

MAGNUM SAL

MURIA

Muria (Latin) - Brine. An aqueous solution of salt. Salt is obtained from brine in special pans.

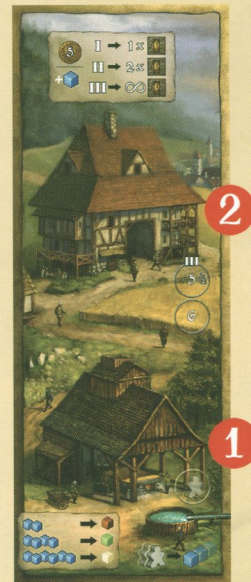
Magnum Sal Muria is an expansion the game Magnum Sal, which is required to play the Muria expansion.

In Wieliczka a new mine is being constructed! The king sends foremen underground to plan the excavation of new shafts and the extract of salt. A saltworks has also appeared in the city. No more wasting the salt water pumped out of the mine! Horses are now at work turning the wheels in horse mills, and the miners continue their hard work underground. The king wants more white gold! Back underground!

Expansion components:

1 game board with two buildings - saltworks **1** and foreman's building, **2**

1 short main shaft,



1 new mine entrance tile, with an assistant space, to be placed onto the main board's mine entrance,



9 royal order tokens (3 each for phase I, II and III),



6 mine chamber tiles (2 each for level I, II and III),



6 shaft tiles,



15 markers for shaft ownership (3 in each of the 5 player colors),



6 tool cards (3 saltworks privileges and 3 horse mills),



tokens representing 3 cubes of salt obtained from brine (used in the rare case that water/brine cubes are exhausted),



additional money chips,

additional salt and water cubes,

10 gold-colored miners,

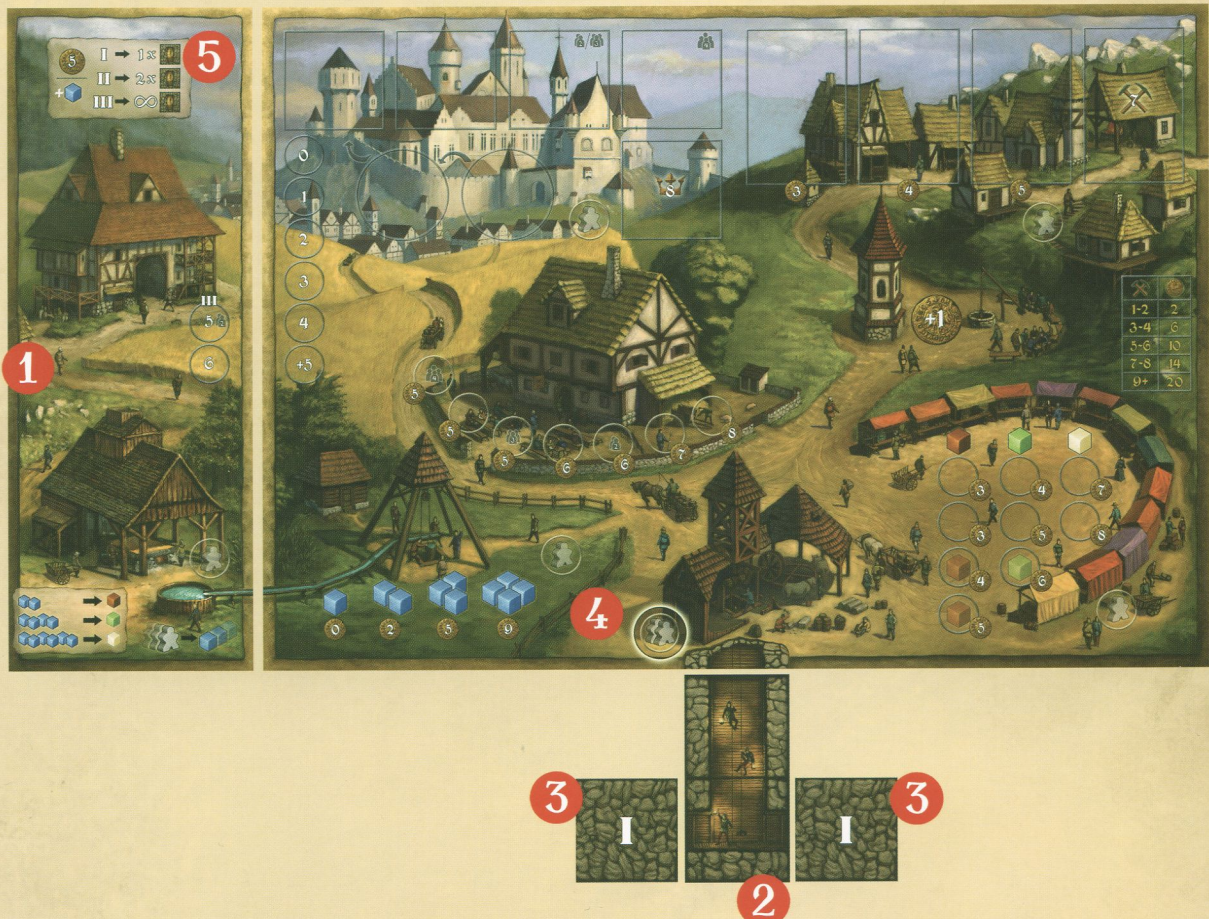
5 wooden foremen pawns (big miners), one in each of the 5 player colors.

