

BOOM

HAAAA I'LL GET ALL OF YOU BLIGHTERS! ALL PLAYED CARDS ARE REMOVED AND PLACED IN THE COMPOST. **CANNOT BE PLAYED ON A NINJA CARD.**

LIMBO

HOW LOW CAN YOU GO? THE NEXT CARD MUST BE EQUAL TO OR LOWER THAN A 5. **MUST BE PLAYED ON A 5 OR HIGHER.**

DROP

RESETS PLAY. NEXT CARD CAN BE 1 OR HIGHER.

NINJA

THIS ONE'S A SNEAKY DEVIL. ACTS AS INVISIBLE, SO PLAY AGAINST THE PREVIOUS CARD.

*CAN BE PLAYED AT ANYTIME



THE RULES

PLAYERS: 2-4 CONTENTS: 56 CARDS

THE PREMISE

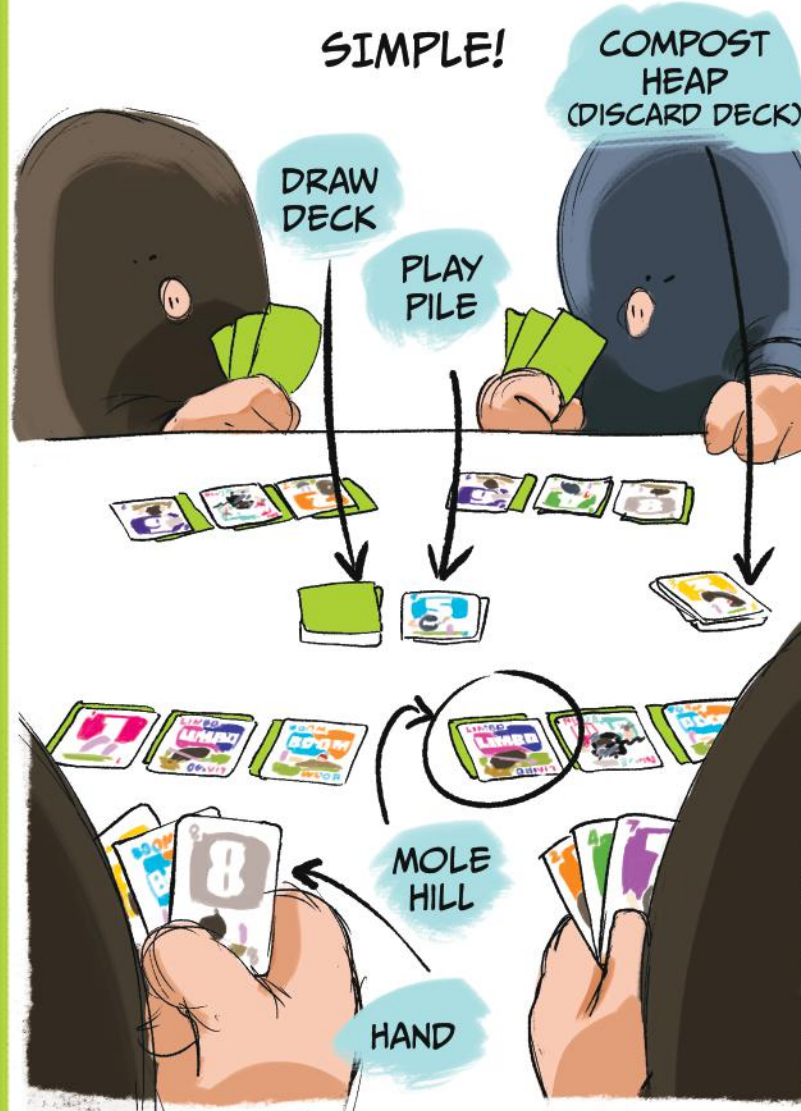
YOU'LL START WITH NINE CARDS. THREE IN YOUR HAND. THREE FACE DOWN, IN A ROW, ON THE TABLE IN FRONT OF YOU (THESE ARE YOUR BLIND CARDS), AND THREE FACE UP ON TOP OF THOSE.

YOU PLAY BY PLACING CARDS IN YOUR HAND DOWN AND DRAWING FROM THE DRAW DECK SO YOU'RE ALWAYS HOLDING AT LEAST THREE CARDS, UNTIL THE DECK HAS RUN OUT.

MUCH LIKE YOUR MOLEY COUNTERPARTS YOU HAVE TO PLAY YOUR LAST THREE FACE DOWN CARDS BLIND!

THE LOSER IS THE LAST PLAYER TO GET RID OF ALL OF THEIR CARDS.

SIMPLE!



SETTING UP

1 SHUFFLE THE DECK AND DEAL THREE CARDS FACE DOWN TO EVERY PLAYER.



2 DEAL THREE MORE CARDS AND PLACE THESE FACE UP ON TOP OF THE BLIND CARDS



LIKE THIS

YOU ONLY PLAY THESE TOP CARDS WHEN THERE ARE NO MORE CARDS TO PICK-UP FROM THE DRAW DECK AND YOU HAVE NO MORE CARDS LEFT IN YOUR HAND.

