

Dig Deep

2-4 players

Ages: 10+

Playtime: 40-80 minutes

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COMPONENTS

- 1 Market Board
- 5 Black Cubes
- 1 Dice Bag
- 50 Dice
 - 3 Market Dice (Red)
 - 12 Basic Dice (White)
 - 5 Pink Dice
 - 5 Red Dice
 - 5 Blue Dice
 - 5 Yellow Dice
 - 5 Green Dice
 - 5 White Dice
 - 5 Black Dice
- 72 Gem Tiles
 - 24 L1 Tiles
 - 24 L2 Tiles
 - 24 L3 Tiles
- 80 Cubes
 - 20 Red Cubes
 - 20 Blue Cubes
 - 20 Yellow Cubes
 - 20 Green Cubes
- 110 Coin Tokens
 - 30 Ones
 - 20 Threes
 - 20 Fives
 - 30 Tens
 - 10 Fifties
- 4 Reference Cards

SETUP

1. Place the market board near the middle of the table.
2. Place a black cube on the '2' space of each gem row. This will be their starting price.
3. Prepare the gem tile decks. The number of players there are will determine how many tiles to use.
 - a. With four players, use all the tiles.
 - b. With three players, remove the tiles with the '4' in the bottom-left corner.
 - c. With two players, remove the '3+' tiles as well as the '4' tiles.
4. Shuffle the L1, L2, and L3 tile decks separately.
5. Set up the gem tile grid near the middle of the table. All tiles in the grid should be placed face down, and the size of the grid depends on the number of players.
 - a. With four players, the grid should have 9 rows and 8 columns. The top 3 rows should be L1 tiles, the middle 3 rows should be L2 tiles, and the bottom 3 rows should be L3 tiles.
 - b. With three players, the grid should have 6 rows and 9 columns. The top 2 rows should be L1 tiles, the middle 2 rows should be L2 tiles, and the bottom 2 rows should be L3 tiles.
 - c. With two players, the grid should have 6 rows and 6 columns. The top 2 rows should be L1 tiles, the middle 2 rows should be L2 tiles, and the bottom 2 rows should be L3 tiles.
6. Put all of the dice, except for the basic dice and the market dice, in the dice bag. Shake it around a bit to shuffle them.
7. On the market board, there are six spaces with prices underneath them which represent the dice market. Fill these spaces by pulling random dice out of the bag and placing them on the spaces from left to right.
8. Each player chooses a color and takes the cubes of that color.
9. Give each player 12 coins and put the rest in a pile near the middle of the table.
10. Give each player 3 Basic Dice, and put any extra back in the box.
11. Give each player a reference card.
12. Give the youngest player the 3 market dice (they will go first).

OVERVIEW

Your prospectors came back with exciting news! There's land nearby concealing valuable deposits of precious gems, and there's a fortune to be made. However, your mining tools are primitive, gem prices are constantly fluctuating, and there are other mining operations with their eye on the location as well. Will you be able to upgrade your tools, influence the market, and mine your way to a larger profit than your rivals?

GAME RULES

The youngest player takes the first turn, and play then proceeds clockwise. Each turn consists of three phases:

1. Roll Dice
2. Resolve Actions
3. Buy Dice

ROLL DICE

Follow these steps in order:

1. Roll all of your dice, plus the 3 market dice.
2. For each market die, immediately increase the price of the rolled gem by 1 on the market board. If the roll is a wild (multi-colored gem), you get to choose which gem to increase. If the resulting price would exceed 10, keep it at 10.
3. Pass the market dice to the next player.
4. You now have a chance to reroll some of your dice if you choose to. You may reroll as many dice as you want to, but you must pay one coin for each die that you reroll. You can only reroll once per turn.

RESOLVE ACTIONS

You can resolve the actions that you roll in any order you choose, although it usually makes sense to follow the top-to-bottom order on the reference card. Each action has a corresponding number which indicates the number of times you may take the action (except for the Mine action, which works a bit differently).



Reserve: Place one of your cubes below one of the columns of the tile grid. If you have more cubes in that column than any other player, you control the column. This means that you are the only player that can use the Mine action to take tiles from that column.

If two or more players are tied for a column (including the case where no player has any cubes in a column), all tied players control that column. No player can have more than three cubes in one column. If you are out of cubes to place, you may pick up one of your previously placed cubes (from either a column or from the market board) to use for this action.



Mine: Add up all the numbers from your Mine action rolls to determine your pickaxe total for the turn. You may now spend those pickaxes to take tiles from the grid and secretly add them to your hand. You can take as many tiles as you have pickaxes for, but it costs one pickaxe to mine an L1 tile, two pickaxes to mine an L2 tile, and three pickaxes to mine an L3 tile. You can only take tiles that are at the top of their column, and you cannot take

from a column that you don't control. Note: L1, L2, and L3 tiles have different frequencies of gems; the top of the market board shows the gems available at each level from most common to least common (left to right).



Smelt: Choose a tile from your hand and place it face up in front of you. That tile is now ready to be sold. It doesn't matter if the tile is L1, L2, or L3, you can process any tile with only one Smelt action.



