

RULEBOOK



DIGGING BANDITS™

Howdy, partner! Welcome to **DIGGING BANDITS™**, the thrilling game of greed, strategy, and betrayal in the wild west! Play as one of four bandits – quick-firing *Jesse Aims*, cunning *John Holiday*, explosive *Willy the Kid*, or sly *Bella Moon*! When the desert yields an ancient map, its tattered parchment whispers of a golden fortune buried deep beneath the shifting sands. Who'll find it first? *Only the desert knows!*

Number of Players	Recommended Playing Age	Average Playtime
2-4 players	10 and up	30-60 minutes

OBJECTIVE

Find the hidden gold and cash it in at any town, or be the last bandit standing by using matching WANTED cards to eliminate your rivals.

GAMEPLAY OVERVIEW

Gather 'round the game board and prepare to embark from the Hideout Cabin! The dusty trail awaits, winding its way through rugged terrain and into four bustling towns: North Town, East Town, South Town, and West Town. You'll navigate this unforgiving landscape, moving your character piece clockwise around the game board using two dice.

Each round, you'll have a chance to play a digging hand, play Draw cards, or pick up a new Dig and Draw card. As you loop around the map, you'll need to dig through layers of land using Dig cards to uncover the GOLD or WANTED cards necessary to win the game. But beware, partner! Not all layers of land are safe. Hidden dynamite scattered throughout the land will wipe out your cards if you're not careful. And that's not all – game-changing cards lurk in the Draw deck waiting to turn the tables, and 9 unique db Doodad power-ups can change your luck at high noon! Plus, keep an eye out for sneaky attacks from opposing players!

GAME COMPONENTS



1 GAME BOARD (MAP)



THIS RULEBOOK



4 BANDIT CHARACTER PIECES



48 LAND CARDS



48 DIG CARDS



4 BANDIT CHARACTER CARDS



48 DRAW CARDS



9 db DOODAD CARDS



8 db BRIDGE MINIATURES
(2 OF EACH COLOR)



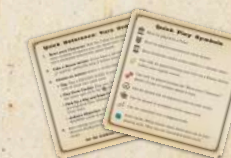
2 DICE



1-MINUTE SAND TIMER



1 CARD QUANTITIES /
STAR POWER CARD




1 QUICK REFERENCE /
QUICK PLAY SYMBOLS
CARD

NOTE: COMPONENTS MAY NOT BE EXACTLY AS SHOWN.

SETTING UP THE GAME

Setup is generally the same for 2-4 players; simply deal starting hands based on the number of players. WANTED cards for all characters are always included even if they were not selected; refer to the WANTED card rules in the **Card Rules** section to learn more.

- 1 Prepare the Game Board:** Place the game board in the middle of the playing area, ensuring all players can easily access it.
 - 2 Set up the LAND Cards:** Shuffle the 48 Land cards and divide them into **piles of 3**. Place each pile face-down on the 16 designated LAND spaces around the game board.
 - 3 Select Bandit Characters:** Shuffle the *Bandit Character Cards* and place them face-down in a row. Each player selects a *Bandit Character Card*, reveals it to the other players, and places it face-up in their playing area. Each player places their *Bandit Character Piece* on the Hideout Cabin and collects their *db Bridge Miniatures*.
 - 4 Deal Starting Hands:** Search through the DIG and DRAW decks and deal the 3 starting cards listed on each *Bandit Character Card*.
 - 5 Place the DIG and DRAW Decks:** Shuffle the DIG and DRAW decks, ensuring that the top card of the Draw deck does **not** have the  symbol. Place the decks face-down on their respective locations on the game board.
 - 6 Determine Who Goes First:** Each player rolls the dice. The player with the highest combined roll goes first. In the event of a tie, players continue rolling until there is a winner. If a player rolls a pair of dice that shows exactly 4 and 2, they receive the db Doodad card shown on their Bandit Character Card as a starting bonus.
 - 7 Place the db Doodads:** Shuffle the remaining db Doodad cards and place them face-down on their designated location on the game board.
- N Note: The Landfill Pile:** As players dig through the land, this pile will grow with discarded Land cards.



