

Game Design by Daryl Andrews

off the work of the players who've gone before you. Will you choose to keep the game friendly or will you profit by picking their pockets instead?









Mine All Mines: A Card Game From IDW Games

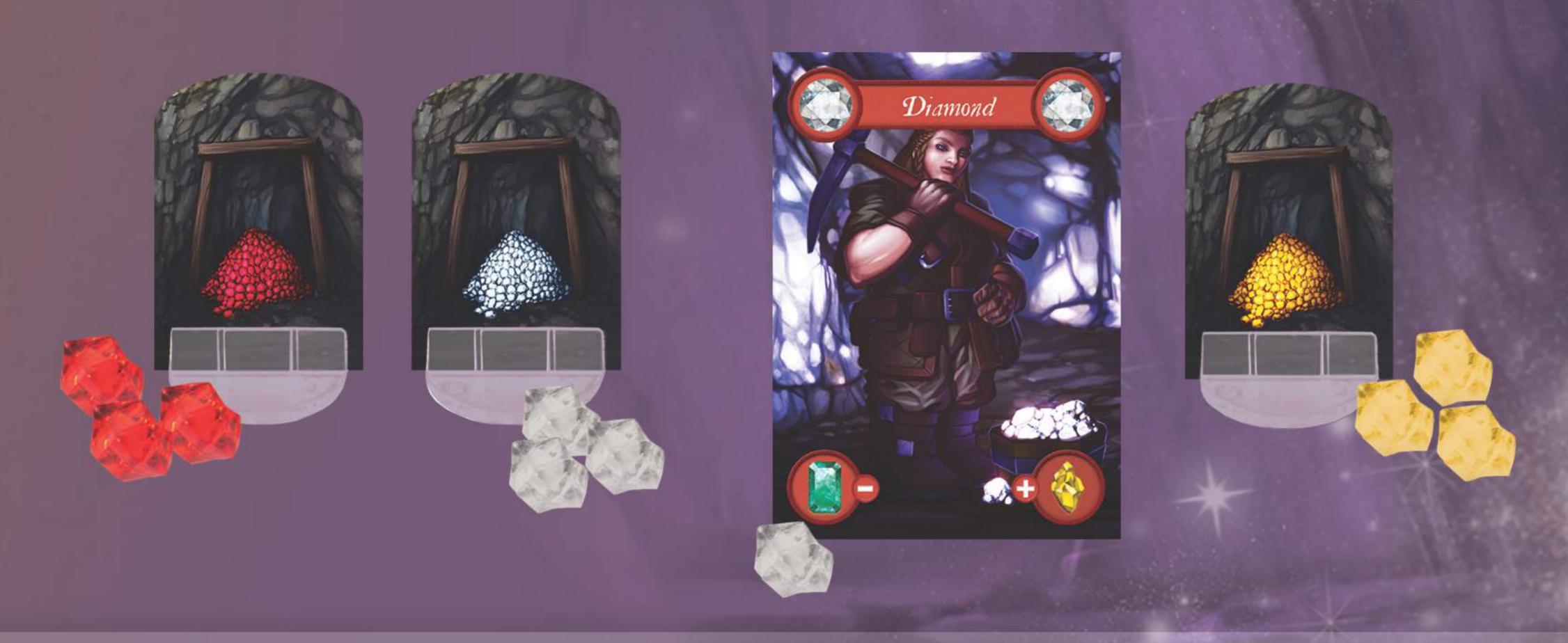
FEBRUARY 2017

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READY YOUR CART AND FORGE—THE MINES ARE OPEN!

A Mine action can be performed by playing a Dwarf card at the entrance of the Mine associated with that Dwarf (if vacant) and getting the treasure that mine provides.



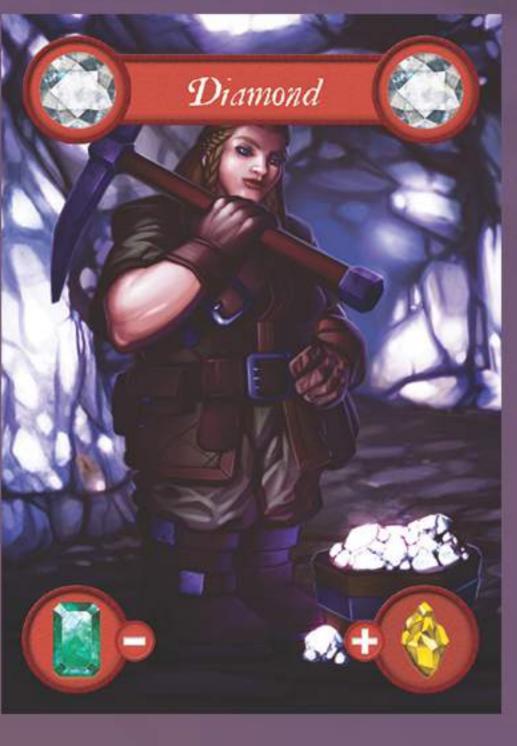
A Dig action can be performed by playing a Dwarf card on a previously played Dwarf. If you go the Friendly (+) Route, you get to take the treasure associated with your card as well as the treasure associated with your Friend's card.

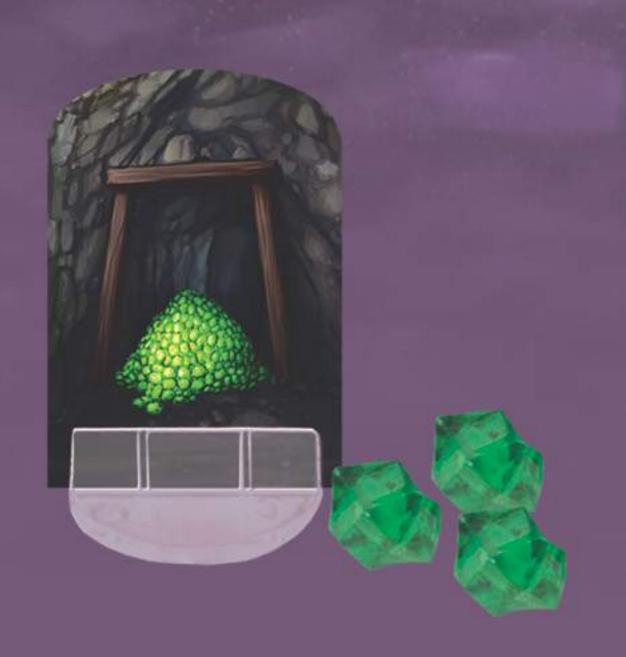


If you go the Foe (–) Route, you get the effect of your card, and you may steal any one treasure from the player you placed your card on.











Daryl Andrews is a game designer and developer for the New Product Development Team at IDW Games.

Beyond game design, Daryl co-hosts a weekly online board game design show: Youtube.com/MeepleSyrup.

He is also a member of the Game Artisans of Canada.

Some of Daryl's most recent game designs include: Back to the Future: Outatime, Sagrada, and Fantasy Fantasy Baseball. Additionally, Daryl was on the development team for TMNT: Shadows of the Past (designed by Kevin Wilson).

## KEY MARKETING

This title is part of the IDW Games Demo Program. Sign up for the Preferred Retailer Program on www.IDWGames.com for more information.

Digital Marketing to include both paid and social promotions and paid banner ads.