

DIGGITY

Revision 2.1



© 2012 By Dave Dobson – All Rights Reserved

Art and graphic design by Joshua Bennett

Published by Plankton Games: <http://www.planktongames.com>

Introduction – Diggity is a fast-paced card game where you battle with other players to get the most gold out of the ground. Use your cards to build a mine while at the same time trying to construct (or steal) the mining tools you need to grab the gold before others do. You'll need to be clever to thwart others' plans and strike it rich!

Object – The object of **Diggity** is to score the most points through collecting gold nuggets from the mines you create with other players.

Parts – Diggity includes the following parts:

- **The Mine Card deck.** This deck has 64 cards, 16 each of the four part types (circles, triangles, squares, and lines). Each card has one or more passages (marked by railroads) leading out of it.
- **The Tools deck.** This deck has 16 cards, four of each kind of tool you can build.
- **The Gold deck.** This deck has 16 cards representing the gold nuggets you collect during the game. The nuggets range in value from one to six points, with more nuggets of the middle values.
- **Tool Info cards.** These cards show what parts you'll need to build each kind of tool and miners. They aren't required for play; they just help you learn the game.

Setup – To prepare for play, follow this procedure:

- Shuffle the Gold deck and place it face down at the side of the playing area. For a shorter game length (especially with 3-4 players) you may wish to use only part of the Gold deck (e.g. choose 8 of the 16 cards at random). **NOTE:** The 5 and 6 nugget cards are very valuable and make the game more unpredictable; you can remove them if you want luck to play less of a role.
- Shuffle the Mine Card deck and deal a hand of cards to each player as indicated in the table at the right. Place the rest of the cards face down at the side of the playing area.
- From the Tools deck, take one of each kind of tool per player in the game. For example, if three people are playing, take three of each kind of tool (Shovel, Pulley, Cart, Shed). Place each type of tool in a separate pile face up at the side of the playing area. Any extra Tools cards will not be used.
- The player with the dirtiest fingernails goes first. Play proceeds clockwise around the table after the starting player takes a turn.

Players	Cards in Hand
2	5
3	4
4	3

This completes the setup for the game. You're ready to play!

Game Play – Each turn progresses as follows:

First, play a Mine Card from your hand onto the playing area. If there are no Mine Cards played yet, you can play whichever Mine Card you like. If there are Mine Cards already on the table, you must play a card that connects to the existing mine.

A legal play is as follows:

- At least one exit from your card (marked by the mine railroads) must connect to an open railroad on the mine on the table.
- Your card cannot overlap or cover up any part of any other card already on the table, although it can touch the edge of other cards.

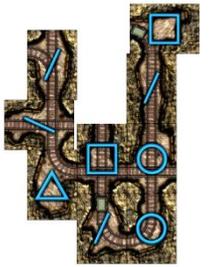
It doesn't matter what spot or orientation (vertical or horizontal) you play your card as long as you meet the two conditions above. It's OK if one or more of your card's railroads exits into a blocked edge of another card as long as your card has at least one valid railroad connection and doesn't overlap other cards.

You will probably have at least one legal play in your hand – it's very rare not to. However, if you have no legal moves, you must pass your turn without playing. If all players pass, the mine is closed (see below).

Once you've played your mine card in a legal position, you see if your move closes the mine, earns you a tool, or produces a new nugget of gold. This works as follows:

Closing the mine – If all of the exits of the mine are blocked, either because the cards on the table don't have any outgoing connections, or because the outgoing connections they do have can't be used, the mine is closed. Collect all the Mine Cards from the mine and discard them to the side of the playing area. The next player clockwise after the one who closed the mine will start a new mine. The image to the right shows a mine that is closed – note that it still has one unconnected railroad exit at the red star, but it would be impossible to play a card there that wouldn't overlap with an existing card. If you close the mine, you can still collect a tool or a nugget of gold if you have played a card which allows this (see below).

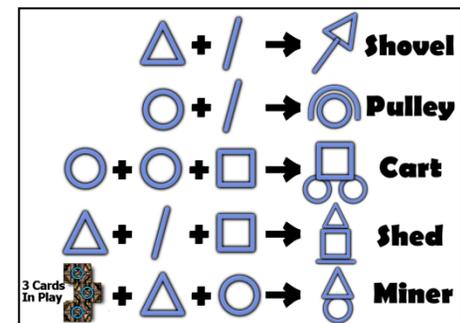
Collecting a tool – There are four kinds of tools, plus the miner, which is created in the same way as the tools. These tools are created by connecting Mine Cards with symbols on them. The parts to make the various tools are shown in the diagram at the right. If the card you play connects to all the other required parts of a tool, then you earn that tool. For example, if you play a triangle card that connects to a line card, you get a shovel tool card.



EXAMPLE OF A MINE



A CLOSED MINE



TOOL AND MINER COMBINATIONS

Some notes:

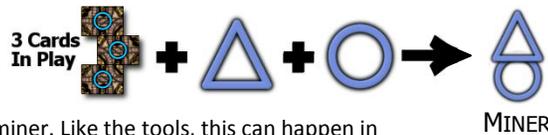
- The cards can be connected in any order, but they must be connected directly in sequence with no other cards in between. The cards do not have to be oriented in the same direction as long as they connect. Each card can be used to make multiple tools over several turns as players add connecting cards to it.
- If two cards are touching each other, but they don't have a railroad running between them, they do not count as connected.
- For three-part tools like the cart and shed, it doesn't matter if the three cards are connected by the same railroad track as long as each card connects to at least one of the other two cards. They do not have to be in a row - you can turn a corner.
- If you complete more than one tool on a turn (this is common with shovels and sheds, for example, because some of the parts overlap), you can choose which tool to take, but you only get one of them.