- 6** While determining who goes first, Jesse rolled a 4 and 2, obtaining the *Bandit's Block* db Doodad as a starting bonus.

WIN THE GAME

There are two ways to win:

- **Cash in the Hidden Gold:** Be the first player to find the hidden GOLD card and play it on your action turn when you land on any of the four towns. You immediately win the game.
- **Eliminate All Other Players:** Find one or more matching pairs of WANTED cards and play them on your action turn when you land on any of the four towns. Eliminate other players to be the last bandit standing, winning the game.

GAMEPLAY GUIDELINES

Bluff: Feel free to bluff at any time during the game, making claims about your hand or intentions.

Keep Cards Secret: Keep the cards in your hand hidden from other players unless a Lasso card is played against you.

Form Alliances: Players may choose to form temporary alliances or partnerships to take down other opponents - just remember there can only be one winner!

QUICK PLAY SYMBOLS



Must be played in a Town.



Can only be played during your turn as a Bonus Action.



Can be played in multiples of the same card.



Must be played immediately when drawn.



Can only be played during the "Move your Character" phase of your / another player's turn.



Can be combined into a digging hand.



Must finish the card's action within a 1-minute timer.



Can be played out-of-sequence (not on your turn).



Tech Cards. When found, place face-up in your playing area. Not discarded when used.

ALTERNATIVE WAYS TO PLAY

The standard rules are a ton of fun, but once you're familiar with the game, consider these alternative ways to play DIGGING BANDITS!

2 VS 2

When playing a four player game, try playing a team 2 vs 2 game. The team that finds the GOLD first or eliminates the other team via WANTED cards wins the game. In this game mode:

- Partners should sit across from each other so during a *Train Heist* neither will inherit the other's cards (unless a player is in the Hideout Cabin).
- There's no toll to cross your partner's *Bridges*.
- Lend your partner a hand! Disarm the *Dynamite* they struck, or bail them out with a *Saving Spoon*.
- Conduct mutually beneficial trades with your partner when you have the *Trade* card.

QUICK PLAY

Short on time? For quicker games, try this game mode:

- *Tech Cards* are not required to use advanced digging tools such as the *Wheelbarrow* or *Mining Site*. Instead, treat *Tech Cards* the same as *Ground* – straight to the Landfill Pile!
- Once *Dynamite* is found, it's removed from the game instead of going in the Landfill Pile.
- There is a maximum limit of 1 *Bridge* on the game board per player – fewer potential roadblocks!



Willy The Kid

A YARN FROM AN OLD MAN...

I, Old Man Pickles, have spent nigh on 42 years ridin' these dusty trails, and I've seen my fair share of outlaws, scoundrels, and scallywags. But none as infamous as the db Gang – Jesse Aims, John Holiday, Willy the Kid, and Bella Moon. They're the kind of folk who'd steal the silver from your teeth for fun, always on the lookout for the next big score.

This mornin', I watched 'em gather 'round to lay their wanted posters to rest. The sun beat down like a brandin' iron, and the air was thick with the smell of smoke and sweat. I was sittin' there, mindin' my own business, when I saw 'em dig up an old, crumpled map. It was all torn and tattered, like it'd been buried in the sand for years.

Next thing I know, they're squabblin' over the map, their eyes shinin' like gold nuggets in the sunlight. They claimed it was a treasure map, leadin' to a golden fortune buried deep in the desert. Now, my eyes ain't as sharp as they used to be, but that map looked awfully familiar.

I reckon they'd stop at nothin' to get their hands on those riches – even if it meant betrayin' one another or turnin' in their own kin to the law.

I watched 'em ride off on their own separate ways, each one bound and determined to find that treasure.

Who'll find it first? Only the desert knows!



Old Man Pickles

CARD RULES

LAND CARDS



Land cards represent what you unearth while digging for hidden treasure, marked with a purple outline on their face and desert ground on their back. They are stacked face-down in piles of 3 on LAND spaces around the game board.

You'll remove each layer **one at a time** and privately look at the card.

If you strike GOLD or a WANTED card, **keep it secret** by placing it in your hand without revealing it to other players.

