



Nine cards, one skeleton

Five species to dig up

ON YOUR TURN, DO ONE

- 1 EXCAVATE**
Play a run or set of cards that sit side by side in your hand. Beat the find on a site and it's yours.
- 2 OR POACH**
Take an end card off a rival's find. Send them one of yours.
- 3 GO OUT**
Empty your hand to end the season. Sites score 1, then 2, then 4.



Play it now

Browser demo with a tutorial
darrendon.com/games/diggers

DIGGERS

SHEDDING · LANE BATTLER · 2-4 PLAYERS

OUTDIG THE CAMP NEXT DOOR. POACH THE BONES YOU NEED.

Race to empty your hand, but when anyone goes out, only the dig sites you hold score. Take a site with a better run or set, played from a hand you can never rearrange.

For fans of SCOUT and SCHOTTEN TOTTON.



LANES FOR UP TO FOUR

A site between every pair of neighbors, so it plays as a duel or a four-way ring.

A RACE WITH TEETH

Going out ends the season for everyone, locking in the sites you hold.

EVERY POACH IS A TRADE

Take their bone, then hand them one of yours. Pick the one that hurts.

2-4

players

15-20

minutes, three seasons

45

cards, 4 boards, tuck box

Ready now: rules, print-and-play, and a browser demo.

DARREN DON

Board game designer, Kansas City
darren@darrendon.com