

How to Play

Gold Digger is a simple press-your-luck game for 2-4 players.

Story: You and your friends are mining for gold. Your goal is to collect the most gold without causing too many accidental bone-jarring cave-collapsing explosions.

The Deck: The deck contains 40 cards, including 10 Bombs, and 30 Gold Cards in values of 1, 2, and 3. Shuffle the deck 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. You may stop now, and keep your gold, or flip another card. If you flip over a "Boom," it ends your turn and destroys any gold you have collected this turn. If you find more gold, add it to your pile.

You may stop at any time and keep your gold, or you may 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.

Winning: Play continues until the bottom of the deck. Then, everyone scores points for all the gold they managed to keep. The highest score wins!

Obvious Strategy Tip: Count the Booms!



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Gold Digger was designed by Mark Rosewater and James Ernest, illustrated by Phil Foglio and Cheyenne Wright.

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