

DIG DEEPER DWARF – RULES!

Die deutschen Regeln
starten auf Seite 11!



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OBJECTIVE OF THE GAME

The objective for each player is to get the most victory points 🏆. Victory points are obtained mainly through Jewelry cards ⚡. Mining 🛠️ for resources 🪨 is the best way to buy Jewelry cards. Each turn you'll use Actions in order to get treasures or foil your competitors' plans!

COMPONENTS



18 Mineshaft tiles

Mining cards can either be a resource 🪨 or a rubble card 🗑️. Silver 🪙, gold 🪙, rubies 📿, diamonds 💎 and emeralds 💚 are Resource cards. Most cards are worth coins 🪙.



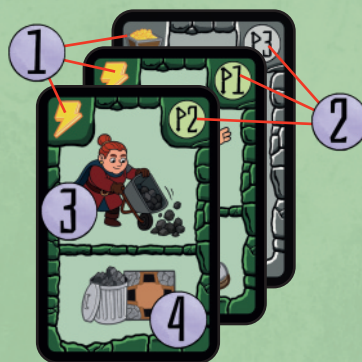
80 Mining cards



26 Jewelry cards



4 Player Boards



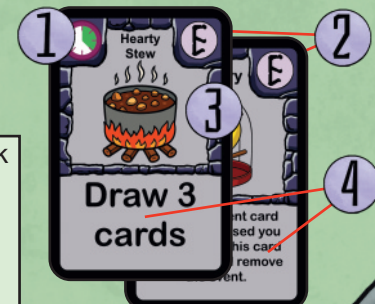
48 Start cards



36 Action cards



8 Trait cards



27 Event cards
and 3 extra
Rubble cards



4 Dwarf meeples

- 1 Card type
- 2 Deck symbol
- 3 Image
- 4 Card Effect
(Coins, Resource, Action, Victory Points, Event)
- 5 Resource costs
- 6 Coin costs
- 7 Crafting costs

The card deck symbols are primarily relevant for setup and teardown.

SETUP

Each player gets a Player Board and a starting pile, consisting of 12 Starting cards. The symbols for the Starting cards are (P1) - (P4). Player one gets all (P1) cards, player two gets all (P2) cards and so on. Each player shuffles their starting pile to form a draw pile and draws 5 cards.

1

Shuffle the Jewelry cards (S) and separate them into two piles of equal size. Place them face down next to the board. Reveal the top card of each pile.

2

Shuffle the Action cards (A) and separate them into 3 piles. Place them face down next to the board. Reveal the top card of each pile.

3

Place the two start tiles (two tiles with no back) in the center of the table. Connect them as shown on the right side. One tile is the Mine Entrance tile, the other is the Camp tile.

4

Shuffle the Mineshaft tiles and place them face down next to the board. Draw three Mineshaft tiles and place them face up at the three open sides of the Mine Entrance tile.

5

Shuffle the Event cards (E) and place them next to the board. Draw one Event card for each open side of the Mineshaft tiles without an Event card and place it face up next to the opening. Should the open sides from multiple Mineshaft tiles face toward the same space, always put a maximum of one Event card there. Place the 3 extra Rubble cards (ER) face up next to the Event card pile.

6

Shuffle the Mining cards (M) and place them face down next to the board. This is the Mining card draw pile. For each placed Event card, draw 5 Mining cards and place them on it face down, with the Event card still visible.

7

Each player takes the Dwarf in the color of their player board and places it on the Mine Entrance tile. The player who was last underground goes first (mine, cellar, tunnel, etc.)!

8

GAME VARIANTS

For Beginners

If this is your first game, you can play without Action (A) and Event (E) cards. Ignore steps 3 and 6. If you're playing without Action cards, use only half of the Mining cards in step 7.

Glück auf! variant

To play with surprise-events (greater element of luck), don't place the Event cards in step 6. Instead draw them from the bottom of the Event card pile, whenever all the Mining cards in a given pile have been removed.

Traits

You can use the Trait cards for a game with more variation. (see page 10). Before the start of the game each player gets 2 Trait cards, picks one of them and puts it in their play area.

