

MINECRAFT

EXPLORERS



There's a lot to discover in the world of Minecraft.
Show your courage and curiosity by roaming the Overworld in search of hidden treasure.
Store the treasures safely in your chests to win the game together.
Don't get overrun by hostile mobs or it'll be game over!

COMPONENTS

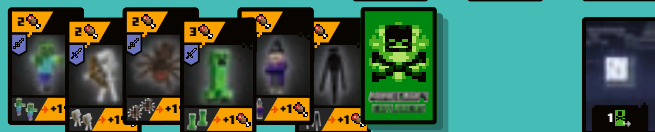
1 GAME OVER CARD



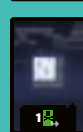
12 CHEST CARDS



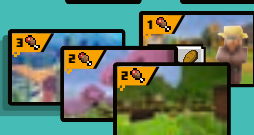
30 MOB CARDS (6X ZOMBIE, SKELETON, SPIDER; 4X CREEPER, WITCH, ENDERMAN)



1 NIGHT CARD



60 LANDSCAPE CARDS



6 HUNGER CARDS



SET UP

1. Shuffle the Landscape cards with the landscape side face up. Then, lay out the top 5 cards in the middle of the table. Make sure that no one sees the hidden objects on the backs of the cards.

2. Shuffle the Mob cards face down. Put the following number of cards back into the box without looking, depending on the number of players:

1 PLAYER: 8 cards / **2 PLAYERS:** 7 cards
3 PLAYERS: 6 cards / **4 PLAYERS:** 5 cards

Stack what's left and shuffle the Game Over card **into the bottom 4 cards** of the stack, so you don't know exactly where it is. Now, reveal the top card and place it next to the mob pile.

3. The person who last played Minecraft goes first. That person gets the Night card and 6 Hunger cards.

4. Finally, determine which chests need to be filled to win the game. To do this, shuffle the Chest cards and draw a number of chests according to your preferred difficulty. *If you're playing for the first time, lay out chests 01 – 05 instead of shuffling.*

EASY: 5 chests / **NORMAL:** 6 chests
HARD: 7 chests / **HARDCORE:** 8 chests

Lay out the drawn chests with the open chest face up. Put the remaining chests back in the box.



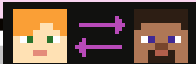
WINNING AND LOSING

You'll explore the world of Minecraft together to find the items shown on the Chest cards. You **win** the game **immediately** if you fill **all but one** chest with the requested items. *For example, if you play with 5 chests, you must fill 4 of them to win.* You decide which chests to fill, and you can change your mind during the game.

But hurry up! You **lose** the game immediately when the **Game Over** card is revealed. The faster the mob pile empties, the closer you are to losing.



YOUR MOVE



Turns move clockwise around the table. When it's your turn, you make all the decisions, but you can take advice from the others. Since you win or lose together, it makes sense to plan together and share ideas.

1. PERFORM ACTIONS AND PAY WITH HUNGER CARDS

On your turn, you can perform various actions. Each action costs a certain number of Hunger: 🍖. To pay, discard that number of Hunger cards from your hand. You can perform any action in any order and as many times as you'd like as long as you pay for it. As soon as you no longer want to or can't perform any actions (e.g. because you no longer have any Hunger cards in your hand), your turn ends.

2. PLAY THE NIGHT CARD AND REVEAL MOBS

1 🌙 At the end of your turn, you must discard the Night card from your hand. This will cause a mob to appear immediately. Reveal the top card from the mob deck and place it in a row next to the other Mob cards.

WATCH OUT: If you reveal a mob type that is already on display, you will be overrun! Immediately reveal **one additional** Mob card. If this type is already on display, you reveal another and so on until you reveal a mob type that is not yet on display.

EXAMPLE: Alex uncovers a **zombie** at the end of her turn. Because there is already a zombie on the table, she must reveal another Mob card: a **spider**! There is also a spider on the table. Alex turns over a third Mob card: **Darn it, another zombie!** The fourth card shows a **Creeper**, which is not yet on the table. Now she doesn't have to turn over another card.



