



## BOOM!

Players: 2-4

Contains: 40 cards

Playing Time: 5 minutes

Price: Free! Free! Free!

**Story:** You and your cohorts are mining for Gold. Your goal is to collect the most Gold without causing too many accidental bone-jarring cave-collapsing explosions. Gold Digger was designed by Mark Rosewater and James Ernest, and illustrated by Phil Foglio. The rules are on the cards!



## 1 GOLD

**The Deck:** The deck contains 40 cards, including 10 Bombs and 30 Gold Cards in values of 1, 2, and 3. Shuffle the deck thoroughly and choose a random player to go first.

**On your turn:** Turn over the top card. If you get a Gold card, put it aside in a holding pile. You may stop now and keep the Gold you've set aside, or flip another card. If you flip over a "Boom," it ends your turn and destroys your



## 2 GOLD

temporary pile. If you find more Gold, add it to your pile.

You may stop at any time and keep your temporary Gold, or continue until you get blown up. If you quit before blowing up, the temporary pile of Gold becomes yours. Either way, the turn passes to the left.

Play continues to the bottom of the deck. Then, everyone



## 3 GOLD

scores 1, 2, or 3 points for each 1, 2, or 3-Gold card they managed to keep. The highest score wins.

**Obvious Strategy Tip:** Count the Booms!

Designed by Mark Rosewater and James Ernest, with art by Phil Foglio. © 1998, 2008 Cheapass Games. Visit us online at [www.cheapass.com](http://www.cheapass.com). We make cool stuff.

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