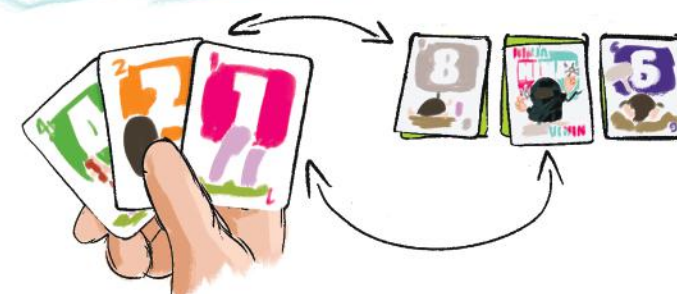
3 FINALLY, DEAL THREE CARDS TO EACH PLAYER'S HAND.

BEFORE YOU START, YOU CAN SWAP ANY CARD IN YOUR HAND WITH ANY CARD ON THE TOP OF YOUR BLIND CARDS.



PRO TIP

YOU'RE GONNA WANT YOUR BEST CARDS ON THE TOP-ROW!



HOW TO PLAY

1 THE PLAYER WITH THE LOWEST NUMBER GOES FIRST, PLACING THEIR CARD NEXT TO THE DRAW DECK.



2 THE SECOND PLAYER **MUST PLACE A HIGHER** CARD THAN THE FIRST AND PUT IT ON TOP TO CREATE THE PLAY PILE.

(SO, THIS ONE OR THIS ONE WOULD BE OKAY, BUT NOT THIS ONE)



3 ALL SUBSEQUENT PLAYERS CAN LAY A CARD WITH THE **SAME OR HIGHER** VALUE THAN THE ONE ON THE TOP OF THE PLAY PILE.

PRO TIP

YOU CAN PLAY AS MANY OF THE SAME NUMBERED CARDS AS YOU'RE HOLDING.



(SO, YOU COULD EITHER PLAY BOTH THESE 8S AT THE SAME TIME OR JUST THE 4 ON ITS OWN)

THEN DRAW CARDS FROM THE DRAW DECK SO YOU ALWAYS HAVE AT LEAST THREE CARDS IN YOUR HAND.

DO NOT DRAW CARDS IF THE DRAW DECK HAS RUN OUT OF CARDS OR IF YOU ALREADY HAVE THREE OR MORE CARDS IN YOUR HAND.

HOW TO PLAY CONT.

4 IF YOU CAN'T PLAY A CARD WHICH IS THE SAME OR HIGHER THEN YOU MUST PICK-UP ALL THE CARDS CURRENTLY ON THE PLAY PILE AND END YOUR GO THERE!

(WHICH MEANS YOU COULD END UP WITH A LOT OF CARDS.)



BUT DON'T WORRY - ALL IS NOT LOST. IF YOU PLAY FOUR OF THE SAME NUMBER YOU CAN MOVE **ALL CARDS** FROM THE **PLAY PILE** TO THE **COMPOST HEAP**, REMOVING THEM FROM PLAY, FOREVER - PHEW.

THE **BOOM** CARD ALSO DOES THIS, AND YOU CAN ALSO MOVE CARDS TO THE **COMPOST HEAP** IF YOU HAPPEN TO PLAY THE FORTH **SAME** NUMBER IN A ROW.



SO, IF YOU PLAYED ANOTHER **5** HERE, ON TOP OF THE THREE ALREADY PLACED, THE ENTIRE **PLAY PILE** IS REMOVED.

NOTE: WHENEVER YOU MOVE THE PLAY PILE TO THE COMPOST HEAP, YOU GET TO PLAY ANOTHER CARD IMMEDIATELY.

(REMEMBER, AS SOON AS YOU'VE GOT LESS THAN THREE CARDS IN YOUR HAND YOU CAN START PICKING UP FROM THE **DRAW DECK** AGAIN.)

5 WHEN YOU HAVE NO MORE CARDS IN YOUR HAND, AND THE **DRAW DECK** IS EMPTY, NOW IS THE TIME YOU PLAY ONE OF YOUR THREE **FACE-UP CARDS**.



HERE, YOU COULD PLAY YOUR **8**, **NINJA** OR **6**

YOU MUST FOLLOW THE SAME RULES AS BEFORE, THE VALUE OF THE **FACE-UP CARD** MUST BE THE SAME OR HIGHER THAN THE VALUE OF THE CARD ON TOP OF THE **PLAY PILE**. IF YOU CAN'T GO YOU MUST PICK UP THE **PLAY PILE**!

NOTE: YOU CAN'T PLAY ANY OF YOUR BLIND CARDS UNTIL ALL OF YOUR FACE-UP ONES ARE GONE.

6 TIME TO PLAY YOUR **BLIND CARDS**!

YOUR **BLIND CARDS** ARE PLAYED ONE AT A TIME, AND YOU WON'T KNOW WHAT THE CARD IS UNTIL THE MOMENT YOU PLAY IT!

