

DIGGERS

Rival excavations in three field seasons

Diggers is a shedding lane battler. You are rival paleontologists working the same badlands. Between every pair of neighboring camps lies a **dig site**, a lane the two of you fight over, and it belongs to whoever brought up the finest find there last. Over three field seasons, earn the most **prestige** from the sites you hold.

COMPONENTS

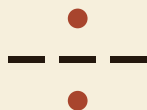
- **45 fossil cards:** five species (four dinosaurs and a pterosaur), each numbered 1 to 9. A species' nine cards lay out in three rows of three as one fossil slab.
- **4 field guides** (reference cards)
- **4 dig-site boards:** Como Bluff, Garden Park, Morrison and Smoky Hill

SETUP

DIGGERS	SPECIES	HAND	SITES
2	any 3 (27 cards)	12	3, all between you
3	any 4 (36 cards)	11	1 between each pair of neighbors
4	all 5 (45 cards)	10	1 between each pair of neighbors

Use one more species than there are diggers. Return any unused species to the box, lay out the site boards, shuffle, and deal each digger a hand.

TWO DIGGERS



THREE DIGGERS



FOUR DIGGERS



Circles are camps, bars are dig-site boards. With three or four diggers, you may only use the two sites beside your camp.

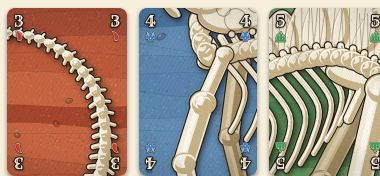
Your hand is locked. Pick up your cards one at a time, each to the right of the last, and **never rearrange them**. Hold them so the numbers face you. The order only changes when cards leave your hand or when you insert a new one.

Choose a first digger. Play goes to the left.

FINDS

A **find** is one or more cards that sit **next to each other** in your hand and form one of:

- **A single:** any one card.
- **A run:** consecutive numbers in order, up or down, such as 3-4-5 or 7-6-5.
- **A set:** all the same number, such as 8-8-8.
- **A suited run:** a run whose cards are all one species, such as a Stegosaurus 2-3-4.



A run 3-4-5, from three different species.

A find may have **up to 4 cards**.

Which find is better: more cards beats fewer. With the same count, a suited run beats a set, and a set beats a run. Still tied, the higher total wins. An exact tie does not beat.



A set of two 7s beats any two-card run that isn't suited, but loses to any three-card find.



A suited Stegosaurus run 2-3-4 beats a set of three 9s.

YOUR TURN

Do **one** of these:

Excavate

Lay a find from your hand at a dig site **beside your camp** (with two diggers, any of the three). If the site is empty, any find will do. If a find is already there, yours or a rival's, yours must **beat** it; the old find is discarded. Slide your find to your side of the board: you hold that site.

Poach

Take **one card from either end** of a find at a site beside your camp and insert it **anywhere** in your hand. If that empties the site, nobody holds it.

Then **send a specimen**: give any one card from your hand, even the one you just took, to the digger across that site. They either insert it anywhere in their hand, or turn it away; a turned-away card is discarded for the season.

Poaching the end of a rival's find weakens it; poaching your own lets you rebuild your hand. Either way, you hand a card across.

If you can do neither, pass.

Example

Ada's hand reads 2 · 5 · 6 · 7 · 9. A rival holds the site between them with a run 3-4. Ada can excavate 5-6-7 there: three cards beat two. Or she could poach the 4 from that run, insert it between her 2 and 5, and send her 9 across.

SEASONS

A game is three seasons, and each is worth more than the last:

SEASON	EACH SITE IS WORTH
1	1 prestige
2	2 prestige
3	4 prestige

ENDING A SEASON

The moment any digger's hand is **empty**, the season ends. Nobody takes another turn. Each digger scores every site they hold, at that season's value.

Then clear every site, gather all the cards, shuffle, and deal fresh hands. Nothing carries over. The next digger to the left goes first.

WINNING

After the third season, the most prestige wins. If tied, the digger who ended the most seasons by emptying their hand wins; if still tied, the most prestige in the third season.

TIPS FROM THE FIELD

- Every card you play makes your hand shorter. Ending the season while you hold the most sites is the cleanest win.
- A big find is safe only until someone brings a bigger one. Watch how many cards your neighbors have left.
- The specimen you send can be a gift or a weight. A lone 1 between two 7s helps nobody.
- Season three is worth more than the first two together. Nobody is out of it.