After you have laid out at least one Mob card, the next player in clockwise order takes the 6 Hunger cards and the Night card into their hand and begins their turn. Play in this way until you win or lose. If you're playing alone, you simply take one turn after the next.

ACTION 1: EXPLORE LANDSCAPE AND GET ITEM



To explore a laid out landscape, you must pay the number of 🍖 shown on the Landscape card. Then, flip over the Landscape card. On the back of the Landscape card, you can see what item you found. Take the item and place it in front of you. It is now in your *inventory*.

IMPORTANT:

- You can have as many items as you want in your inventory.
- You can use items with special abilities in the same turn or save them for later turns.
- No** new Landscape card is laid out. This only happens via Action 2.

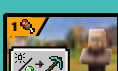
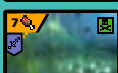
If a landscape shows 🍷 or 🗡️, then you can use that tool from your inventory (pickaxe or sword) to explore. If you do this, you pay less 🍖. The cost decreases according to the number on the tool. *For example, with diamond tool -4, with gold tool -3, etc.*

If a landscape shows 🌿, then **dangers lie there**. When you explore it, mobs may appear. However, you won't know if there are any mobs until you turn the card face up. If the Mob icon 1 🌿 is on the back of the card you must immediately draw the specified number of Mob cards from the deck and place them on the table.

NOTE: Again, you can be overrun by mobs if you uncover at least one mob type that is already on display.



Villages are special landscapes. There you can trade with villagers 🧑. To reveal a Village card, you must pay 1 🍖 **and** trade in 1 item that the villager asks for. Each villager wants either an emerald 💎 or another item, which you can see to the **left of the arrow** on the card. **To the right of the arrow**, you can see what you will receive in return and find on the back of the Village card. If you make a trade, place the requested item from your inventory into a discard pile.



ACTION 2: REVEAL NEW LANDSCAPES

Spend 1 to perform this action. If there are any Landscape cards left face up, you may decide for each one whether to leave it or put it back under the pile. Then place new landscapes from the pile until there are 5 Landscape cards in the center of the table.

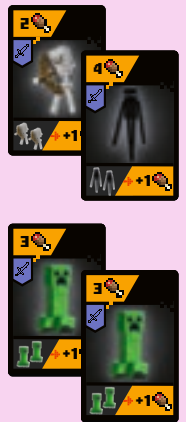
ACTION 3: FIGHT MOBS AND GET TROPHY

Fight a mob on display by paying the number of indicated on the Mob card.

You can always use a sword from your inventory for this action.
When you do this, the cost to defeat the mob is reduced according to the number on the sword.

Add the mob you fought as a *trophy* to your inventory. You can use any collected pair of 2 trophies of the same mob type like a Hunger card in your hand. Put the trophy pair into a discard pile to use as 1 for any action. Just like items, you can save trophy pairs for later or use them immediately.

EXAMPLE: Steve discards 3 Hunger cards from his hand to fight a creeper. He takes the creeper card as a trophy in his inventory. In a previous turn he also fought a creeper, so Steve now has 2 creeper trophies. He decides to spend them immediately, giving him +1 to spend this turn.



ACTION 4: FILL CHESTS

Spend 1 to perform this action. Then place any number of items from your inventory under Chest cards that request those items. Once all the requested items are under a chest, turn the Chest card over.

As a reward for filling a chest, you may immediately fight and defeat a mob on display without paying for it. Take it as a trophy in your inventory as usual. If there is no mob on display, you are out of luck.

AS A REMINDER: You win immediately when you fill the second to last chest.



SPECIAL ITEMS

TOOLS & PICKAXES AND SWORDS



If you find a tool, put the card in your inventory with the side facing you. When you use the tool for the first time, it will be damaged. To indicate this, turn the card 180° so that the side is facing you. If you use the tool again, it will break and you will have to put the card on the discard pile.

