or 3 ... Oh, no! You got caught in the cave-in, so you lose one turn (your turn is skipped next time).
- If you a roll a 4, 5 or 6 ... Phew! You avoided the cave-in, so you get another turn! Roll the die and move the number shown.



**Bats** - Get away from these as fast as you can! Roll the die and move again.

**Mining Car** - Take a ride! Move your miner to any tile that is not already claimed and turn it over.



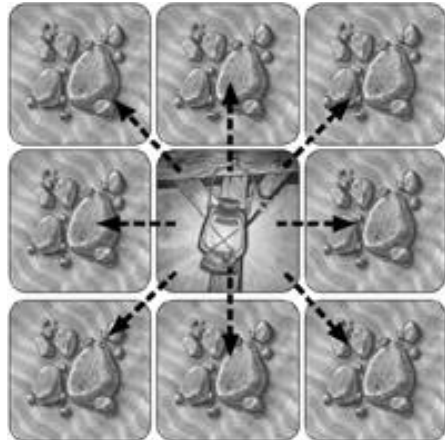


**Lantern** - Use the light to find your way! You (and only you) get to peek at **ALL** the tiles that immediately border the lantern, even diagonally.

### Lantern Notes:

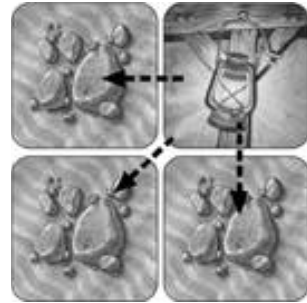
You can't claim nuggets when you're looking – you can only sneak a peek at them.

Try to remember what's hidden where for your next turn.

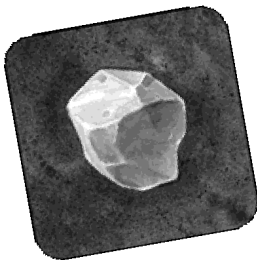


(lantern in the center of mine)

-OR-



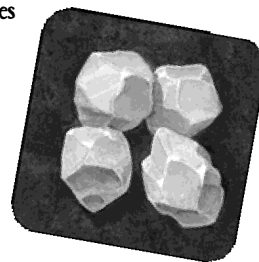
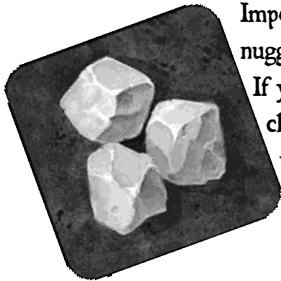
(lantern in corner of mine)



**Gold Nuggets** - Shout "Eureka!" (pronounced you-ree-kah, meaning "I found it!") when you uncover any gold nuggets. Stake your claim by placing the corresponding numbered claim token face up on the tile. (For example, the "two" claim token goes on a two nugget tile.) Now no other player can land on this tile. Leave the nugget tile face up with the token and roll again!

**Important Note:** In order to win, you need to find four different gold nugget tiles (one nugget, two nuggets, three nuggets and four nuggets).

If you turn over a nugget tile that matches one you already have claimed, turn it back over and play passes to the left.



## Ending the Game

The winner is the first player to claim four different gold nugget tiles.

## Mining Tips

- Whenever you land on a tile, turn it over so that all players can see. Then turn it back over at the end of your turn. The only tiles you don't turn back over are the nuggets you have claimed.
- Try to remember what tiles you already turned over so that you don't land there again.

## Other Gold-Diggin' Ways to Play

Here are some ideas in case you want to try different variations of this game:

### Claim Jump

Nugget tiles with claim tokens on them are still in play. If you land on one of these tiles, roll the die. If you roll a 6, remove the token and replace it with one of your own. If you roll any other number, your turn is over.

### Snake Eye

When you roll a one, you can peek at one tile of your choice (without letting your opponents see) before you move your miner.

### Quick Claim

For a shorter game, remove 15 of the double-sided rock tiles to form a seven by seven grid.



## A Word from Gamewright

Eureka! is so much fun, you might not realize that it's also educational! Players brush up on their visual discrimination and memory skills as they pay close attention to the images on the tiles.

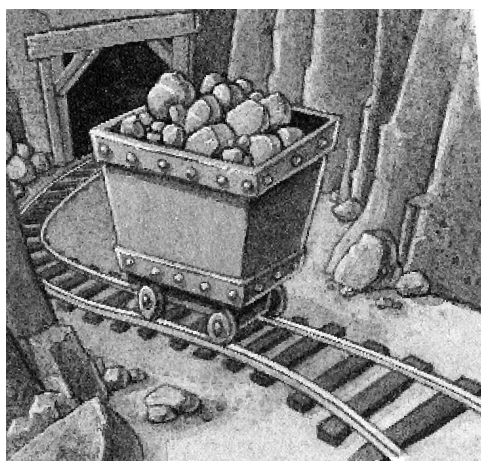
We'd really like to hear from you about this game. Please return the questionnaire and let us know your comments and suggestions. For more fun, visit our website: [www.gamewright.com](http://www.gamewright.com)

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