If you uncover a *Ground*, *Stone*, or *Dynamite* card, **reveal it to the other players**. If you encounter a *Stone*, you'll need to have played a *Stone Pickaxe* or *Mining Site* to break through – otherwise, you'll have to leave it behind and stop digging.

Add successfully dug cards to the **BOTTOM** of the Landfill pile.



DYNAMITE (x3)

Boom! When dug, *Dynamite* destroys all cards played and held by you, including Dig cards, Draw cards, Tech cards, db Doodads, WANTED cards, and GOLD. It does not affect any *Bridges* you have built or cards played on the board. It also stops further digging during your turn. All destroyed cards go to the bottom of their respective decks.

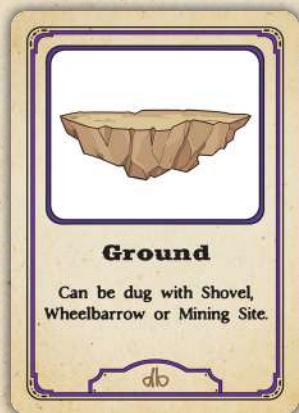
But wait! A *Cowboy* or *Bandit's Block* can be played by you or another player (why would they do that?) to disarm the *Dynamite*, allowing you to continue digging if desired. When found, *Dynamite* is revealed to the other players, and then placed at the bottom of the Landfill pile.



GOLD (x1)

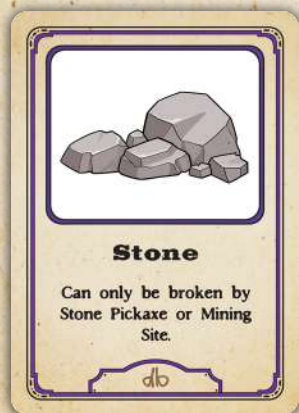
You've struck gold! The player who cashes in the GOLD in any town wins the game. To do so, you must roll the dice or use *Western Warp* on your turn and land on a town. Cashing in the GOLD cannot be blocked by a *Cowboy* or *Bandit's Block*.

If you find the GOLD while digging, place it in your hand without revealing it to other players - they'll infer you found something valuable! If the GOLD ends up in the Landfill pile, take 2 cards when you draw the *Tip Card* to quickly bring it back into play!



GROUND (x19)

Keep digging! *Ground* can be removed with a *Shovel*, *Wheelbarrow*, or *Mining Site*. If you uncover *Ground*, reveal it to the other players, and then place it at the bottom of the Landfill pile.



STONE (x7)

Don't get stuck! *Stone* can only be removed by a *Stone Pickaxe* or *Mining Site*. Unless playing a *Mining Site*, for each *Stone* encountered, a *Stone Pickaxe* must have been played in combination with either a *Shovel* or *Wheelbarrow*. If you uncover a *Stone*, reveal it to the other players.

If successfully dug, *Stone* is placed at the bottom of the Landfill pile. If you fail to break through, the *Stone* is placed back where it came from and all played Dig cards are discarded. Make a mental note to bring the right tools next time!



TECH CARD (x14)

Digging gets serious! You'll need a certain number of *Tech Cards* to be able to use advanced digging tools:

- **Wheelbarrow:** One (1) *Tech Card* per *Wheelbarrow*
- **Mining Site:** Three (3) *Tech Cards*

When found, place *Tech Cards* face-up in your playing area. **Unlike most cards, *Tech Cards* are not discarded once used**, but they can be traded, stolen, swapped in a *Train Heist* or *Duel*, or lost to *Dynamite* or *Gambling*. If lost, discard to the bottom of the Landfill pile.



WANTED (x4)

You've got a price on your head! If you discover a WANTED card while digging, place it in your hand without revealing it to other players. The matching WANTED card will be in the Draw deck or in another player's hand (or maybe you already found it!).

If you have a matching pair, play them on your turn to eliminate the player(s) when you roll the dice or use *Western Warp* and land on any town. The player who turns in the WANTED cards collects all of the eliminated player's cards as their reward. Once a player is eliminated, their WANTED cards are taken out of the game.

If you turn in a bandit that isn't in the game, you can steal 1 card from another player without looking at its face.

