

Magnum Sal Muria

A 2-5 player game by Marcin Krupiński and Filip Miłuński. Condensed rules by Eric Postpischil, <https://edp.org>.

Introduction

Goal: Make the most money by extracting salt and brine 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 or shaft ownership markers, except a miner may be moved out of a chamber when no salt remains in that chamber or beyond in its level.
- Discussion: In *Magnum Sal*, there is exactly one path from the mine entrance to each chamber, no chamber is on a path to another level, and the Chain Rule is clear. In *Magnum Sal Muria*, more complicated situations may arise. Per Marcin Krupiński, a miner on the only path to salt on another level may not be removed. This resolves some but not all questions that may arise. Players may have to make their own rules or use their own judgement.

The foreman acts as 2 miners when excavating and in the mine entrance assistant space but 1 miner elsewhere.

Blue cubes represent brine in chambers and in the saltworks but become blue salt when the player receives them.

Setup

Place the board expansion to the left of the main board.

Place the short two-level mineshaft vertically below the mine entrance on the board. The long shaft is not used.

Shuffle the mine chambers marked I, II, and III separately, using chambers from the base game and the expansion.

Place one I chamber facedown to the left of the bottom space of the two-level mineshaft and another to the right.

- Set the remaining chambers aside facedown to be placed as the mine is explored.

Select two tool types to remove from the game, randomly or by consent. Shuffle the remaining tool cards.

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

Give each player 2 of their miners (3 in a 2-player game), their foreman, their ownership markers, and 1 brown salt.

- (Each player may ultimately hire up to 10 miners total.)

Choose a start player. Give the start player 10¢, the second 12¢, the third 14¢, the fourth 16¢, and the fifth 18¢.

Magnum Sal Muria

Play

Play 3 phases.

Start of Phase

Shuffle the stack of 11 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 4-5 players and place them in the spaces in the castle.

In phase I/II/III, add 1/2/3 shaft sections, respectively, next to the foreman's building.

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.

- In a 5-player game, use the 4-player spot.

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

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.

Anytime during turn: Change Brine to Salt

A player may convert 2/4/6 blue salt to 1 brown/green/white salt, respectively, any time during their turn.

Start of each player's turn: Castle first, then Saltworks

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 non-blue 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).

Return all of the player's miners from the saltworks to the player. Each miner brings the player 1 brine, if available.

- If there is an assistant at the saltworks and any brine is removed, give the assistant 1¢ (total) from the bank.

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 or foreman 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 brine shown.
 - Place 1 brine in the saltworks.
 - If an adjacent space is empty, place 1 chamber of the appropriate level facedown in each such space, if available. If only 1 chamber remains and 2 spaces are empty, the player chooses.

Extract salt from one mine chamber. (Brine is not extracted in this action.)

- Extract salt up to the number of non-tired miners in the chamber plus pickaxe assists minus brine in the chamber.
 - The foreman counts as 2 miners.
- 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.
 - The player may use their own miners first but must then choose foremen before ordinary miners.
- Each miner that worked in the chamber, including holding back brine, becomes tired. Lay them on their sides.
 - Tired miners may not move or extract salt but may help transport salt to the surface.
- If the mine entrance assistant space is filled, give the corresponding player 1¢ from the bank.

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.
- For the assistant space at the mine entrance, place 2 miners or 1 foreman, as a single action.

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 and the saltworks.
- **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:** Move 1-4 brine at price shown from 1 chamber the player has a worker in to the saltworks.
 - (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).
- **Saltworks:** Move any number of non-tired miners into the saltworks from anywhere but the castle queue.
- **Foreman's Building:** Order construction of a new shaft, if a shaft tile is available by the foreman's building.
 - Put a shaft tile under a chamber (not a shaft section) where the player has at least one non-tired miner.
 - Shafts can descend only from levels I and II, not III.

- A shaft may not be immediately adjacent to another shaft.
- A shaft from II to III may not be directly below a shaft from I to II (but may be below the start shaft).
- Pay 5¢ to the bank. Receive one blue salt from the bank.
- Place an ownership marker on the shaft. (This is required; the 3 ownership markers limit a player to 3 shafts.)
 - Ownership markers act like ordinary miners: They receive pay for transporting salt, and they connect a chain of miners. However, they do not need to be connected and are never removed, even at end of phase.
- Place a chamber tile of the appropriate level facedown below the shaft tile.

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

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

End of Phase

Phases I and II end after the full round in which the fifth royal order is filled (fourth in a 2-player game).

Phases III ends after the round in which the sixth royal order is filled (fifth 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.

If the saltworks has more than 2 brine, return all but 2 to the bank.

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 or to assistant spaces, the saltworks, or 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 or foreman, place or move another miner or foreman, both in/to the mine.

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

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

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

- Brine 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 1-2 cubes through 1-2 adjacent occupied chambers or sections without paying.

- More than 2 cubes may be moved but the excess must be paid for as usual.
- A situation can arise in which a path to the mine entrance across an empty chamber (with no workers) would be shorter than a path through occupied chambers. Per Marcin Krupiński, salt cannot be transported across an empty chamber, even with a cart.

Food: Wake 1-2 tired ordinary miners or 1 foreman. (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).

Saltworks Privilege: After placing miners in the saltworks, the player may immediately take back 1-2 with brine.

Horse Mill: When extracting, take from a revealed chamber 1 level directly below miners instead of usual chamber.

- The horse mill cannot be used in a shaft, only in a chamber.
 - It does not matter whether there is a shaft between the two chambers.
 - Only miners in the upper chamber work. Miners in the lower chamber do not work.
 - Brine in the lower chamber, but not the upper chamber, must be held back and hence accounted for in labor cost.
 - Pay transport costs from the upper chamber to the mine entrance.
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End of Game

The game ends after phase III.

Each 2 remaining blue salt are converted to 1 brown salt.

Each remaining non-blue 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.