Game preparation with the expansion

The additional board should be placed on the left side of the main board. **1** The new royal orders and mine tiles should be added to those of the base game, separated according to the symbols on their backs. The tokens and tiles from the expansion and base game are all used together.

The long shaft from the base game is not used. Instead, use the short shaft **2** and place the starting mine tiles for level I **3** as shown in the figure.

The new mine entrance tile should be placed onto the main board on top of the building with the mine entrance. **4**



Using the expansion, there are 9 types of tools. Before starting play, players decide by mutual consent (or randomly select) which 7 tool types will be used. The two types of tools (6 cards total) which will not be used in this game should be set aside - they will not be needed.

Each player receives 2 miners and 1 foreman in his color. In a 2-player game, each player receives 3 miners and 1 foreman.

All other preparation steps are unchanged from the base game.

At the beginning of each phase the appropriate number of shaft tokens (1 before phase I, 2 before phase II, and the remaining 3 before phase III) should be placed next to the foreman's building. **5**

Changes in the rules of the game

The expansion does not change the rules of the base game except for the two rules below:

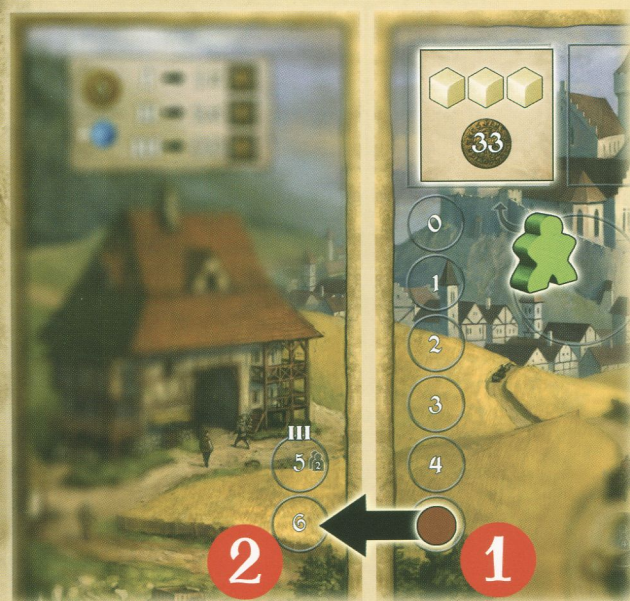
Cart

Using a cart when moving extracted salt to the surface, a player can move no more than two salt cubes without paying opponents in 2 adjacent chambers or shaft sections. (Additional cubes can be moved with payments to opponents as usual.) Other cart rules remain unchanged.

We recommend using this modified rule also in the base game without the expansion.

