



# ステラダイガ!

Stella Digger

ルール説明書

## Introduction

As long as you are alive, you will make mistakes, and the atonement will be sustenance for tomorrow.

*King Nerefeld 56 of Hepburn at Château Dedede (706-848 G.C.)*

You are in the cabin of an interstellar spacecraft, in debt to pay back a huge sum of money. You look around the cabin. It is a very old spaceship. You see a mess of work materials piled up in the cabin, and tired, unsociable people sparsely occupying the seats.

"Everyone! Look out the window!" A small miner, the leader of the group, shouted loudly. You look outside as everyone heads for the window. Against the backdrop of a large galaxy, you see an asteroid.

The asteroid is located at coordinates Perihu 299, Arau 3, Reef No. 327. "This is your workplace from this day forward!"

The miner spread his arms out in glee. This rocky asteroid is famous for producing the highest quality crystals. However, there are rumors of strong electromagnetic waves that affect the human body and ore monsters that make people hesitant to come.

If you succeed, you will be rich.

However, you need to make sure you come back alive...



## Components

### Asteroid Map



### Performance Management Board



### Foreman Marker



### Current Location Marker



### Mining Tiles



8 Tiles



24 Tiles



3 Tiles



2 Tiles



2 Tiles

### Drill Cards



32 Cards

(4 colors, 1x'1', 2x'2', 3x'3', 2x'4')



### Gadget Cards



16 Cards

(4 colors, 4 Gadgets each)

### Accident Cards



4 Cards (4 colors)

### Summary Cards



4 Cards (4 colors)

### Large Drill Tokens



Back



Front

12 Tokens

### Crystals



4 colors  
8 of each

### Victory Point Tiles



20 Tiles



8 Tiles

### Red Tear Tiles (Advanced Rules)



12 Tiles



## For First Time Players

Skip to Setup on the right if you've played before

### Mining tutorial



Ladies and gentlemen, before you get ready for work, let's give you a lesson on how to mine crystals on Asteroid 327.

**1** Randomly deal four Drill Cards to each player, this is the maximum number of cards you can have in hand to start.

**2** Randomly place one Mining Tile with a white-backed surrounding color, face up, where all players can see it.

**3** This face up tile is known as the 'Target Mining Tile'. Starting from the player reading this rulebook, and going clockwise, each player will play any one drill card from their hand, face up, onto the table.

**4** The player with the highest number card matching the color of the Target Mining Tile wins. If no cards match the color, the player with the highest number wins. If there is a tie, the player closest to the start player wins.



Okay, you're good. The training is now over. Let's get to work!

Reset all components and follow Setup on the right

## Setup



Surrounding color



**1** Arrange the Asteroid Map, Performance Management Board, Victory Points, and Gadget Cards as shown above.

**2** Sort the Mining Tiles, face down, by the surrounding color on their back. Starting from the top right of the map and moving towards the bottom left, place the tiles, face down, matching the surrounding color of the squares on the map.

**3** Shuffle all four Accident Cards, face down, and place them on the 'Danger Forecast' area of the Performance Management Board. Then, flip one card face up and place it on the 'Safety Forecast' area.

**4** Shuffle all 32 Drill Cards, face down, and create three decks as evenly as possible in the three central locations on the map. It's okay if players know how many cards of each color are in the three decks when creating them.

**5** Each player randomly takes Large Drill Tokens equal to the chart below, with the cost side (3 crystals on left) face up.  
2 players: 5 tokens / 3 players: 4 tokens / 4 players: 3 tokens

**6** Finally, each player receives one Summary Card. Randomly determine the first player and give them the Foreman Marker.

## Game Preparation

The last person to dig something up or bury something becomes the start player (or choose randomly). Give that person the Foreman Marker.



**1** The player with the Foreman Marker is the start player.

**▲** In this game, the player closest to the start player always has priority. Any time the same condition occurs to multiple players, apply this rule.



**2** The start player flips over the two Mining Tiles directly above and to the right of the "START" space at the bottom left of the map. Then, the start player places the Current Location Marker on one of those two Mining Tiles. The selected Mining Tile is referred to as the "Target Mining Tile" and will be everyone's first 'job' (where you will play your Drill Cards, if you perform that action).



**3** Next, beginning with the start player and going clockwise, each player draws one card from any of the three decks in the center of the map. Repeat this process until everyone has 4 cards in their hand, which is currently the maximum number of cards a player can have.