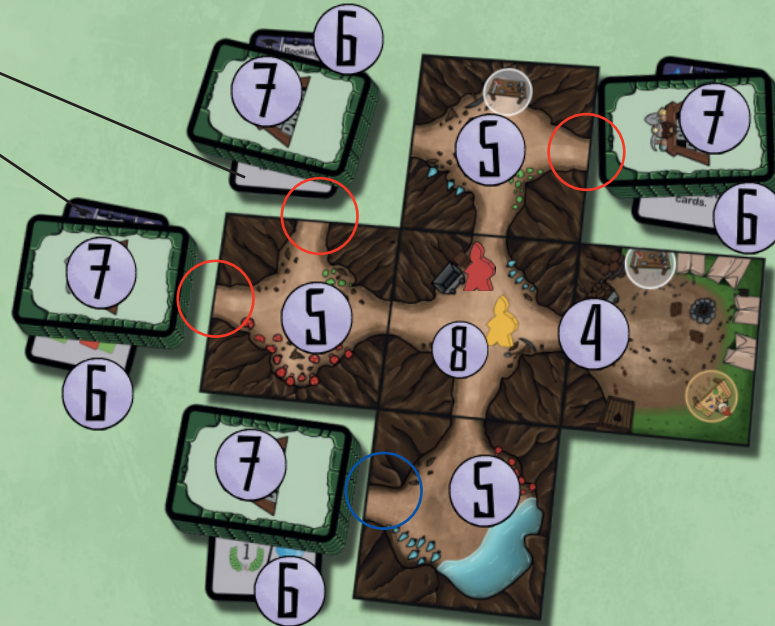


SETUP

Event cards are placed face up. During the game players may always look at those cards. The event on the card triggers immediately, when the corresponding Mining card pile is removed. For more details see Events (page 8).

Example of a Setup:

The bottom Mineshaft tile has one open side, so you need to place an Event card next to the opening (blue lines). The leftmost Mineshaft tile has two open sides. Place one Event card next to each opening (red lines). The upper Mineshaft tile also has two open sides. There is already an Event card on the left side, so no additional Event Card is placed there (yellow line). Place an Event card next to the opening on the right side, because there isn't a card there yet (green). Then place 5 Mining cards face down on each Event card.



GAMEPLAY

Players take turns in clockwise order. The starting player begins.
Each turn is divided into two phases:

1. ACTIVITY PHASE

In the Activity phase you can play cards from your hand. In this phase, the following four activities can be performed in any order:

- **Performing actions** ⚡
- **Revealing Resource cards** 🏠
- **Buy one Jewelry card** 📄 **at the Camp (once per turn)**
- **Craft one Action card** 📄 **at the Camp or at a Workbench (once per turn)**

On your turn you can play as many Action cards and perform as many **different** basic actions as you wish. See “Performing an Action” for details and constraints. You can reveal as many Resource cards as you want, but you can only buy one Jewelry card per turn and craft one Action card per turn.

2. END PHASE

If you no longer wish to or aren’t able to perform anymore activities, put your remaining hand cards on your discard. You may choose to keep one card from your hand for the next turn.

Put all Action cards ⚡ which were used this turn in the Discard pile. Revealed Resource cards 🏠 remain in front of you and are not discarded.

Draw cards until you have 5 cards in hand. If your Draw pile is empty when you need to draw a card, shuffle the Discard pile to form a new Draw pile. Pass the turn to the player on your left.

At the end of your turn, discard your hand cards. You may keep one card. Draw cards until you have 5 cards in hand, unless an effect says otherwise.

PERFORMING AN ACTION

Actions ⚡ can be performed either by playing Action cards or as a basic action.

When playing an Action card, place it face up in front of you and perform some or all of its displayed actions in any order. You must complete a played action before being able to perform the next activity. Any unused card actions are lost and have no effect.

To perform a basic action, you must pay for it by discarding as many cards as the action’s indicated cost from your hand (see below). You may only perform each basic action once

You can find a short description of each action on the player board. A more detailed description can be found on pages 6 - 7.

Possible basic actions	Discard any X cards
 Move	- 1x 
 Mine	- 2x 
 Remove a Card	- 2x 
 Steal a Resource	- 2x 
 Drive a Companion away	- 2x 
 Thwart Plans	- 3x 

Each basic action can only be used once per turn!



