



Let's Dig for Treasure

CARD GAME RULEBOOK

2-5 PLAYERS

10-20 MINUTES

AGES 14+

OVERVIEW

There are untold artifacts, mysteries, and, er, worms just waiting to be dug up, so grab a shovel and don't forget your little brother... *Let's Dig for Treasure!*

Each turn, you'll "DIG UP" the top card of any of the 3 Dig Stacks. Actually, you can keep digging up as many cards as you want—some cards will give you a special effect, while others will give you a ton of points!

But be careful: DIG UP the wrong card and your turn will be over and you'll score NOTHING!

Do you have the restraint to know when to quit and the gusto to know when to push your luck? As soon as 1 of the Dig Stacks is empty, the game is over and whoever scored the most total points wins!

RULES

SET-UP

Shuffle all of the cards, then divide them into 3 roughly equal Dig Stacks. The dirtiest player digs 1st! Take turns clockwise after that.

ON YOUR TURN:

- 1) DIG UP the top card of any Dig Stack: Reveal it so everyone can see, and set it aside next to any other cards you've DUG UP so far this turn.
- 2) You may now quit digging and SCORE each card you've DUG UP so far... or you may "keep digging" (repeat Step 1).

BUT BE CAREFUL!

If you DIG UP an EVIL SKELETON—or a 2nd WORMS card in a single turn—your turn will end instantly and you'll score NOTHING that turn. Plus, you discard all cards you DUG UP that turn!

It's up to you to determine when to play it safe and score what you've DUG UP so far, or push your luck and keep digging!

SCORING CARDS

When you choose to stop digging and end your turn, you SCORE each card you've DUG UP this turn. Simply put each of those cards in your "SCORE PILE." You can look at or organize your score pile at any time.



WINNING / GAME END

Once any Dig Stack is entirely empty, the game is over at the *end* of that turn. Each player adds up the total POINTS value of every card in their score pile. Most POINTS wins! In case of a tie, the victory is shared!

Be sure to check for special rewards on your "WHEN SCORING AT GAME END" cards!

TYPES OF CARDS: Many cards—such as DIRT, or BOATMAN's COINS—are simply worth the number of indicated POINTS at the end of the game.

However, there are also 3 types of special cards in *Let's Dig For Treasure*, and it's important to tell them apart:

“WHEN SCORING AT GAME END”

These cards have an effect only at the very end of the game, and may generate bonus POINTS.

“WHEN YOU SCORE THIS”

These cards have a special effect the moment you *SCORE* them (not the moment you dig them up, and not if they get discarded instead of scored).

“WHEN YOU DIG THIS UP”

These cards have a special effect *immediately* when you dig them up (not when scored). This includes all of the cards you *DON'T* want to see, such as WORMS, EVIL SKELETONs, and RADIOACTIVE WASTE!

GENERAL CLARIFICATIONS / GAMEPLAY TIPS

LITERAL INTERPRETATIONS:

We try to make the text on the cards tell you EXACTLY and literally how they work. If it says “another player,” you can safely assume you can't choose yourself. If it says “you may,” then you can assume you have an option.

SCORE PILE VIEWING:

To keep gameplay brisk, the default rule is not to allow other players to view your score pile (or know scores) except while playing a PIRATE HAT.

TIP: If you think you're behind, consider stalling the game by digging in taller stacks!

TIP: Each time you DIG UP a card, you have:

25% chance to draw a WORMS

~10% chance to draw an EVIL SKELETON/RADIOACTIVE WASTE

CARD CLARIFICATIONS

GRANNY GRUPPO'S GINGERBREAD COOKIES / OLD MAN MURRAY'S MILK:

Each MILK or GINGERBREAD COOKIES must be paired with its own individual partner card to get the bonus POINTS.



CROWN OF THE LICH LORD / NARCO DRUG STASH

It's possible to end up taking more than 2 consecutive turns—either by scoring 2 of these in the same turn, or by scoring an additional 1 in your extra turn... essentially, the “extra turns” owed to you stack!



CURSED FAMILY HEIRLOOM

This card may be a bit confusing—digging this up means you have to choose another player to *HELP*!



LOYAL DOG

Whether or not you ever used your DOG's ability to negate an EVIL SKELETON, he'll score you 5 POINTS at the end of the game. LOYAL DOG *ONLY* guards against EVIL SKELETON cards.



TREASURE MAP

If you score a “WHEN YOU SCORE THIS” card off of a TREASURE MAP, you will resolve it right away as if you had scored it “normally.”



PIRATE HAT

“Stealing” a card is not technically “scoring” or “digging up” a card. So “WHEN YOU SCORE THIS” and “WHEN YOU DIG THIS UP” abilities will have no effect when you steal them. Instead, look for cards worth a lot of POINTS!



LOTTERY TICKET

The turn you score it must truly be the last turn anyone takes—it can't just be YOUR last turn.



LAND MINE

This card has the potential to really extend the game length, if it destroys the shortest Dig Stack. Players wishing to make the game a little faster may remove this card.



TEAM VARIANT RULES:

All of the rules for teams are the exact same EXCEPT as stated below:

- (1) Always remember to interpret the cards literally, as mentioned above—certain cards may function a little differently!
- (2) You must always sit *diagonally opposite* from your teammate, so teams alternate turns.
- (3) *SHARE* a single score pile with your partner! This has many ramifications. For example, if they score a MILK and you score a GINGERBREAD COOKIES, they can be be paired at GAME END.
- (4) TREASURE MAP, SLEEPY GRAVE DIGGER, etc: You can communicate secretly or publicly with your teammate, but be careful you don't give intel to the other team!

FULL CARD LIST (120 TOTAL)

25x Dirt	1x Radioactive Waste
30x Worms	1x Treasure Chest
10x Evil Skeleton	1x Leprechaun's Gold
7x Boatman's Coins	1x Ark of the Covenant
7x Granny Gruppo's Gingerbread Cookies	1x Pirate Hat
7x Old Man Murray's Milk	1x Pirate Sword
3x Sewer Line	1x New Kid
3x Wedding Ring	1x Board Games!
3x Sleepy Gravedigger	1x Lottery Ticket
3x Loyal Dog	1x Skwirmz the Worm God
3x Treasure Map	1x Wedding Dress
3x Crown of the Lich Lord	1x Land Mine
3x Cursed Family Heirloom	1x Narco Drug Stash

CREDITS

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