End of Phase III

Phase I and II end after the completion of 5 royal orders (4 in a 2-player game). Phase III (and thus also the whole game) ends after the completion of 6 royal orders (5 in a 2-player game). As always, each round is continued through the last player's turn.



Example 1:

Jack, Kate, and Agnes have already completed 5 orders in phase III. Jack was the starting player in this phase. Kate (green) just completed the 6th order - the royal order marker is moved from the "5" space **1** to the "6" space **2** on the expansion board. Kate and Agnes both still finish their final turns, each doing 2 actions. After Agnes finishes her turn, the game ends and points are counted. In a 2-player game, after completing the 5th royal order in phase III, the royal order marker is moved from the "4" space on the main board to the "5" space on the expansion board.

New elements

The Muria expansion adds a few new elements. When playing with the expansion, all the new elements should be used. We do not recommend treating them as separate independent modules.

Brine

Brine in the game is represented by the blue wooden cubes. Cubes on mine tiles represent water which players must deal with. Blue cubes on the board (in a new building) represent brine from which salt may be obtained.

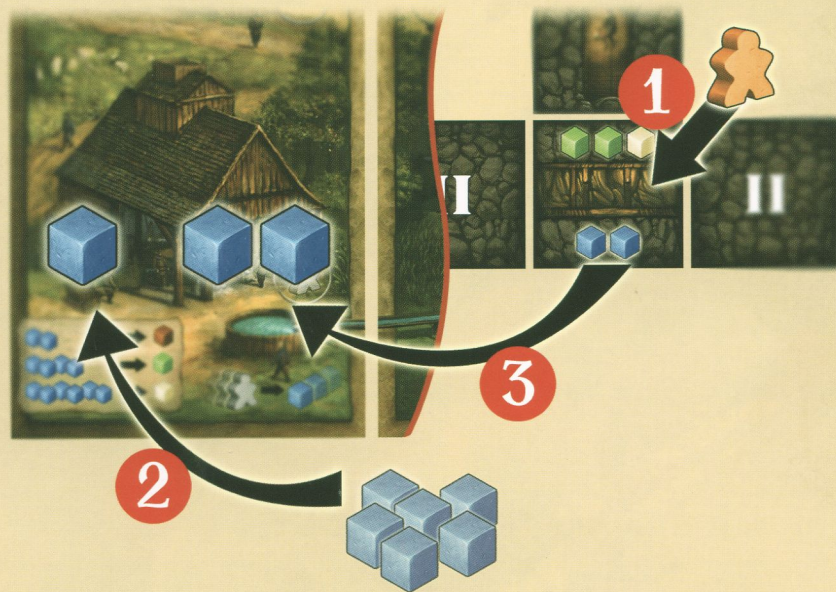
If a player has blue cubes in the saltworks, the cubes become a new fourth type of salt. This can be exchanged for other types of salt or used to complete one of the new royal orders (included in the expansion).

Note: The word “brine” is used both for the water in the saltworks and the resulting salt obtained from this water. Both the brine water and the resulting brine salt are represented by blue cubes.

Moving brine water to the saltworks

Brine water can appear in the saltworks on the expansion board. Whenever any player uses the pump house to pump water from the mine, the removed water cubes are placed in the saltworks.

Whenever a new mine chamber is revealed (i.e. the first time it is entered by a miner) one blue cube from the bank should be placed in the saltworks.



Example 2:

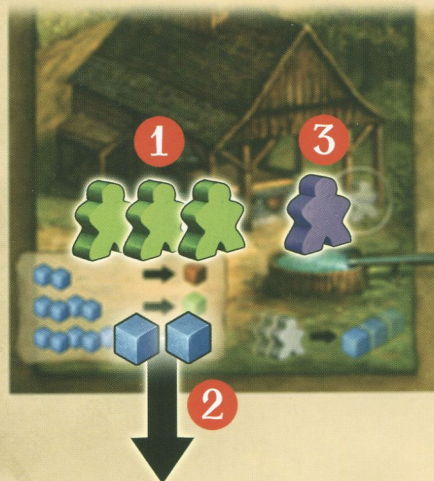
Jack (orange), in the first action of his turn, placed one of his miners in a new mine chamber on the second level of the mine. **1** Immediately after revealing the tile, he adds a blue cube to the saltworks, taking it from the bank. **2** For his second action, Jack pays 2 cents to pump 2 water cubes from this chamber. These cubes go to the saltworks, not to the bank. **3**

Brine processing by players

A player can use an action to visit the saltworks building. The player can move any number of their miners to the saltworks in order to extract salt from the brine water.

