

I Dig It

Game Rules:

Materials:

- Dirt Board
- Random Event Cards
- Soil Surprise Cards
- Seed, sprout, and full bloom pins
- Stopwatch (use your phone)

Setup:

1. Shuffle and plant the soil surprise cards in random squares, so that they can't be seen without digging thoroughly into the soil.
2. Have a stopwatch ready
3. Have pile of random event cards face down in a pile next to the stopwatch
4. Each player should have their own set of seed, sprout, and full bloom pins
 - a. Make sure you split them by color, so you can tell which ones are yours after planting them
5. Each player start with a sprout somewhere on the board (other than the center square)

Plant Levels:

1. Seed (tiny pins)
2. Sprout (flower pins)
3. Full Bloom (lollipop pins)

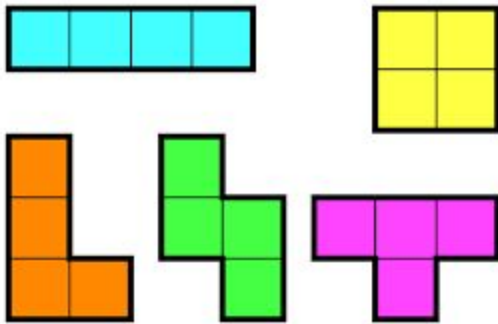
Possible Actions (Plant, Grow, Capture):

- Plant a seed in an empty square
 - If you do this action, you are allowed to dig around in your square (that you have already committed to planting in) and if you find a Soil Surprise Card, you can keep it and use it whenever you want. There might be more than one Soil Surprise Card in a square, so you can only take one.
- Grow plant in one square a level
- If you have a full bloom in a square, you can attempt to capture an adjacent square (sharing edges)
 - If the opponent's plant is a seed, you must roll a die, and if it is 2 or above, plant your seed in that square
 - If the opponent's plant is a sprout, you must roll a die, and if it is 4 or above, plant your seed in that square

- If the opponent's plant is a full bloom, you must roll a die, and if it is 6, plant your seed in that square. Regardless of whether you succeed, you must skip your next turn.

Gameplay:

1. This is a 2-player game. Each player should take turns, choosing on each turn one action from the list of possible actions on the previous page.
2. The game ends once one player has 4 full blooms on the board in one of the following shapes



3. Start the stopwatch at the beginning of the game. Every time the stopwatch passes 1 minutes 30 seconds, whoever notices first and slaps the event card pile gets to select the top event card, must use the event card immediately, and then put it in a discard pile. Once you have used the event card, reset the stopwatch, and continue playing
 - a. Once the discard pile is full, shuffle it and put the event cards back face down