

# Magnum Sal

A 2-4 player game by Marcin Krupiński and Filip Miłuński. Condensed rules by Eric Postpischil, <https://edp.org>.

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## Introduction

Goal: Make the most money by extracting salt and selling it at the castle.

All money, salt, and tools are public.

### Chain Rule:

- Placing or moving a miner may not leave any miner not connected to the entrance by a chain of adjacent miners, except a miner may be moved out of a chamber when no salt remains in that chamber or beyond in its level.
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## Setup

Place the mineshaft vertically below the mine entrance on the game board.

Shuffle the mine chambers marked I, II, and III separately.

Place the I/II/III chambers facedown at depths 2/4/6 of the mine shaft, respectively, half left of shaft, half right.

Shuffle the tool cards.

Put 2 brown cubes and 1 green cube in the market spaces marked for them.

Give each player 4 miners of a color (5 in a 2-player game) and 1 brown salt. (More may be hired, up to 10 total.)

Choose a start player. Give the start player 10¢, the second player 12¢, the third 14¢, and the fourth 16¢.

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## Reference

### Moving Miners

Once a miner is in the castle queue, it must remain in the queue until it reaches the castle or the phase ends.

Tired miners may not be moved, whether within the mine, to assistant spaces, or to the castle queue.

Miners may be moved to assistant spaces and to mine spaces from any location except the castle queue.

### Tools

Each tool may be used once per phase. Upon using a tool, turn it facedown to mark it used.

Multiple tools may be used in a turn and within an action.

**Rope:** When placing or moving a miner in the mine, place or move an additional miner in the mine.

- You may decide whether to use the rope after placing or moving the initial miner.

**Pickaxe:** When extracting salt, add 1 to strength (number of salt cubes that can be extracted).

**Bucket:** Move 1 water from a chamber with one of your miners to an adjacent chamber (not a shaft section).

- Water may be moved into a chamber that has not yet been revealed. (Put it on top of the facedown tile.)

**Cart:** When extracting salt, move any number of cubes through 1-2 adjacent chambers or sections without paying.

- The authors recommend limiting cart capacity to 2 cubes per use. (Additional cubes moved must be paid for.)

**Food:** Wake 1-2 tired miners. (They may be in different chambers.)

**Commercial Privilege:** When visiting the market, buy for 1 less, sell for 1 more, or sell into a full space.

- Salt sold into a full space earns the lowest price (not 1 more) and is returned to the bank.
- The privileges may be used during both market transactions.

**Royal Privilege:** When visiting the castle, put the miner at the head of the line (left circle).

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## Play

Play 3 phases.

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## Start of Phase

Shuffle the stack of 8 royal orders for the phase (I, II, or III) and stack them facedown on the space with the crown. Turn over 3 orders for 2-3 players or 4 orders for 4 players and place them in the spaces in the castle.

Put a brown disk for counting royal orders in space 0.

Put a brown disk for counting available workers in the inn in the space marked for the number of players.

Stack 7 tool cards facedown in the workshop (top-right of board). Deal 3 face-up to the left.

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## Play Phase (clockwise in rounds until the end of the phase)

Play turns (below) clockwise until the end of a full round in which the completed orders trigger the end of the phase.

### Start of each player's turn: Castle

Advance each of the player's miners in the castle 1 space. Each miner that reaches the castle fills an order:

- Choose any open order, give the salt shown to the bank, and receive the payment shown and the order tile.
- If the player cannot fill an order, pay 3¢ or any 1 salt to the bank. If not possible, surrender all money.
- Return the miner to the player. Move the royal order counter. Reveal a new order, if any remain.
- If there is an assistant at the castle, give them 1¢ from the bank per order filled (no payment for a default).

### Actions

Each player plays any **1 action in the first round** of the phase and any 2 actions (may be same) in later rounds.

**Place or move a miner** into the mine from anywhere but the castle queue. Obey the Chain Rule.

- Miners may be in shaft sections and mine chambers with any other miners.
- If the miner enters a new chamber, turn the chamber tile face-up and fill it with the salt and water shown.

**Extract salt** from one mine chamber.

- Extract salt up to the number of non-tired miners in the chamber plus pickaxe assists minus water present.
- Transport the salt to the surface. Pay 1¢ per salt per space used to any one miner there.
  - Payment for multiple salt cubes may be split among multiple players. Using one's own miners is free.
- Each miner that worked in the chamber, including holding back water, becomes tired. Lay them on their sides.
  - Tired miners may not move or extract salt but may help transport salt to the surface.

**Place a miner in an unoccupied assistant space** by a building (none at inn). Obey the Chain Rule.

- Miners remain in assistant spaces until the owner removes them or the phase ends.

**Visit a building** and perform its action. The same building may not be visited twice in one turn.

- Visiting a building does not require moving a worker to the building except for the castle.
- **Inn:** Hire a worker at the currently shown price. Move marker to the next higher price or, after 8¢, off the track.
- **Workshop:** Buy a tool at its shown price. Slide remaining tools left and reveal a new tool if stack is not empty.
- **Pump House:** Remove 1-4 water (to bank) at price shown from 1 chamber the player has a worker in.
  - (The worker may be tired.)
- **Market:** Buy or sell 1-2 times at prices shown. To sell, there must be an empty space. To buy, there must be a cube.
- **Town Square:** Get 1¢ from bank.
- **Castle:** Put a miner in line to fill an order (in the right of the two circles).

After visiting a building with an assistant, other than the castle, give the assistant 1¢ from the bank.

**Pass.** If a player passes twice on a turn, wake all of the player's tired miners.

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## End of Phase

The phase ends after the full round in which the fifth royal order is filled (fourth in a 2-player game).

Return all miners to their players, including those in assistant spaces, in the castle, or in the mine.

- Miners that were tired are woken.

Remove uncompleted orders from the game.

Remove unsold tools from the game.

Turn used tools face-up.

Pass the starting player marker left.

If the market has no brown salt, add 1 in the 5¢ space. If the market has no green salt, add 1 in the 6¢ space.

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## End of Game

The game ends after phase III.

Each remaining salt is sold to the bank for 3¢.

Each player's tool set is sold to the bank using this pricing: 1-2 tools: 2¢ total, 3-4 6¢, 5-6 10¢, 7-8 14¢, 9+ 20¢.

The richest player wins. Ties go in favor of most royal orders filled, then fewest miners, then fewest tools.