REVEALING RESOURCE CARDS

Reveal a Resource card  from your hand and place it in front of you. Each time you reveal a Resource Card, you may draw a card from your draw pile. Should your draw pile be empty, shuffle your discard pile before drawing. The game's resources are Silver , Gold , Ruby , Diamond  and Emerald.



Example play area

Revealed Resource cards can be used to buy Jewelry Cards. They are not discarded during the End Phase, but can be stolen by other players.

BUYING A JEWELRY CARD

Once per turn, if you are standing on the Camp tile, you can buy one Jewelry card  from one of the Jewelry card piles. To do this, either pay the coin cost  indicated at the bottom right of the card or the alternate cost indicated on the left side. Any excess coins spent over the Jewelry card's costs are lost. You can use both cards from your hand and revealed Resource cards to buy Jewelry cards. The Resource cards you used are removed from the game. The purchased card is placed in your discard pile. After the purchase, reveal the top card of the used Jewelry card pile again.

Remove every card which was used to buy a Jewelry card from the game!



You want to buy the "Silver Ruby" ring . To do this, either pay with one Silver  and one Ruby  card  or cards with a coin value of at least 7 coins . For example by paying two Gold  and one Diamond .

CRAFTING AN ACTION CARD

If you are standing on a Mineshaft tile with a Workbench or the Camp, you can once per turn craft an Action card . To do this, discard the number of cards indicated on the bottom left corner of the Action card you wish to craft. Should you not have enough cards in your hand to pay the price, you cannot craft that



Workbench

Action card. The purchased card is placed in your discard pile. Then, flip the top card of the used Action card pile.

3 

Discard 3 cards

THE CAMP

The Camp is the starting tile adjacent to the Mine Entrance. While on the Camp tile, you are able to buy a Jewelry card and craft an Action card. Players can't steal from you, as long as you are at the Camp.

You need to pay a fee, should you have started AND ended the same turn on the Camp tile. To do this, remove one Resource card  of your choice from the game, either from your hand or your revealed Resources. Should you not be able to do so, only draw cards until you have 3 cards in hand in the End Phase. Rubble cards can never be placed on the Camp tile.



You are safe within the camp, but will have to pay a fee if you stay there too long!

Camp tile

LIST OF ALL ACTIONS

MOVE



Move your Dwarf to an adjacent Mineshaft tile. A Mineshaft tile is adjacent if there are two open sides directly facing each other. You can't move if a Rubble card is on your current or your target Mineshaft tile.

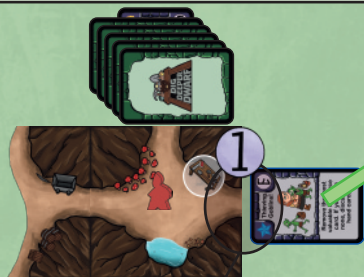
MINE



Take one Mining card or face-up Rubble card from your current tile, an adjacent Mineshaft tile or from an adjacent Mining pile and place it in your discard pile. You may look at the card. A Mining pile is adjacent if an open side of your current tile faces it directly. Should you draw the last Mining card from a pile, immediately use the effect of the Event card under the pile (page 8), then place a new Mineshaft tile (see below).

PLACING MINESHAFT TILES

Should you draw the last Mining card from a pile, use the effect of the Event card under that pile immediately ① (see page 8). Then, draw a new Mineshaft tile from the Mineshaft tile pile ② and place it by connecting one of its open sides to the side of your current tile, where the Mining pile has been mined dry ③. Place an Event card and 5 face-down Mining cards on each open side of the new tile ④ (should there not be a Mining pile with an Event card there yet).



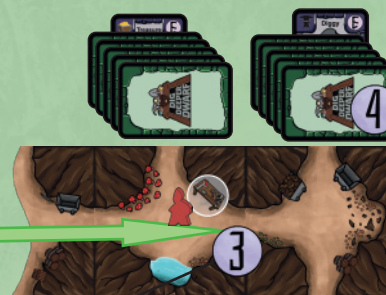
The Mining pile is empty. Trigger the event (page 8).