*It may be a good idea to draw cards that match the color of the first two Mining Tiles, so you have a chance to win them!*

### IMPORTANT

#### Player's Starting Hold Limit

- 4 Drill Cards
- 6 Crystals



## Game Flow

One round consists of the following six steps

Determine Target Mining Tile

Skip this step for the First Round. The tile is selected during Step 2 under Game Prep.

Beginning with the start player and going clockwise, perform Action Selection

**▲** Accident Occurrence (if applicable)

Mining Completion  
- Acquire Mining Tile & Crystals  
- Complete Performance Check

Visibility Check

Advance to the Next Round

### Determine Target Mining Tile (Skipped In The First Round)

The start player moves the Current Location Marker to a Mining Tile within 2 squares from the location it is currently at, making that new tile the Target Mining Tile for this round.

**▲** You cannot jump over Mining Tiles still on the map.

**▲** If there are no Mining Tiles within 2 squares, you can freely choose any tile connected to the "START" space by a passage.  
- A passage is any unblocked path of tunnels and empty spaces (no Mining Tile or Blockade) on the map.



Within 2 squares



# Game Flow (Continued)

## Action Selection

Beginning with the start player and going clockwise, each player will perform **one** of the following actions:

1. Mine With A Drill Card
2. Refill Hand
3. Buy Gadgets
4. Install Large Drill
5. Exchange Crystals (2 for 1)
6. Pass

### ■ Mine With A Drill Card

Play any one Drill Card from your hand, face up, onto the table. After everyone has performed their action for this round, all players who played a Drill Card will participate in the Mining Completion step. (Explained more on page 7)

- ▶ The Drill Card you play **does not** need to match the color of the Target Mining Tile, but it is usually more beneficial to do so.

### ■ Refill Hand

Discard any number of Drill Cards from your hand into a shared discard pile, then draw from the three decks until you reach your hand limit. You can draw any number of cards from any deck, as long as you stay within your hand limit.

- ▶ If all three decks are depleted, you can continue drawing after rebuilding the decks. (Explained more on page 6)

- ▲ If any one of the decks (except the last deck) are depleted, move one Accident Card from the 'Danger Forecast' area on the Performance Management Board to the 'Alarm' area face down. **Do not reveal them yet!** (Explained more on page 6)

## ■ Purchase Gadgets

You can purchase a Gadget Card from the common area by paying the required Crystals. Keep all purchased gadgets in front of you.

There are four types: 'Super Drill', 'Enhanced Power', 'Refining Capsule', and 'Support Drone'.

- ▶ You can purchase multiple Gadgets of the same type in a single round, as long as you can pay for them.

### ▶ Super Drill

When you 'Mine With A Drill Card', you can play a Drill Card matching the color of your chosen Gadget and change it to any other color. For this round, that card is treated as the changed color (including the effects of a '1' card or an Accident, explained later).

Example: You have the Blue Super Drill Gadget. You play a Blue '4' Drill Card and change it to Green.

### ▶ Enhanced Power

When you 'Mine With A Drill Card', you can play a second Drill Card matching the color of your chosen Gadget. The value of this card is added to the total, and its color is treated as the same as the first card played.

Example: You have the Green Enhanced Power Gadget. You play a Pink '3' Drill Card. Then, you play a second card, a Green '3' Drill Card, which matches your Green Gadget. You now have a Pink '6'.

### ▶ Refining Capsule

During 'Mining Completion', you gain an additional Crystal matching the color of your chosen Gadget. You must 'Mine With A Drill Card' this round to gain the extra Crystal.

Example: You have the Purple Refining Capsule Gadget. You play a Blue '2' Drill Card and lose the trick. You gain one Blue Crystal from your Drill Card and one Purple Crystal from your Gadget.

### ▶ Support Drone

Increases your Hand and Crystal limit by 1. The effect of this Gadget can stack if you have purchased multiple.

Example: You have two Support Drone Gadgets. Your Hand limit is 6 and Crystal limit is 8.

※ Except for the Support Drone, you may only use one Gadget of the same type on your turn.

Gadgets of the same type can only be used once per round.

The effect of this Gadget can stack.

You can pay with a Crystal of any color.

## Game Flow (Continued)

### ■ Install Large Drill



Back



Front

Place one Large Drill Token by paying the required Crystals. Then, immediately earn victory points equal to the number on the adjacent square the Large Drill tip is aiming towards.