At the beginning of that player's following turn, before taking 2 actions (but after fulfilling any royal orders), the player removes all their miners from the saltworks. For each miner removed, the player can also take one blue cube from the saltworks - it is now salt. If there are fewer cubes than miners in the saltworks, then the player takes all the cubes present. All the miners return to the player's resource pool (whether or not they extracted salt).

Assistant: A saltworks assistant earns one cent from the bank at the time miners of any player return to their owner's resource pool (regardless of how much salt was extracted, as long as at least one salt cube was extracted). The assistant does not earn when miners are moved to the saltworks. The assistant does not earn if no salt cubes were produced by the miners when they returned to their owner.



Example 3:

Kate (green) sent 3 miners to the saltworks during her previous turn. **1** Now it's her next turn. The saltworks has 2 brine water cubes. **2** Although Kate placed 3 miners, she receives only 2 cubes (the total present) and takes back all 3 of her miners. Agnes (purple) earns 1 cent from the bank since she has an assistant **3** at the saltworks. If the saltworks had 4 cubes of brine, Kate would receive 3 cubes and 1 would remain at the saltworks.

Changing brine salt to other salt

At any time during their turn, including before completing a royal order, a player can trade brine salt to receive another kind of salt. The desired amount of blue brine cubes are given to the bank and an appropriate number of other salt cubes are taken from the bank. The exchange rate is as follows:

- 2 blue cubes can be given to receive one brown cube of salt
- 4 blue cubes can be given to receive one green cube of salt
- 6 blue cubes can be given to receive one white cube of salt

It is not possible to trade to receive blue brine cubes back.

End of phase: Saltworks brine limit of 2

At the end of each game phase, the saltworks can not have more than two blue brine cubes. If there are more than 2, return the excess cubes to the bank.

Foreman

At the start of the game each player receives a foreman in the player's color. Foremen supervise technical activities in the mine and manage mining teams.

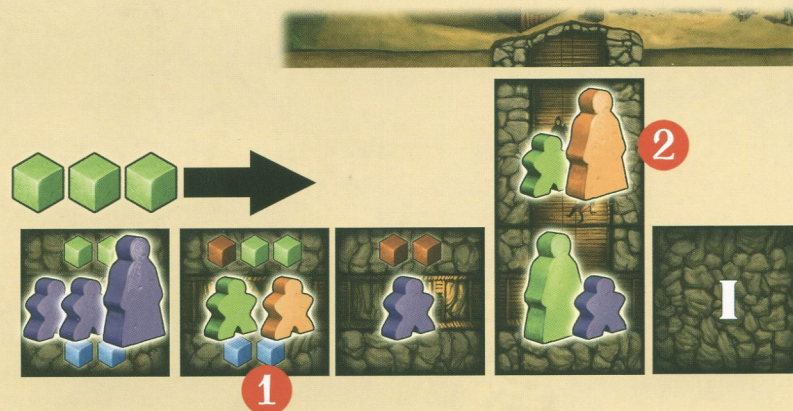
In Magnum Sal a foreman has the excavating power of 2 ordinary miners. This effect only applies to foreman in the mine or on the mine entrance - in other cases, the foreman is not equivalent to 2 miners

A foreman can excavate 2 salt cubes. But a foreman sent as an assistant to a building or to the castle or the saltworks performs just like any other miner! This means that he receives one cent as an assistant, realizes one royal order and processes 1 brine cube, like any miner.

Example 4:

For her first action, Agnes (purple) extracts salt. Her extraction strength is equal to 4 (2 miners + 1 foreman). In the chamber there is 1 water cube, so she can extract 3 salt cubes from the chamber.