Draw a new Mineshaft tile.



These are open sides.



Place an Event card and 5 Mining cards on each open side without a Mining pile.

Place a Mineshaft tile by connecting one of its open sides to the open side of your current tile.

REMOVE A CARD



Remove one card from your hand from the game. Should you remove a Rubble card, you may place it on an adjacent tile, as long as there is no Dwarf there. You can't place it on the Camp tile.

GIVE RUBBLE



Remove one card from your hand from the game. Should you remove a Rubble card, you may place it on an adjacent tile, as long as there is no Dwarf there or you may put the card on the discard pile of another player.

DRAW A CARD



Take one card from your draw pile to your hand. Should your draw pile be empty, shuffle your discard pile and then draw the card. Don't forget that played Action cards are only put on your discard pile during the End Phase; you can't draw cards, if both your draw and discard pile are empty.

Should you use the action "Draw a Card", you can't use "Steal a Resource" if it's on the same card.

DISCARD A CARD THEN DRAW A CARD



Put a card from your hand in your discard pile, then draw one card from your draw pile.

LIST OF ALL ACTIONS

THWART PLANS



Cancel the last action ⚡ which was played. Use this action after another player has played an action (with an Action card **A**, a basic action, a Companion **W** or a Trait **L** unless stated otherwise) to prevent that action. This action can be played during another player's turn (regardless if it's a card action or basic action).

The cancelled action can't be used. "Thwart Plans" can itself be canceled. If "Thwart Plans" is canceled, the original action can be executed but may be canceled again. Should an action that requires a player to discard a card be canceled, the player can not discard a card (e.g. the "Remove a card" action).

Should the Action card used for "Thwart Plans" include additional actions, those actions are resolved in reverse order, after the canceling has resolved (the last played Action card is resolved first, then the one played second to last, etc.); see example.

"Thwart Plans" can only cancel one action, even if the canceled action is one of multiple actions on the same Action card.

Should a Basic Action be canceled, the player can't perform that Basic Action again during this round.

"Thwart Plans" can only cancel Actions. It is not able to cancel Activities.

Example: Player A wants to "Mine" and then "Move". Player B cancels the Mining Action with "Thwart Plans" and "Give Rubble". Player A cancels Player B's cancellation with the Basic Action, allowing them to use "Mine" again. However, Player C also wants to cancel and plays an Action Card with the "Thwart Plans" and "Mine" Actions. Player A's Mining Action is thus canceled. Next, Player C can "Mine", then Player B can "Give Rubble", and finally, Player A can "Move".



COPY AN ACTION CARD



Use this Action after an Action card **A** has been played to copy its actions. Use the copied actions immediately. This action can be played during another player's turn. Basic actions cannot be copied.

STEAL A RESOURCE



Steal a revealed Resource card **R** at random from an adjacent Dwarf and place it on your discard pile.

Should you use the action "Steal a Resource", you can't use "Draw a Card" if it's on the same card.

INVESTIGATE



Look at the top three cards of any pile (e.g. Jewelry pile or Mining pile). You can place one of the three cards on top or put all three cards back under the pile (keep their order intact). Should you have chosen a Jewelry or Action card pile, turn the top card face up.

DRIVE A COMPANION AWAY



Remove a companion **W** (page 8) belonging to an adjacent Dwarf from the game. You can't drive away your own companions (except when entering the Camp).

Adjacent

A Mineshaft tile is adjacent if there are two open sides directly facing each other. A Mining pile is adjacent if an open side of your current tile faces it directly.

Two Dwarves are adjacent, if they are both on the same tile or if the tiles they stand on are directly connected to each other.

Example: The red Dwarf is currently adjacent to the yellow and green Dwarves, but not to the blue ones.



During the game it can happen that a tile's open side is facing towards another tile's closed side. This is totally fine, although these tiles are not adjacent or connected.

EVENT CARDS

Should you draw the last Mining card from a pile, use the effect of the Event card under that pile immediately. Events are divided into these categories:

COMPANION CARDS

Companions allow you to perform additional actions. Companions are placed in front of you and can be driven away by other players. You can have a maximum of two Companions at a time. You must discard one of your existing companions if you draw a third one. All your Companions are removed from the game whenever you enter the Camp (they are bashful creatures).