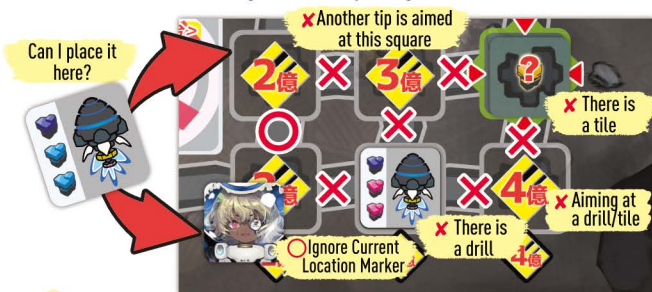
**You may place a Large Drill Token on a square:**

- That is empty
- With the Current Location Marker (without a Mining Tile underneath)

**You may not place a Large Drill Token on a square:**

- Already aimed at by the tip of another Large Drill Token
- Where the tip would aim at a Large Drill Token or Mining Tile
- With a Large Drill Token or Mining Tile on the square itself

⚠ Placed Large Drills are passages (does not block the path to "START")



### ■ Exchange Crystals

Exchange two Crystals of the same color from your personal area for one Crystal of any color from the common area.

*You may only do this action once per round.*

### ■ Pass

End your turn without taking any action.

Pass...  
...That's it?



### ⚠ Accident Occurrence

After everyone has completed their action, if there are any cards in the 'Alarm' area of the Performance Management Board reveal them all. For each Accident Card revealed, if you have a matching colored Drill Card, you must discard it. First, check the card you played if you took the 'Mine With A Drill Card' action. If it does not match or you took a different action, check your hand. If you have no cards matching the Accident Card color, nothing happens.

⚠ If the deck of Drill Cards is rebuilt (because all three decks were depleted), after all Accidents occur that round, gather all four Accident Cards. Then, shuffle them, face down, and place them in the 'Danger Forecast' area. Finally, flip one card face up and place it in the 'Safety Forecast' area.

### Gadget Interactions During Accidents

**Super Drill** If the Drill Card you played is changed to the color of the Accident Card, the Drill Card must be discarded.

Example: You play a Purple '3' Drill Card and change it to a Blue '3'. Blue is the accident color, so you must discard your Purple '3', since it is considered to be Blue this round.

**Enhanced Power** You only need to discard one of the two cards.

Example: You play a Green '2' Drill Card and play a second Pink '3' Drill Card. You now have a Green '5' and both cards are considered to be Green this round. Green is the accident color, so you must discard either the Green '2' or the Pink '3'.

### ⚠ Rebuilding the Decks ⚠

If all decks are depleted during 'Hand Refill', immediately shuffle the discard pile, face down. Then, create three decks as evenly as possible in the three central locations on the map. If you still need to draw more cards, continue drawing Drill Cards until you reach your hand limit.

⚠ Don't forget to rebuild the Accident Card deck!



## Game Flow (Continued)

### Mining Completion

#### ■ Acquire Mining Tile & Crystals

All players that played a Drill Card compare their cards and win according to the following priority:

- ① Played a card matching the color of the Target Mining Tile
  - ② Played the highest number
  - ③ Closest to the start player
- If no one played a Drill Card that matches the color of the Target Mining Tile, then the highest number played, regardless of color, wins. If there is a tie, the player closest to the start player wins.
- ▲ If a '1' and '4' Drill Card of the same color are played in the same round, they swap their values ('1' becomes '4' and '4' becomes '1').

### Winning Player

Place the Target Mining Tile in the section of the Performance Management Board that matches the color of your Summary Card. Gain Crystals that match the amount and color depicted on the Target Mining Tile from the common area. Then, gain the Foreman Marker and become the next start player.

Example: The Target Mining Tile shows two Purple Crystals, which you take from the common area.

### Non-Winning Players

Gain one Crystal that matches the color of your played Drill Card.

Example: You played a Blue '3' Drill Card, so you take one Blue Crystal from the common area.

- ▲ If you ever exceed your Hold Limit, first take any Crystals you gained this round into your supply. Then, return any excess, of your choice, back to the common area until you are at your limit.
- ▲ If there are not enough Crystals in the common area, take them from the player who has the most of that color. If there is more than one player, take from the player closest to the start player.
- ▲ Place used Drill Cards face up in a shared discard pile.

### Target Mining Tile

Example:

Start Player

Convert to Purple Makes Purple '4'

Add Second Card Makes Purple '6'

Purple 1s and 4s swap values\*

The Target Mining Tile this round is Purple.