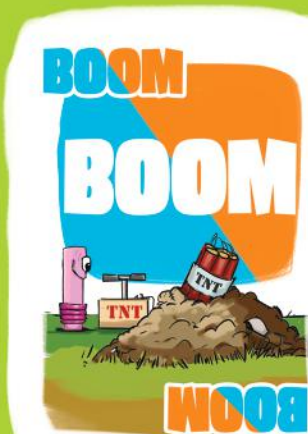


YOU FOLLOW THE SAME RULES, SO THE **BLIND CARD** YOU MUST PLAY ONCE YOU'VE LOOKED AT IT, HAS TO BE EQUAL OR HIGHER THAN THE CARD ON TOP OF THE **PLAY PILE**, OTHERWISE YOU'VE GOT TO PICK UP THE **PLAY PILE** AND GET RID OF ALL OF THE CARDS IN YOUR HAND BEFORE PROGRESSING TO YOUR NEXT **BLIND CARD**.

WHEN ALL OF YOUR CARDS ARE GONE YOU'RE OUT AND PLAY CONTINUES UNTIL THERE IS ONLY ONE PERSON LEFT - WE LIKE TO CALL THAT PERSON 'THE LOSER.'

POWER CARDS

NOW THEN, **POWER CARDS** ADD A LITTLE SPICE TO THE MIX! YOU CAN PLAY THEM AT ANY TIME, UNLESS OTHERWISE STATED BELOW.



BOOM

AAAAAAHH HAAAA I'LL GET ALL OF YOU BLIGHTERS! ALL CARDS ON THE **PLAY PILE** ARE REMOVED TO THE **COMPOST HEAP**.

NOTE: THIS CARD CANNOT BE PLAYED ON TOP OF A NINJA MOLE.

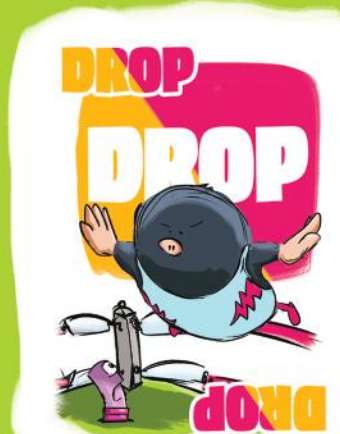


THIS **PILE** IS REMOVED FROM **PLAY**

AND THEN, TO REALLY STICK IT TO THE OTHER PLAYERS, YOU CAN HAVE ANOTHER GO - PLAY ANY CARD YOU LIKE, AS THE **PLAY PILE** IS NOW EMPTY.

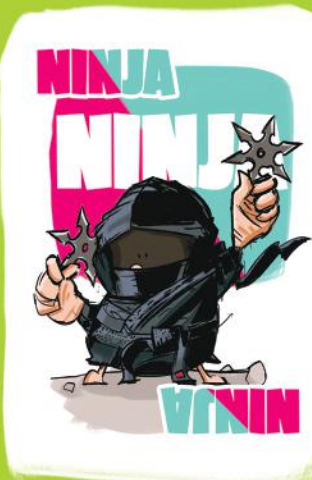
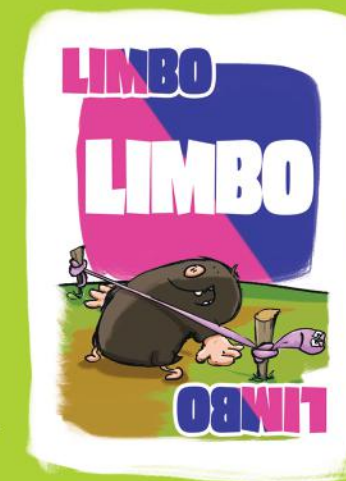
DROP

A LITTLE CARD WITH A BIG ADVANTAGE! DROP EVERYTHING. THE NEXT PLAYER CAN PLAY ANY CARD THEY FANCY, THAT'S RIGHT, EVEN A **1** IF IT SO TICKLES THEM.



LIMBO

HOW LOW CAN YOU GO, HOW LOW CAN YOU GO! THE NEXT CARD MUST BE EQUAL OR LOWER THAN A **5**, BUT YOU CAN ONLY PLAY THIS CARD ON A **5** OR HIGHER.



NINJA

THE SNEAKY DEVILS SLIP UNDER THE **RADAR** COMPLETELY. THE NEXT CARD HAS TO BE PLAYED AS IF THE **NINJA** WAS NEVER THERE.

IMAGINE THIS SCENARIO



A **9** IS ON THE TOP OF THE **PLAY PILE** AND YOU DON'T HAVE A HIGH CARD TO BEAT IT, BUT -- SLAM -- YOU PLAY A **NINJA** INSTEAD!



NOW THE NEXT PLAYER MUST PLAY A **9** OR HIGHER INSTEAD, BUT THEY ONLY HAVE AN **8**! MAWHAHAHA

SEE A DEMO GAME PLAYED OUT ON OUR WEBSITE:

WWW.DIGDIGGAME.CO.UK