You can only perform one Companion action per turn. To activate your Companion action, discard one card from your hand. Companion actions can also be negated by "Thwart Plans".

INSTANT EVENTS

Instant Effects are resolved immediately when the Event is triggered.

DELAYED EVENTS

Delayed Events remain active for a certain period of time or can be kept until you want to activate their effect. Each effect specifies when it ends. Once an effect ends, it is removed from play. These effects can be placed either on the game board or in the play area of a player. Some Delayed Events may disadvantage the player, while others can be used to their benefit. Unless stated otherwise, Delayed Events can only be activated during your Activity Phase

VICTORY POINT AND RESOURCE CARDS

Some Event cards provide victory points  or can be used as Resource cards. Place these cards in front of you, like you would a revealed Resource card. These cards cannot be stolen.

END OF GAME

The game ends immediately if you would need to create a new Mining pile, but don't have enough Mining cards in the draw pile to do so. The game also ends if there are no Mining cards left in the mine.

VICTORY POINTS

1. Add up all (positive and negative) victory points  from your cards (play area, discard pile and deck pile).
2. Add up the coins  from all your Resource cards . You get one additional victory point for every 5 coins.
3. The player with the most Rubble cards  receives two additional victory points. If several players are tied for the most Rubble cards, they each get two victory points.

The player with the most victory points wins the game. In the case of a tie, the player with more coins not converted into victory points wins. If there is still a tie, the player with the most cards in his deck wins.



LIST OF ALL EVENT CARDS

COMPANIONS



BOOKLING

Action: Look at the top three cards of your own draw pile and put up to two of them on your discard pile and the rest on top of your draw pile (keep the order of the cards intact)

CRUNCHY MUNCHY

Action: Remove one Rubble card  in your hand from the game.

DIGGY

Action: "Mine" 

FLYING AGARIC

Action: 2x "Move" 

LONGFINGERLING

Action: "Steal a Resource" 

MYCOLUS MAXIMUS

Once per round (the round starts at the starting player), action: "Thwart plans"  You can use this action outside of your own turn, but may only use it to cancel actions which target you or cards in front of you.

PEEKYCILLIUM

Action: "Investigate" 

You may only look at adjacent Mining piles with this action.

SHUFFLE TRUFFLE

Action: "Draw a Card" + "Discard a Card then Draw a Card"

STINKHORN

Action: "Drive a Companion away" 

When you get "Stinkhorn" as a companion, discard all other companions. You cannot get any new companions as long as you have "Stinkhorn".

VICTORY POINT AND RESOURCE CARDS



TREASURE (there are 4 different "treasure" cards)

Each "Treasure" is worth one Victory point  at the end of the game. They may also be used as their respective Resource  to buy a Jewelry card  (in that case it gets removed from the game as usual and doesn't get you any points.

Treasures can't be stolen.

DELAYED EVENTS



CALL OF NATURE

When you have to go, you have to go...

As long as you own this card, discard an additional card each time you play an Action card without a "Move" Action and each time you play a basic action other than "Move". Remove "Call of Nature" the next time you enter the Camp. Phew, that was close.

CANARY

When an Event card is triggered or a Delayed Event is used by another player, you can cancel the effect of the (Delayed) Event. Remove "Canary" and the cancelled card from the game.

CAVE OTTER

Put it on the newly placed Mineshaft tile. During your turn, if you are on the same Mineshaft tile as the Otter, you may remove 3 Rubble cards  from your hand to take the Jewelry card  worth fewer victory points  from the Jewelry card piles. Then, remove "Cave Otter" from the game.

DWARF VAMPIRE BATS

As long as they flutter around you, you may only draw cards until you have 4 cards in hand during your End phase. Remove "Dwarf Vampire Bats" the next time you enter the Camp.

FOOL'S GOLD

The next time you would reveal a Gold card  or use a Gold card from your hand to buy something, remove the Gold card and "Fool's Gold" from the game and take a Rubble card  and place it on your discard pile instead. Should you not pay another Gold card, the purchase is cancelled (discard other Resource cards that were used).