Purple cards and high numbers win, so each player uses their Gadgets to try and win. However, the last player played a '1', so all Purple 1s become 4s and all Purple 4s become 1s (including the cards that changed color). This causes the player who played the Purple 1 (now Purple 4) to win.

### ▲ Blockade ▲

If no Drill Cards are played from 'Mine With A Drill Card' during the round, take one 3 Victory Point Tile from the Performance Management Board, flip it over, and place it on the Target Mining Tile. This is called a "Blockade," and it means that square can no longer be targeted for mining or passed through.

- ▲ Return the Current Location Marker to the empty square it entered from.
- ▲ If the blockaded square has a Connected Tile (page 8) attached, place the Blockade on the original square only.

### ■ Performance Check

If any player has two or more Mining Tiles on the Performance Management Board, gain the following victory points:

- Players with two or more tiles: 3 Victory Points Tile
- Players with one tile: 1 Victory Point Tile

▲ If a player ever has three 1 Victory Point Tiles immediately exchange them for one 3 Victory Point Tile.

Afterwards, remove the Mining Tiles on the Performance Management Board from the game.

## Game Flow (Continued)



### Visibility Check

At the end of each round, check the visibility. Flip all face down Mining Tiles that are connected to "START", by a passage, face up. If any special tiles are revealed, follow the next set of rules.



Drill Cards played can be any color to win

### Gold Mining Tiles (4 tiles)

Gold Mining Tiles are the same as regular Mining Tiles, but have no color. Therefore, the winner is determined only by the Drill Card number. The winning player places the Gold Mining Tile on the Performance Management Board as usual and will gain Crystals of any color equal to the amount shown on the tile.



Clockwise, if needed

### Connected Mining Tiles (4 tiles)

When this tile is flipped, also flip the tile the red arrow is directly pointing at. If it's empty or a wall, rotate the tile clockwise until it points at another tile. Both tiles and colors are the now the Target Mining Tile (all colors for gold). The winner gains all tiles.

- ⚠ If the connected tile is a special tile, resolve its as usual. If more Connected Mining Tiles are revealed, all are connected.

### Monster Tiles (3 tiles)

Combat Power Number of Crystals Lost



Victory Points

Monsters have appeared! To fight them, in turn order, players may play a card (same way as "Drill With A Mine Card"). All colors are valid and Gadgets can be used. **You may choose not to play a card, but you cannot take a different action.** Players who fail to play equal to or higher than the monster's Combat Power (top left) are "defeated in combat" and must discard Crystals equal to the the top right number. The player with the highest number (that meets or exceeds the Combat Power) keeps the Monster Tile for end-game victory points and becomes the start player.

- ⚠ If everyone loses, the Monster Tile is returned to the box.
- ⚠ Afterwards, conduct a Visibility Check.

## End Of Game

The game ends immediately when any of the following conditions are met:

- All twenty 3 Victory Point Tiles on the Performance Management Board are gone.
- After a Performance Check, the two Mining Tiles in the yellow-framed squares in the top right of the map are no longer on the map.
- There are no Mining Tiles left to mine.

## Victory Point Calculation

Add up the following victory points:



- All 1 or 3 Victory Point Tiles you have
- Defeated Monster Tiles
- Gadgets you own (2 victory points per Gadget)

▶ Additionally, you will get bonus points for same color Gadgets (2 Gadgets: 1 point, 3 Gadgets: 2 points, 4 Gadgets: 3 points)

- 1 point for every two Crystal of the same color
- Minus 1 point for each unplaced Large Drill

⚠ If tied, the player with the most total Victory Point Tiles wins > if tied most Gadgets > if tied most Monster Tiles. If still tied, the victory is shared.

### Red Tears (Advanced Optional Rule)

Players who **discard a Drill Card due to an Accident** or are **defeated by a monster in combat** gain one Red Tear Tile. A player who accumulates Red Tears equal to the number of players suffers "serious injuries" and is eliminated from the game.

If there is only one player left, that player wins the game.

Game Design: Ryo Akase UI: PG  
Illustration: Akefumi Title: Seisui  
Printing: Fugun Printing

Special Thanks: HappyLifeSpice, everyone from the Chiba Dreamland Public Relations Department, Yasuyuki Yamagishi, Yokoyama-san, Bodopa-san, Dashinoya-san, Ishibai-san, Azarashi-san, Yukikumo-san, Inu-san, Dodome-san, and Taannu-san



Scan here for FAQ