You can use tools to perform matching actions (with or) more cheaply. You can use tools more than once in the same turn and even for the same action. You can also use several tools for one action. If you overspend on an action, the excess is forfeited.

If a chest asks for a tool (or) , then its material (iron, gold, diamond) does not matter. You may even put a damaged tool into a chest.

FOOD

Use food to get extra on your turn, according to the number on the Food card. You can spend this on one or more actions, along with the in your hand. Put the food on the discard pile to use it. Unused expires at the end of your turn.



If a chest asks for food then you can fill it with any type. Of course, you can then no longer use that food.



CROSSBOW

Use a crossbow to fight any 2 mobs without paying for it. Put the crossbow on the discard pile to use it, then take up to 2 mobs on display as trophies in your inventory.



WOOD & IRON

You will need oak logs and iron ingots for trading with villagers and for several chests. To find them, look in the areas you would in the video game: Wood is usually found in forests, iron in caves and mines.



ARMOR

Armor protects you from mobs once. Put the armor on the discard pile before you would have to reveal one or more Mob cards (at the end of your turn or after revealing a dangerous location). Then do not reveal any mobs in that situation.



SPYGLASS

Discard this item to reveal all the landscapes on display. Take note of what you can find in these places and then turn the cards back over again.



EXPLORER MAP, TOTEM OF UNDYING & WET SPONGE



Use the Explorer map to search for either the Woodland Mansion or the Ocean Monument. Both locations only exist 1x in the Landscape card stack. Look through the pile and place the card you found on the table as an additional landscape. From now on you can explore these as you would other landscapes on display, if someone can pay the very high -cost. There is also great danger lurking in both places, so be careful!



- In the ocean monument you will find the *wet sponge* required by Chest 05.
- Hidden in the woodland mansion is the *totem of undying*, which you need for Chest 06.

The 2 unique items have no use in this game apart from the chests. If you don't need the items, then avoid the locations.

FURNISHINGS & LIGHTING

If a chest or a villager asks for or , you must find the appropriate decorative items. There are 5 items hidden under the landscapes that are suitable for **furnishing** or **lighting** your future home. The item cards show which category the item belongs to.



QUICK REFERENCE RULES

WIN: Fill all but one chest

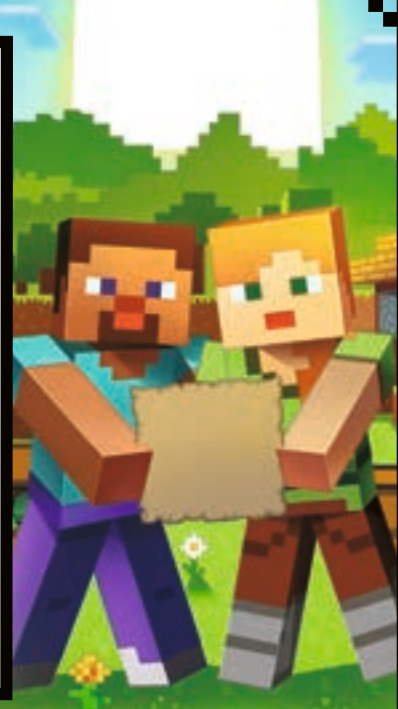
LOSE: Game Over card is turned face up

ON YOUR TURN:

- Use Hunger cards for actions:
 - X : Explore landscape and get item
 - X : Fight mob and get trophy
 - 1 : Fill landscapes to 5
 - 1 : Put items in chests
- Play Night card and reveal 1 mob.
Is this type already out? Continue to uncover!

SPECIAL ITEMS:

- Pickaxes: Use 2x for - in actions
- Swords: Use 2x for - in actions
- Food: Use for +
- Armor: Ward off mobs (on exploration or at the end of the turn)
- Explorer map: Search for ocean monument or woodland mansion Landscape card
- Spyglass: Reveal landscapes on display
- Crossbow: Fight 2 mobs without paying



CREDITS

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Artwork: Fiore GmbH
Art Direction & Design: Alexandria Land
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