

# Quick Silver

2-6  
PLAYERS

25 ISH  
MINUTES

## Components

21 cards, 2 dice (with sides 1-3), 24 plate/blast tokens, 8 sneak tokens, and these rules.

## 2 Ways to Win

Be the first to earn at least \$100, or be the last player still alive.

## Start the Game

1. Choose a scorekeeper. Give them **pen & paper**.
2. Pick someone else to deal first.
3. Give everyone 4 **plate/blast tokens**, returning extras to the tin. Put yours plate-side-up in front of you. These show your mine cart's stability.
4. Put all **sneak tokens** and both **dice** on the table.

## Thriving in a Gold Rush

Play happens in rounds, each with 3 phases:

### First, Steal in the Mines

Improve your hand by taking from others and leaving them your junk. Each card's number is its value **and** how hard it is to get to the market. Take turns until the black die ticks down to 0.

### Then, the Bumpy Road to the Market

Dynamite explodes, blasting plates off of carts. If your cart has no plates left, the blast takes **you** out instead. Find Replacement Plates to repair blasts.

### Finally, Unload at the Market

Cash goes fast at the market! Total up your hand. The highest total is too hard to haul in time. 2nd-highest, however, scores **their** highest card's value in cash. 3rd-highest scores their lowest.

The first player to \$100 (or the last one alive) bribes their way into sweet, sweet mayor-hood!



## Starting Each Round

Return all **sneak tokens** taken last round to their pile, then set up the round:

1. **The dealer shuffles all cards & rolls both dice.**
2. **Deal 3 cards face-down to the middle of the table.**  
Always face-down. Anyone can swap with these.
3. **Deal 3 cards in front of each player.**  
Deal the number on the **white die** face-up per player. The rest go face-down. Put unused cards to the side.
4. **Spy face-up cards, then pick up your hand.**  
Everyone gets a few seconds to see the face-up cards. Once you pick up your cards, keep them hidden.
5. **Put the black die near the player to the dealer's left.**  
This shows how many turns everyone gets this round.

The player with the **black die** goes first in the mines. Take turns, moving to their left.

## On Your Turn in the Mines

### If You Have the Black Die

Reduce it by 1. If you can't (because it would be 0), this is everyone's final turn for the round.

### On Your Turn

Either **swap a card** or **sneak towards the exit**:

- To **swap**, put a card from your hand face-down on the table. Then, take a card (without looking) from any player or the central cards. Replace the card you took with the one you put face-down.  
Once you pick someone to swap with, you **must** swap with them, as they might **redirect** your swap.
- To **sneak**, take a sneak token. This is a small advantage for heading to the market early. If there are no sneak tokens left, just pass your turn instead.



After everyone's taken their last turn for the round, it's time to **deal with dynamite**.

## Redirecting a Swap

**Redirect** someone's swap with you by returning a plate token to the tin. **You** then choose who they swap with instead: either the central cards or another player.

You can also **redirect a redirect** the same way: return a plate token to the tin, then choose the central cards or any player other than the player redirecting at you.

### Some Caveats

- Players can't swap with themselves.
- You can't return blasted tokens, plates only.
- You always need at least 1 plate/blast token in front of you. If you only have 1 plate/blast token left, you can't redirect anymore.
- If returning a plate token leaves you with just blasts, you don't die until everyone **deals with dynamite**. You can still save yourself!
- Continue until there are no more redirects.

### Be Careful!

Once a token goes into the tin, it's gone for the game.

## Dealing With Dynamite

All players now reveal their hands.

### Replacement Plate

Have the Replacement Plate? Stop a Dynamite in your hand, or flip a blast token back to its plate side. If you can't do either, this does nothing.



**Note:** this happens **before** Dynamite explodes. Also, this card **can't** bring tokens back from the tin.

### Dynamite

Players holding Dynamite (not stopped by a Replacement Plate) flip 1 plate per Dynamite they're holding to blast. If all of your tokens now show blasts, you're dead and out of the game.



Everyone still alive now tries to **unload at the market**.

### ...But... What If EVERYONE Died?

Then everyone loses. Mining is dangerous, you knew that going in! Hold your collective funeral, gather your composure, and try again!

## Unloading at the Market

Total up your cards & sneak tokens. This total is how hard it is to get your haul to the market in time. Group players by their totals, with each group earning cash as follows:

- The **highest group's haul** was too hard to get to the market in time. They score **nothing**.
- The **2nd-highest group's haul** was just the right mix of heft and market interest. Players in this group each score their **highest card in cash**.
- The **3rd-highest group's haul** was light on interest but quick on timing. Players in this group each score their **lowest card in cash**.

If all players are in the same group, everyone scores their lowest card in cash. Anyone in a group lower than 3rd-highest scores nothing.

**Note:** if the card you're supposed to score is 0 or less, score **\$5** instead.

## Check for a New Mayor

If anyone has at least **\$100**, the richest player wins. If there's a tie for richest, **play another round**. There's no tyin' in bribery!

Or, if there's only one player left alive, they win!

Finally, if no one's won, start a new round. Dealer shifts **to the right**.

## Variants

### The "I'm Not Quite Dead Yet!"

Eliminate player elimination. Rather than dying, they lose all their cash, and flip all of their tokens to plate. (They still don't get back tokens they put in the tin.)

### The "Sneaky Stranger"

Treat the central cards like a player. They don't take turns, but group with players for scoring, earn cash, and can win the game. Great for lower player counts!