Foremen were greatly respected by the miners, who relied on their advice. As in the base game, when transporting salt through a chamber or shaft section without a player's own miners, the player must pay an opponent. If the chamber or shaft section has miners of several opponents, the transporting player normally may choose how to distribute the payment among the opponents. But if a foreman is present, the entire payment for that chamber or shaft section must go to the foreman's owner. If there is more than one foreman, the payment is freely distributed among the owners of the foremen.



Example 5:

Agnes (purple) is extracting 3 salt cubes (from Example 4). In 2 chambers along the way she does not have her own miners. In the first chamber **1** she can choose how to distribute the 3 cents of transport payment between orange and green. In the second chamber, **2** she must pay 3 cents to orange, because there is an orange foreman here.

Because the foreman works twice as hard, Food (see "Tools" in the Magnum Sal rules) used to stand up the foreman cannot also stand up a second miner. I.e. Food can be used for 2 normal miners or 1 foreman.

Mine entrance assistant

Next to the mine entrance there is a new space for an assistant. It is different from the other assistant spaces because it requires 2 normal miners or 1 foreman (the mine entrance is considered to be part of the mine so the foreman counts as 2 normal miners).

As one action, a player can place 2 normal miners or a foreman onto this assistant space.

Assistant: The mine entrance assistant(s) earn 1 cent from the bank every time any player extracts 1 or more salt cubes from the mine. A mine entrance assistant does not earn anything when water is pumped from the mine.

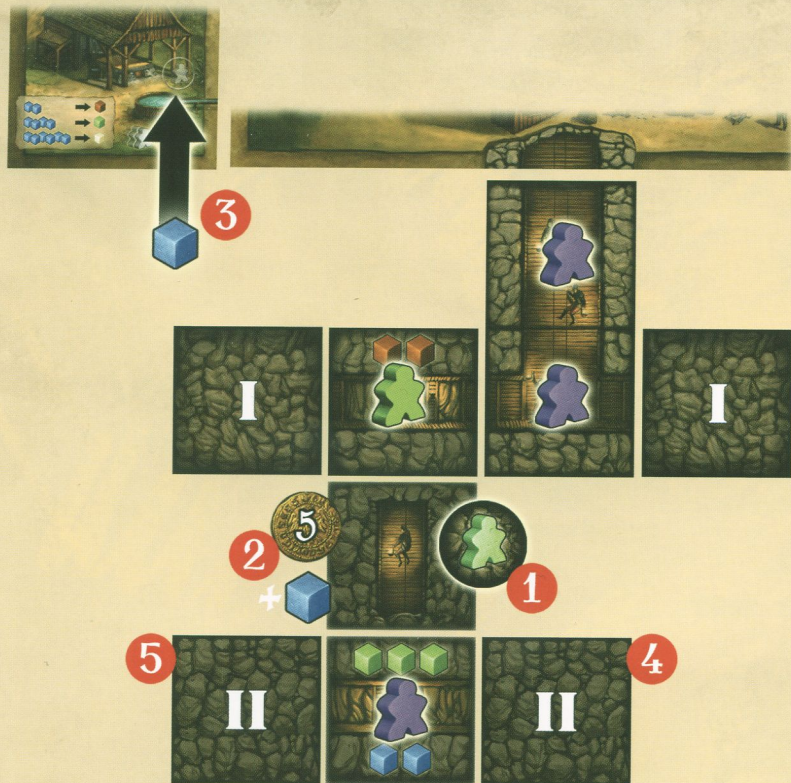
Building shafts

When playing with the Muria expansion, the mine does not have a fixed shape. Players will determine the corridor shapes and where shafts will appear to connect level I to II or to connect level II to III. As in the base game, miners are free to enter deeper levels than the current game phase number, e.g. entering level II during phase I. During the game preparation the new short shaft is placed under the board and 2 level I chambers (see **Game preparation with the expansion** in this manual).

Each time a player discovers a new chamber (i.e. a miner enters a chamber for the first time) place a new face down tile (of the current level) on empty space(s) left and right of this chamber. Thus the mine might not always be symmetrical; for example there may be more chambers on the left than the right.

