

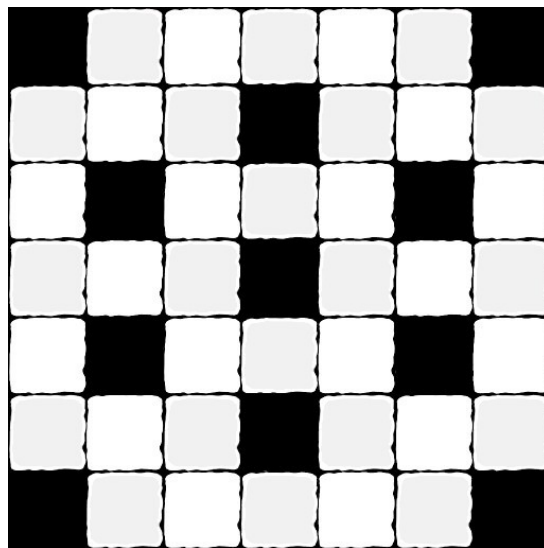
BONE DIGGER

STORY

You are an archaeologist. Your museum isn't perfect enough for people to want to visit. So you need to get into action and find some bones! But you have some competition! Get the bones before someone else does, or your museum will be left in the stone age!

RULES

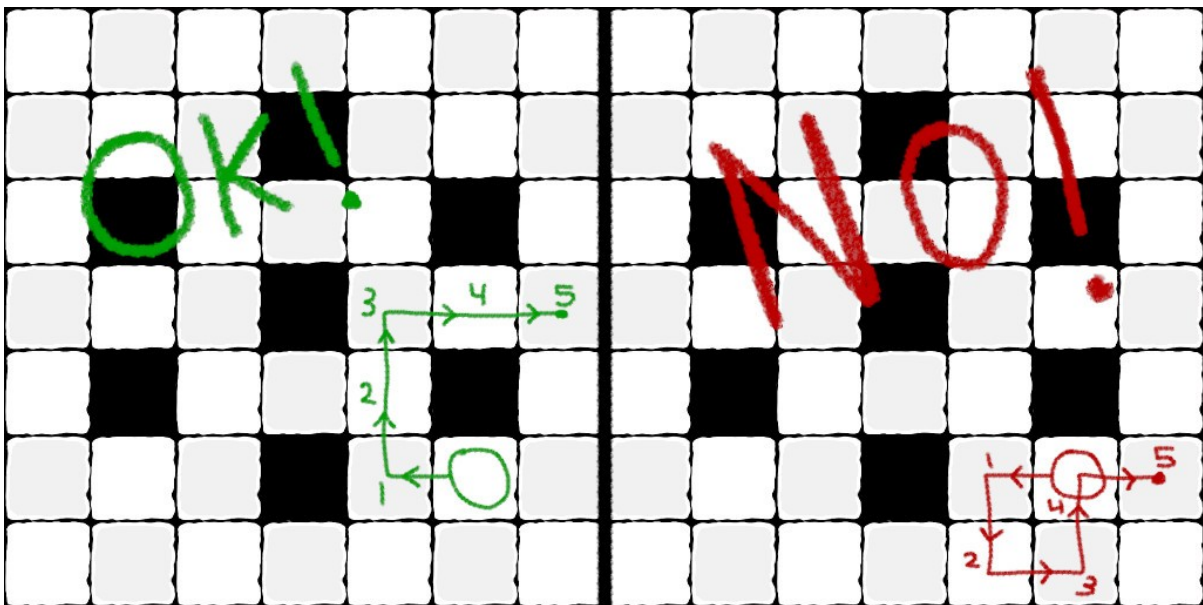
First shuffle the deck, and place all the cards face-down on the starting squares (white in the example below).



The player pieces are placed in the corner of the corresponding color. 2 - 4 players: one boy, one girl, and two digging robots.

Decide who goes first. Roll a dice maybe, or let the youngest go first.

One turn goes like this: The player rolls the dice and gets either 1-5, or a SKIP. If it lands on SKIP you can't move. Otherwise you can move the number of spaces you roll. You can move in any direction on any walkable space – anywhere but the mountains. You cannot cross your own path or land on the square you started on. You cannot land on another player, but may pass by them. You may walk and land on the player starts as well. For instance, if you roll a 5:



You then flip over the card you land on, and do what it says.

For instance, if it's a Gloof (a bad guy) you lose 1 HP, and must remove a marble from your health bowl. If it's a +1 HP space you gain an HP and put a marble back in. If you land on an empty space you do nothing.

Then it's the next players turn.

Here's a list of cards:

Bone – These are what you're after. You draw them, and keep them unless traded at a trading post.

Gloof – These guys hurt you. 1HP. They stay on the board face-down unless killed.

+1HP – If you have less than 6 HP it heals you 1HP. It's then put into a discard pile. If you have 6 or more HP it's flipped back upside-down.

Trading Post – If you're low on health or low on bones, you can initiate trades with other players while on this space for either one. 1 bone for 1 HP, 2 HP for 1 bone. Whatever you can come to an agreement about. Stays face-up.

Roll Again - ... you roll again. Stays on the board face-down.

Adventure Hill – A game of chance! You roll a dice and if you get a 4 or 5 you collect the card as a bone. If you have a 2 or 3 nothing happens. If you get a SKIP or 1 you lose 1HP. You cannot opt out. Stays face up unless collected.

Cavern – There are two of these. Uncover both to instantly transport between them when you land on one. Transporting uses 1 movement point. Stays on board face-up.

Snake Artifact – You uncover a mystical artifact that turns you into a snake! Replace your game piece with the snake of your color and gain protection from the Gloofs! If you land on a Gloof while in snake-mode you kill the Gloof and discard it from the board without taking damage. Discard when used. Place face down if you're already a snake.

WINNING

The game is over when one player collects the required number of bones (depends on how many players there are). A tie is possible with 2 or 4 players.

There are 16 possible bones. 12 normal, and 4 Adventure Hill bones. So that means:

2 Players – 9 required to win. 8 each to tie.

3 Players – 6 required to win. Tie isn't possible.

4 Players – 5 required to win. 4 each to tie.

You can also win if you're the only player remaining with Health Points left, as a player is removed from the game if they run out of HP.

Optionally you can use HP as a tie-breaker. But that's just a suggestion.

HEALTH

Health is in the bowl of the same color of your game-piece. You start with and have a max of 6 HP.