For example, suppose the first player played a triangle card on the table, and the second player connected a square card to it. Now it's your turn.

- If you connect a line card to either the square or the triangle, you can collect a Shed card, because you would have all three required parts connected in order.
- If you connect your line card to the triangle card, you could collect a Shovel instead of the Shed if you wish, or you could just take the Shed.
- If you connect a circle card to the square card, you don't get a Cart, because you don't have two circles and a square all connected yet. However, if you played your circle, the next player could play another circle connecting to either your circle or to the square and then collect a Cart.

If you successfully complete a tool, take one of the appropriate tool cards from the Tool card piles. If there are no unowned tools left of the type you have made, then you can steal the tool you made from any player who has one.

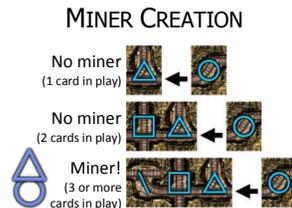
Mining for Gold – if there are at least three cards already in play when your turn begins, and you connect a triangle card to a circle card on your turn, you have created a miner.



Like the tools, this can happen in either order – the circle then the triangle, or the triangle then the circle.

If you make a miner, then he will discover gold. Draw the top card from the Gold pile. It will have 1-6 nuggets of gold shown on it, and it is worth one point per nugget.

Now the tools come into play. When you create a miner, you get the gold that the miner finds, unless somebody plays tool cards to steal it. You are also allowed to play tool cards to protect your gold or get your gold back if somebody takes it.



Here are some notes on collecting gold and playing tools.

- Each tool card is ranked as shown on the cards and on the table at left.
- The tools must be played in order of rank, so a shovel must be played first, then a pulley, then a cart, then a shed.
- Only one of each type of tool may be played on each gold card.
- You can't skip tool ranks. For example, you can't immediately play a

Tool	Rank
Shovel	1
Pulley	2
Cart	3
Shed	4

TOOL RANKS

cart after creating a miner just to bump the tool level up to rank three. A shovel must come first, then a pulley, then a cart, then a shed.

- The player who played the highest-ranked tool collects the gold card, or, if nobody played a tool, the person who played the original miner gets the gold card.
- When it's your chance to play tools, you may play as many tool cards as you are able, as long as you play them in order without skipping any.
- The chance to play tools starts with the player who played the miner and moves clockwise around the table until nobody is able or willing to play more tools, or until a shed is played. Sheds are the highest ranked tool, so nobody can top them.
- Tools that people play are placed back in the piles at the side of the playing area and can be collected again when players create more tools. Players get to keep all the tools they did not play.
- After any tools are played and the gold is collected, the mine is finished. Clear off all the played mine cards to the discard pile. Regardless of who played the card to create the miner, whoever ended up winning the gold card must start a new mine with a single card.

Here's an example of how discovering gold and playing tools works:

After several rounds of play, Jill plays a circle card, connecting it to a triangle on the board, creating a miner. Jill then draws the top gold card from the Gold deck. It's worth two nuggets.

As it stands now, Jill will get the gold card, because she created the miner. However, the other players may have a chance to play tools to steal the gold card.

Jill, who created the miner, has the first chance to play tools and can play any tools she has that are legal to play. She has a shovel (rank 1) and a cart (rank 3). She plays the shovel. She doesn't have a pulley (the next tool, of rank 2), so she can't play any more tools. The next player, Bruce, now gets a chance to play tools.

Bruce has a shovel (rank 1), a pulley (rank 2), and a shed (rank 4). He can't play his shovel, because Jill already played hers. He plays the pulley. He can't then play his shed, though, because he has no cart (rank 3). So, the next player, Wiley, gets a chance.

Wiley has a cart (rank 3) and a shed (rank 4). He plays the cart. If he stopped here, then Bruce could play his shed to claim the gold. So, Wiley decides also to play his shed. Because nobody can play a higher-ranked tool than the shed, Wiley wins the gold. The four tool cards that were played are returned to the piles of unowned tools. Jill draws a mine card to replace the circle she played. Wiley clears off the old mine cards and plays a new mine card to start a new mine.

In the unusual case where you play a card that could create a tool and could also create a miner, you may choose whether to take the tool or create the miner (but you cannot do both). Otherwise, if you play a card that could create a miner, you **MUST** create the miner.

Drawing Cards – When you are done with your turn, draw a Mine Card to get back up to the original number in your hand. If the Mine Card pile runs out of cards, shuffle the discarded ones and use them to replenish the draw pile. After you draw, play passes to the next player

End of the Game – the game ends after the last gold card is drawn and collected. At this point, players add up all the points shown on the gold cards they have collected. The player with the most nuggets (and therefore the most points) wins the game!

Variation – When learning the game, it's helpful to have everyone display all the tools they own. However, once you're more experienced, it can be more challenging to hide the tools. In this case, when a player steals a tool, all players must reveal the tools of that type they have.

Please tell your friends about Diggity! The game is available for purchase at <http://www.thegamecrafter.com/games/diggity>
If you have any questions, please contact the author at dave@planktongames.com

Thanks to Heidrun Spohr and Lars Rose for playtesting and helpful commentary.