To go lower, players must build shafts leading to the lower levels. To do this, a player can use an action to visit the foreman building and order the construction of a shaft, if there is still an available shaft tile. In phase I, there is 1 shaft tile; in phase II there are 2; in phase III the remaining 3 are available. The player can build a shaft from any level I or II chamber where the player has at least one standing (non-tired) miner. Building a shaft costs 5 cents, which the player has to pay to the bank. However, the player who builds the shaft is rewarded by receiving a blue brine cube from the bank.

The building player puts the shaft tile under the chosen chamber. A shaft ownership marker of that player's color is placed on the shaft tile. This indicates that from now on, the player is considered to have a miner in this shaft which the player built. The player need not place a physical miner pawn - the shaft ownership token is treated as a „virtual" miner. Directly under the shaft, a random suitable chamber (from the next level) is placed face down.



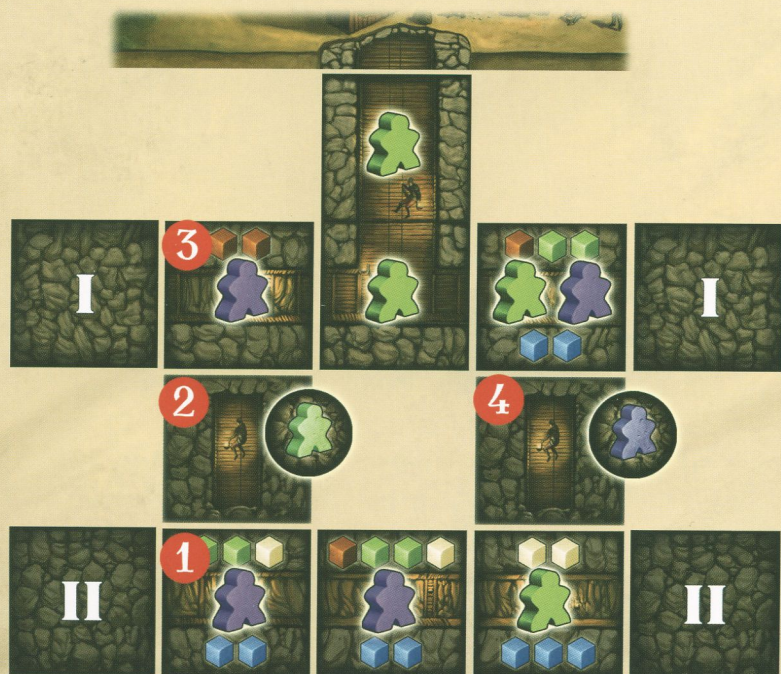
Example 6:

Kate (Green) has just built a shaft **1** and put her ownership marker onto it. She paid 5 cents to the bank and gained one blue brine cube. **2** In a later turn, Agnes (purple) places one of her miners into the chamber below the newly built shaft, thus revealing the chamber and therefore placing a blue cube into the saltworks, **3** and adding two new level II tiles to the left and right of the newly exposed chamber **4** **5**

The shaft ownership markers is treated as a miner who could be paid for transporting salt through the shaft. It can also be used to help connect the chain of miners.

Note: shaft ownership markers can be left unconnected from the chain of miners!

Ownership markers are never removed from their shafts for any reason, neither by the owner nor during end of phase processing. All players may add physical miners to the shaft as usual. Each player is limited to building at most 3 shafts in the game (which is the number of shaft ownership markers each player has).



Example 7:

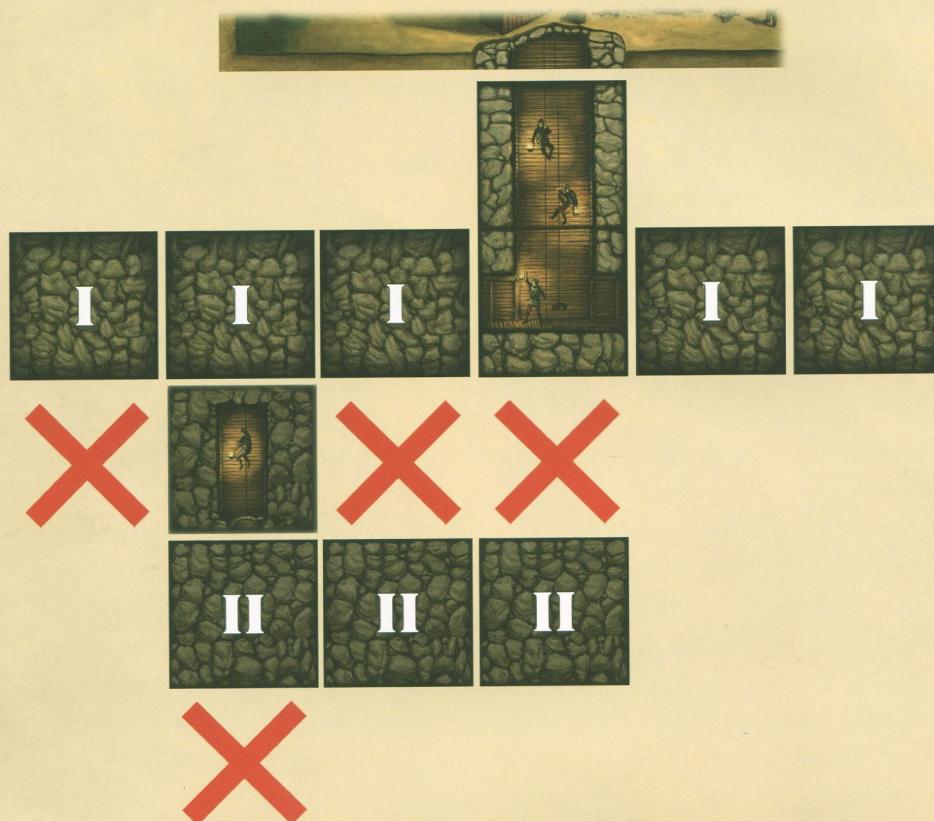
If Agnes (purple) decides to extract salt from the chamber, **1** she will have to pay Kate (green) for transporting salt through her shaft. **2** Note that Agnes could move her miner from chamber **3** because this would not break the chain rule. Her miner in **1** is still connected to the other miners through the second shaft. **4**

Shaft construction limitations

Players must take into account structural safety while expanding the mine and not weaken the structure of the mine passageways. When selecting a location for a new shaft, a player must remember:

- A new shaft must descend from a chamber, not from an existing shaft,
- Two shafts on the same level may not be directly adjacent to each other,
- A shaft from level II to level III may not be directly below (in the same vertical column as) a shaft from level I to level II

In the picture below, the places where a new shaft can not be built are marked in red.



New tools



Saltworks privilege

This is used during an action of visiting the saltworks. After placing their miners in the saltworks, the player can - using saltworks privilege - immediately take back 1 or 2 of the miners together with that same number of brine salt cubes.

Example 8:

Agnes sends 3 miners and her foreman to the saltworks and uses the saltworks privilege. Using the privilege, Agnes decides to immediately take back her foreman and one normal miner, together with 2 brine cubes. The other 2 miners remain in the saltworks until the beginning of Agnes's next turn as usual.