A *Cowboy* or *Bandit's Block* cannot block elimination by WANTED cards - only the *Saving Spoon* can grant you an extra life. Players cannot be eliminated via WANTED while they are in the Hideout Cabin.

If a WANTED card ends up in the Landfill pile, take 2 cards when you draw the *Tip Card* to quickly bring it back into play!

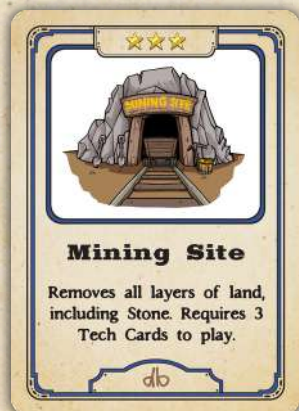
DIG CARDS



Dig cards represent the tools you'll use to dig through the layers of land on the game board from top to bottom, **one card at a time**. Dig cards are marked with a blue outline and feature a shovel and pickaxe on the back. **Craft a DIGGING HAND** that suits your needs by combining one or more Dig cards with the symbol.

Advanced digging tools require a minimum number of *Tech Cards*, marked with a symbol, to be used.

Once you start digging, you can stop at any time after removing at least one layer of land – but be warned: stopping too soon might cause other players to suspect you've got something valuable in your hand! **All played Dig cards are discarded** to the **BOTTOM** of the Dig deck, even if you stop digging early.



MINING SITE (x5)

Clear the land! Removes all layers of land on one LAND space, no matter how deep. To play it, you'll need **three (3) Tech Cards**. The *Mining Site* breaks all *Stone* encountered – no *Stone Pickaxe* required!

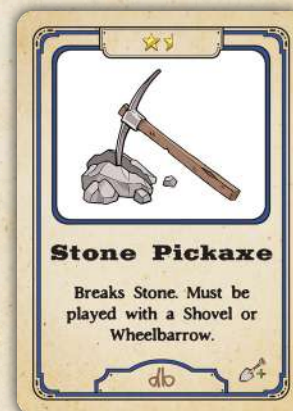


Diggy The Dog



SHOVEL (x23)

Get digging! Removes 1 layer of land and can be used in any DIGGING HAND combination. Just remember, you'll need to play a *Stone Pickaxe* to break and remove each *Stone* you encounter.



STONE PICKAXE (x9)

Smash through stone! One *Stone Pickaxe* is required to break each *Stone* encountered, paired with either a *Shovel* or *Wheelbarrow* to remove the *Stone*. Good news: you can use it in any DIGGING HAND combination. Bad news: you have to anticipate whether or not you'll need it – even if you don't encounter any *Stone* while digging, your *Stone Pickaxe* must be discarded.



WHEELBARROW (x11)

Dig fast! Removes 2 layers of land but requires **one (1) Tech Card** to play. You can play multiple *Wheelbarrow* cards at once if you have enough *Tech Cards*. Don't forget that you'll still need one *Stone Pickaxe* for each *Stone* you encounter in order to break and remove it.

DRAW CARDS



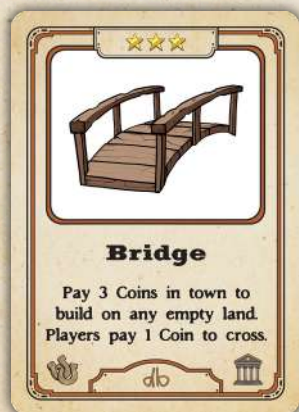
These versatile cards can be used as an action against another player(s), or to build and cross *Bridges*. Draw cards have a red-brown outline and feature a pair of pistols on the back.

Draw cards featuring the symbol, such as *Coin*, *TNT*, *Sheriff*, and *Cowboy*, are played out-of-sequence, catching your opponents off-guard.

Play multiple Draw cards of the same type with the symbol, stacking the deck in your favor – just be sure to follow the specific rules for each card type.

Draw cards with the symbol must be played immediately when drawn.

Draw cards are discarded to the **BOTTOM** of the Draw deck.



BRIDGE (x4)

Roadblock ahead! Building *Bridges* slows down your opponents and allows you to collect *Coin* faster.

