

FUNKEL MUNKEL



by
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...for lots of mining fun...

It's quite dark down there! But the FUNKEL MUNKEL dwarf mine contains beautiful gems. To collect them, move your mine carts from one shaft to the next. Only when the sparkling freight leaves the mountain does it become apparent to whom it belongs: Take what your carts have rolled out from the tunnel! And let yourself be rewarded for your hands' work when there are carts without owners on the way. What belongs to nobody belongs to you if you are the one bringing it into the light of day.

Idea and Object of the Game

Get **gems** out of the dwarf mine and add them to your **jewel display**!

To this end, move the mine carts underground. Observe where they are going and what they are loaded with in the shafts. Try to steer **your** carts into the light of day, since their load **will be yours!** But also get those carts out of the tunnel that are not owned by anybody, so you can gain their precious load as well.

The first player to fill **6 different gems** or **5 of the same kind** into her or his jewel display wins the game!

Game Materials



1 gameboard (... with rails on it)



1 cover (... with a mountain on it)



8 shaft rings



22 mine carts
(4 x 4 player carts +
6 x common carts)



56 gems:
12 x gray – 11 x blue – 10 x purple –
9 x green – 8 x pink – 6 x yellow



4 jewel displays

Set-up of the Game

Put the **gameboard** in the middle of the table.

- 1 Place **8 mine carts** on the gameboard as indicated – **4 common carts** and **4 player carts** (even if there are fewer players).

- 2 Then cover the gameboard with the **mountain** so that it fits exactly.



- 3 Each player takes one **jewel display** and the (remaining) **3 mine carts of one color**.
In the two-player game, both players take two jewel displays and the 6 (remaining) mine carts of the respective colors.



- 4 Stick **one ring** into each shaft.
Mix the **gem tiles** thoroughly and fill **7 of them** into each shaft, up to the rim.
(Make sure that you put all tiles into the shafts with the gem side facing up!)

- 5 Keep the two (remaining) common carts on hand next to the gameboard.
*In the three-player game, you also use all mine carts of the **unused color** as common carts.*

Course of the Game

Whoever has last **been underground**, for instance in a basement or a tunnel, **begins**. Then you all take turns.



On your turn, you move one of **your own carts** through one of the 4 tunnel entrances underneath the shaft there. If (and only if) **all your carts are already underground**, you use a **common cart** instead.

If an empty mine cart arrives underneath a shaft, a gem will fall from there into the cart. You'll see this gem only when another cart shoves the first one out of the shaft.

When carts are leaving the tunnel

Every time a **cart** comes out of the mine, you check whether it is a colored cart or a common cart.

If it is a colored cart, **its owner ...**

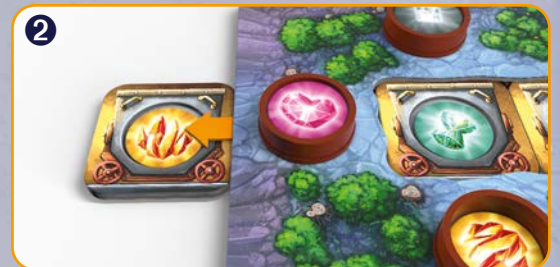
... takes the **gem** it has loaded and immediately puts it **on the fitting space** of his **jewel display**.

... gets his emptied cart back. He may use it again on later turns.

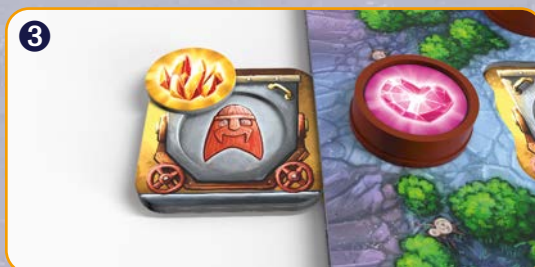
In the two-player game, the gem a player has gained is also put in the jewel display that corresponds to the emptied cart.

Example:

When Izzy Imp pushes her cart into the (front of the) tunnel ①, another cart comes out of the (back of the) mine ②.



This cart belongs to Dennis Dwarf ③. Dennis thanks Izzy, takes the gem and adds it to his jewel display. He also gets his emptied cart back ④.



If, on your game turn, a **common cart** leaves the mine, you take its gem and put it into your jewel display. Then you place this emptied cart back next to the gameboard, for later use.

In the two-player game, you can choose which of your two jewel displays you want to use for this gem.



Example: On Tina Troll's turn, a common cart comes out of the mine.



For this, Tina may add the gem from this cart to her jewel display.

Ending and Winning the Game

The first player to fill their jewel display with **6 different gems or 5 of the same kind** ends and wins the game!

*In the two-player game, you win if you have accumulated 6 different gems or 5 of the same kind in **one** of your jewel displays.*

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