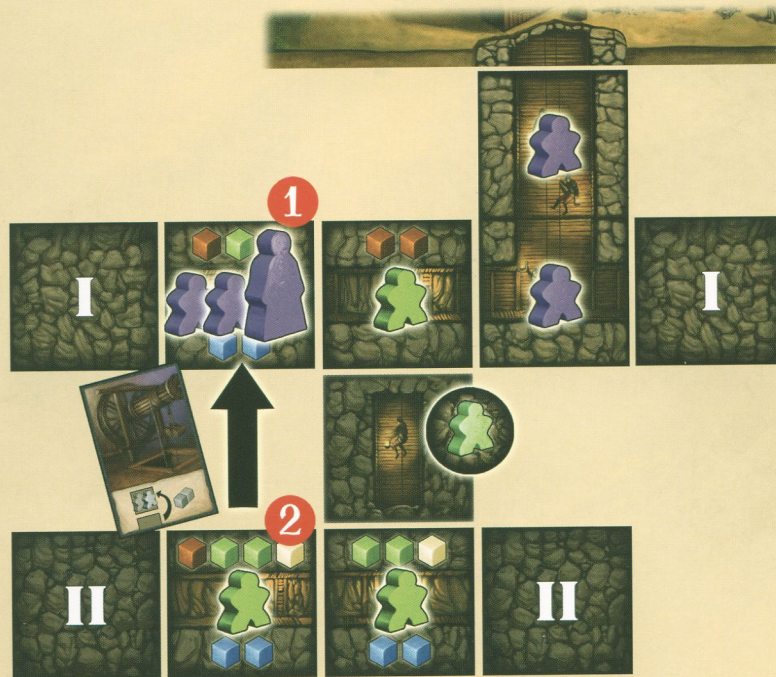
Horse mill

This is used during salt extraction. The horse mill lets a player extract salt from a revealed chamber exactly one level directly below the chamber where the player is extracting, instead of from that upper chamber where the miner team is. It does not matter whether or not there is a shaft between the two chambers. The horse mill can not be used in a shaft. The horse mill only works in a mine chamber.

The extraction strength is equal to the strength of the team of miners using the horse mill in the upper chamber. The strength of any miners in the lower chamber is not included.

As with normal extraction, the number of water cubes in the lower chamber is subtracted from the extraction strength. (Water in the upper chamber is not taken into account.)

The salt is transported to the surface from the upper chamber (where the team is using the horse mill), not from the lower chamber (from which the salt is being extracted).



Example 9:

Jack (purple) uses the horse mill in a chamber on level I **1** to extract salt from the lower chamber on level II. **2** He can extract 2 salt cubes since his extraction strength is 4 (2 normal miners and 1 foreman) minus 2 from the 2 water cubes in the lower chamber on level II from which he is extracting salt.

Game end

While counting points, players can replace their remaining brine salt with brown salt, receiving 1 brown cube for every 2 blue cubes. Then each brown cube is changed to 3 cents, according to the standard rules of Magnum Sal. Single blue cubes have no value.

FAQ

Can I trade blue salt for other salt immediately before completing a royal order?

Yes - you can do it at any time. But remember that you can not trade in the other direction to get blue cubes, and there are some new royal orders which require blue cubes.

Can I produce brine salt at the saltworks and then use it to complete a royal order in the same turn?

No. The saltworks is located in Wieliczka and the miner completing the order is in Cracow in an audience with the king. The brine can not be transported that quickly from Wieliczka to Cracow. A player's miner at the castle completes the royal order before the player's miners at the saltworks produce brine salt.

Can I move miners from the mine to the saltworks?

Yes. As long as the chain rule is respected, a player can move any number of his miners from the mine (and assistants from buildings) to put them in the saltworks as a single action. But a miner can not be taken from the castle queue.

What are blue cubes worth at the end of the game?

A single blue cube is not worth anything. But remember that you can trade 2 blue cubes for a brown cube at the end of the game, and each brown cube is worth 3 cents.

Can I move the foreman with the rope?

Yes.

Can I use the horse mill in a chamber which has a shaft directly below it??

Yes. The horse mill can be used in a chamber with a shaft going down. In this case the player using the horse mill does not have to pay the shaft owner while transporting the salt.

Can a fatigued miner build a shaft?

No. Just as tools, e.g. the bucket, can not be used by fatigued miners, similarly a fatigued miner can not build a shaft.

What happens if, when entering a new chamber, I have to put tiles to the left and the right of it, but only one tile is available?

In practice, this situation only happens on the third level of the mine. In such a situation, the player decides which side to place the last tile.

Thanks

As usual, a huge thank you for the invaluable contribution in testing and developing the game for the members of the Monsoon group (<http://monsoongroup.pl>). You guys are fantastic!

Special thanks are also due to one of the fans of the game, Martin Hiltner. Martin took part in our contest for a new tool for this expansion, and the horse mill is his idea. Thank you very much - now we can not imagine the game without this tool.

We also thank the other participants in the contest, for your ideas and positive feedback.