- **Crossing Bridges:** To cross an opponent's *Bridge*, a toll of 1 *Coin* must be paid out-of-sequence to the owner. If you're unable to afford the toll, you can't move past the *Bridge* until you pay. Instead, you must play a Draw card(s) or pick up a new Dig and Draw card. There is no toll to cross your own *Bridge*.
- **Building Bridges:** A player can have a maximum of 2 *Bridges* on the board at any given time, built on LAND spaces that have been cleared of all Land cards. To build a *Bridge*, you must roll the dice or use *Western Warp* and land on a town, have a *Bridge* card, and pay 3 *Coins*. Place your *Bridge* card on any empty LAND space, and put one of your db Bridge miniatures on top. You can build two *Bridges* in a single turn if you have enough *Bridge* and *Coin* cards.

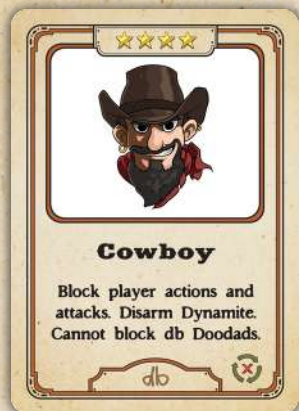


- **Burning Bridges:** Tired of paying tolls? If you encounter an opponent's *Bridge* and have a *TNT* card in your hand, you can play it out-of-sequence to destroy the *Bridge* and continue on your way. If your *Bridge* is destroyed, the *Bridge* and *TNT* cards are discarded to the bottom of the Draw deck and you retrieve your db Bridge miniature.
- **Stealing Bridges:** If you land directly on an opponent's *Bridge*, whether through chance or using *Western Warp*, you can attempt to play an *Outlaw* to steal the *Bridge*, as long as stealing it wouldn't put you over the limit of 2 *Bridges*. The *Bridge* owner can bribe the *Outlaw* with 2 *Coins* per *Outlaw* to prevent the theft. If successfully stolen, swap the db Bridge Miniature with your own. If you fail to steal it, you'll have to pay the toll or use *TNT* on your next turn.
- **Delayed Payment:** If you're stuck at a *Bridge* and draw a *Coin* or *TNT*, or obtain them over the course of other player's turns, you'll have to wait until your next turn to play it out-of-sequence before you roll the dice and continue your turn.
- **Landing on a Bridge:** If you roll the dice and land directly on an opponent's *Bridge* and pay a *Coin* or use *TNT*, place your Character Piece at the far end of the *Bridge* to indicate you have already crossed. If the *Bridge* was destroyed and another player builds a second *Bridge* on the same location, you are considered to have already crossed at the start of your next turn.

COIN (x13)

Cha-ching! *Coins* are used to pay tolls to cross *Bridges* (1 coin per *Bridge*), bribe *Outlaws* (2 coins per *Outlaw*), or build *Bridges* (3 coins per *Bridge*). They are played out-of-sequence to cross *Bridges* or pay off *Outlaws*.

Coins used to pay *Bridge* tolls go to the owner of the *Bridge*. *Coins* used to bribe *Outlaws* and build *Bridges* are always discarded to the bottom of the Draw deck.



COWBOY (x2)

Hero of the day! The versatile *Cowboy*, played out-of-sequence, can:

- Disarm *Dynamite*
- Block *Train Heist*, *Gambling*, *Duel*, *Hideout Cabin*, *Lasso*, *TNT*, *Outlaw*, and the building of *Bridges*
- Stop a *Trade* before it goes through, or stop another player from paying with *Coin*
- Counter-block *Cowboy* cards
- Prevent a player from digging or picking up a Dig and Draw card

All cards blocked by the *Cowboy* are discarded to the bottom of their respective decks. **Cowboys cannot block db Doodads, WANTED eliminations, GOLD, or be used to cross Bridges.**

Unlike the *Sheriff*, the *Cowboy* can see the action the player intends to take before quickly deciding whether to spring into action. When blocking another player from digging or drawing cards, you must play the *Cowboy* card **before** they pick up a Land card or **before** they draw a card from the Dig deck. If the *Cowboy* card is played too late, it's placed at the bottom of the Draw deck and the other player continues their turn. If a close call, both players roll the dice, and the highest roll wins the argument. If a player rolls a pair of dice that shows exactly 4 and 2, it is considered the highest possible roll.