HEARTY STEW

You may use this card once during your turn to draw 3 cards. Then remove it from the game. This can't be thwarted as it isn't an action.

POP-UP CAVE MERCHANT

Place it on the newly placed Mineshaft tile. During your turn, if you are on the same Mineshaft tile as the Merchant, you may buy a Jewelry card  as if you were in the Camp. Then, remove the Merchant from the game.

TRANSPORT TUNNEL

You may use this card once during your turn to place one Dwarf on a rubble-free Mineshaft tile within 5 moves of their current tile.

TELEPORTER

You may use this card once during your turn to swap the positions of any two Dwarves. The two Dwarves need to be within 5 moves of each other.

LIST OF ALL EVENT CARDS

INSTANT EVENTS

CAVE-IN!

When you reveal this card, place 1 Rubble card  each on the newly placed Mineshaft tile and on your current Mineshaft tile.

FLOODED TUNNEL!

You must discard all remaining cards in your hand. Then move 3 times towards the Camp (shortest distance; in case of multiple equal-length paths you decide). If you do not reach the Camp this way, you can draw only 3 cards at the end of your turn. All Dwarves standing in your way, must discard 3 cards from their hand and follow you for your remaining moves.

MONSTER!

What a scary lookin' fella! Every player within three steps must discard three cards.

THIEVING GOBLINS!

Goblins steal your revealed Resource card  with the highest coin value (in case of a tie you decide). Remove that card from the game. Should you have no revealed Resource cards, discard all remaining cards from your hand.

TRUSTY TOOLS!

You may immediately take a face up Action card  from one of the Action card piles without paying its cost.

PROMO – BIRTHDAY PARTY!

It's the 20th anniversary for Hiveworld + Spieldurst, let's celebrate! When you reveal this card, each player chooses a Resource or Rubble card from their hand or play area and puts it in the middle. Look at the cards and gift each player one of the cards. Should someone have no Resource or Rubble card in their hand or play area, they pick one from their discard pile. If there is none either, they pick one from their draw pile and shuffle afterwards.
Not included, but available from your local retailer – while supplies last!

TRAITS (VARIANT)

You can use the Trait cards  for a game with more variation. Before the game begins, each player draws two Trait cards and chooses one of them. Unless stated otherwise, you may activate your Trait either at any point during your own turn or in another player's endphase. If the Trait includes regular actions, they can be canceled with "Thwart Plans", unless otherwise specified. Once you use your Trait, its card is removed from the game.

AGILE

Use "Move"  up to 2x. You may move between two tiles even if they are not connected by two open shafts. You may move through tiles that contain Rubble , as long as you do not end your movement on Rubble.

CLEVER

Use 4x "Draw a card" .

INDUSTRIOUS

Use "Mine"  up to 2x. You may immediately remove each Rubble  card drawn with this Trait from the game instead of placing them on your discard pile.

INVENTIVE

When you craft an Action card  at a workbench, you may take one additional Action card of your choice after the new one is revealed without paying its cost.

ORDERLY

Remove two Rubble cards  from your hand and draw one card .

SMOOTH-TALKING

When buying a Jewelry card , ignore one type of required Resource  in its cost.

STRONG

Remove one Rubble card  from your hand, from an adjacent tile or your current tile. You may place the Rubble card on a tile up to three steps away (even if there's a Dwarf on the tile). Then, draw a card.

WELL-PREPARED

Use "Thwart Plans"  and immediately perform a basic action of your choice. This Trait can be used at any time and can't be canceled with "Thwart Plans".

I'm incredibly grateful to everyone who contributed to this game's development. Special thanks go out to my wife, our families, and friends for their time and feedback. I also deeply appreciate the contributions from various communities and supporters. Your help and encouragement have been invaluable - **thank you!**

Author: Robin Westphal **Design:** Robin Westphal **Editing:** Hiveworld + Spieldurst Crew
Art and Illustration: Aaron Wood and Robin Westphal; Robin used AI tools to assist with some of the illustrations.
Aktion 2 - Christopher Ruddat, Hohe Str. 18-22, 50667 Köln, info@aktion-2.de; manufactured in Poland
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