Sell: Choose a tile that is face up in front of you, and place it in your personal discard pile. For each gem on the tile you discarded, take coins equal to the current price of the gem (shown on the market board). After you receive the money from the sold tile, for each gem on the sold tile, decrease that gem's price on the market board by 1. If a resulting price would be lower than 0, leave it at 0. Note that the behavior of this action can change if there are investment cubes on the gems that are sold; those changes will be explained in the Invest action description.

Important Note: All players get one free Sell action per turn, even if they don't roll it. Any rolled Sell actions may be used in addition to the free one in order to sell multiple tiles in one turn.



Dig: Take a tile (L1, L2, or L3) from the top of any column, look at it, and place it back face down at the top of any column (it does not have to be the same column that you took it from). You may take from columns that you do not control. You cannot place a tile into a column if the resulting column would have more tiles than it had at the beginning of the game. You may place a tile into an empty column, but you cannot create a new column (you must stick to the columns that existed at the beginning of the game). Note that this can create situations where higher level tiles (L2/L3) are closer to the top of a column than lower level tiles are; this is permitted.



Advertise: Increase or decrease the price of any gem by 1. The prices can never exceed 10, and they can never be lower than 0.



Invest: Place one of your cubes to the left of any gem on the market board. That cube will stay there until someone (including yourself), sells a tile that has the gem that you invested in. At that point, you'll get a share of the profit for the gem(s) on the sold tile. The amount you get depends on the price of the gem and the number of investment cubes on the gem.

The profit is split evenly into a number of shares. The player that sells the tile gets one share automatically, and each player with an investment cube on the gem gets one share for each cube. Players may hold more than one share. You cannot invest in a gem that already has three investment cubes on it, so there will never be more than four shares per gem.

When a gem is sold, divide the price of the gem by the total number of shares to get the value of each share. Then, for each share you hold, take coins equal to that value. Always round down when dividing. After a tile is sold, decrease the gem prices like normal, and remove all investment cubes from all gems that were on the sold tile.

Sell Examples:

Example A: Alice sells a tile with 2 rubies on it. The price of ruby is 4, and nobody has invested in ruby. Alice has the only share, so she takes 8 coins and decreases the ruby price to 2.

Example B: Bob sells a tile with 1 emerald and 1 amethyst on it. The price of emerald is 7, the price of amethyst is 4. Alice has 1 cube invested in emerald, and nobody has invested in amethyst. For the emerald, Bob has 1 share and Alice has 1 share, so each of them take 3 coins ($7 \text{ coin price} / 2 \text{ total shares}$). Bob also takes 4 coins for the amethyst. The price of emerald goes down to 6, and the price of amethyst goes down to 3. Alice removes her cube that was invested in emerald.

Example C: Carol sells a tile with 2 diamonds and 1 sapphire on it. The price of diamond is 8, and the price of sapphire is 3. Alice, Bob, and Carol all have 1 cube invested in diamond, and Carol also has 1 cube invested in sapphire. For the diamonds, Carol has 2 shares, Alice has 1 share, and Bob has 1 share. Each diamond share is worth 2 coins ($8 \text{ coin price} / 4 \text{ total shares}$). Carol takes 8 coins ($2 \text{ share value} * 2 \text{ diamonds} * 2 \text{ shares}$), and Alice and Bob take 4 coins each ($2 \text{ share value} * 2 \text{ diamonds} * 1 \text{ share}$). For the sapphire, Carol has the only two shares, so she takes 3 coins. The price of diamond goes down to 6, and the price of sapphire goes down to 2. Alice, Bob, and Carol all remove their cubes that were invested in diamond, and Carol removes her cube that was invested in sapphire.

BUY DICE

There are six dice available for purchase on the market board at all times. You may choose to buy a die by spending coins equal to its price, which is shown below its space on the board. You may buy as many dice as you want (and can afford) on your turn.

Once you buy a die, you may roll it in the following turns during the Roll Dice phase. After you buy a die, slide the remaining dice to the left, and replace the rightmost space with a new random die from the dice bag.

The maximum number of dice you can hold at one time is 6 (not including the market dice). If you buy a dice when you already have 6 dice, you must discard one of your other dice. Do not put discarded dice back in the dice bag.

Note that the market board shows the six actions for each dice color. This is useful for reference, so you don't have to pick up the dice to look at what's on it.

END OF THE GAME

Once the last tile has been mined, play continues until all players have had the same number of turns. This means that the player to the right of the starting player will always take the last turn. At that point, the final scores are calculated.

Each player takes their personal discard piles (all the tiles that they've sold throughout the game) and counts up the number of rubies, emeralds, amethysts, sapphires, and diamonds in their deck. Whoever sold the most of each gem type is awarded 20 bonus coins. If there is a tie for any gem, split the bonus evenly between the tied players (round down if necessary).

After the 5 bonuses are awarded, whoever has the most coins wins! If there is a tie, the tied player that sold the most tiles wins. If that is a tie, the tied player with the most tiles still in front of them wins. If that is a tie, the player with the most tiles in their hand wins.