DUEL (x2)

High noon! Must be played immediately when drawn. You must choose another player to challenge to a duel! Both players roll the dice, highest roll wins the duel. If a player rolls a pair of dice that shows exactly 4 and 2, it is considered the highest possible roll. The winner gets all of their opponent's cards. Already built *Bridges* and cards played on the board are not affected. **If a draw, both players keep their cards.** If the *Duel* card is drawn and there are no players available to challenge, it is placed at the bottom of the Draw deck and nothing happens.



GAMBLING (x1)

Gone bust! Must be played immediately when drawn. You lose all cards in your hand and all *Tech Cards*, discarding them to the bottom of their respective decks. Already built *Bridges* and cards played on the board are not affected.



HIDEOUT CABIN (x3)

Safe haven! Must be played immediately when drawn. Go directly to the Hideout Cabin and collect a db Doodad from the top of the db Doodad deck. While in the Hideout Cabin, you're safe from all opposing player attacks including *Train Heist* and elimination via WANTED. You also cannot participate in *Trades* or play any out-of-sequence cards.

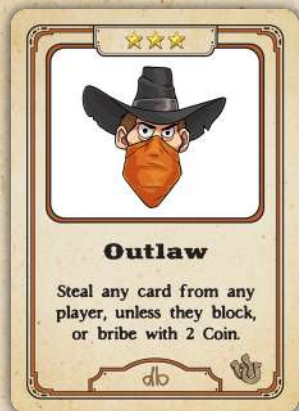


LASSO (x1)

Sneak peek! A player you select must privately reveal all of the cards in their hand to you.



Bella Moon



OUTLAW (x4)

Put 'em up! Hire an *Outlaw* to steal a card from another player. Choose one card from their hand or one of their *Tech Cards*. Use one or more *Outlaw* cards in a single turn against one or more players.

If you **land directly on a *Bridge*** you can attempt to steal it, converting it into your own – see the *Bridge* card rules to learn more.

If you decide to steal from a player's hand, they must spread their cards so the backs are clearly visible and not hidden behind one another.

But not so fast! Your target can prevent the theft by bribing your *Outlaw*, paying 2 *Coins* per *Outlaw* card. The *Coins* used to bribe the *Outlaw* are placed at the bottom of the Draw deck.

SHERIFF (x3)

Stop right there! Can only be played during the "Move your Character" phase of **another** player's turn to prevent them from taking a Bonus Action or regular Action.

The *Sheriff* does not stop player movement or cards that are played out-of-sequence.

The *Sheriff* must be played after the player rolls the dice but before their Bandit Character Piece touches their dice roll location on the game board. If the player rolls a 2, better act fast!

The *Sheriff* cannot stop a turn using *Western Warp*. Only one *Sheriff* can be played, out-of-sequence, during another player's dice roll – if they block your *Sheriff*, better luck next time!

If the *Sheriff* card is blocked or played too late, it's placed at the bottom of the Draw deck and the player continues their turn. If it's a close call, both players roll the dice, and the highest roll wins the argument. If a player rolls a pair of dice that shows exactly 4 and 2, it is considered the highest possible roll.



SHUFFLE DRAW DECK (x1)

Mix it up! Must be played immediately when drawn. You must shuffle the Draw deck. **You have the option to stop shuffling when you see a [hand icon] at the top of the Draw deck**, leaving a potential trap for the next player!



TIP CART (x5)

Sow chaos! Must be played immediately when drawn. Take 1 or 2 Land cards from the **top** of the Landfill pile, **view them privately**, and place them on any LAND space on the map (except on *Bridges* or a *Private Plot*). If you take 2 cards, they can be placed on separate LAND spaces.

Filling holes is a great way to prevent opponents from building *Bridges*. There is no limit to the number of land layers on one space – stack 'em to the moon! If there are no Land cards in the Landfill pile, the *Tip Cart* card is discarded to the bottom of the Draw deck and nothing happens.



TNT (x2)

Ka-boom! Destroys *Bridges*. Must be played out-of-sequence as you're crossing an opponent's *Bridge*. After ruining their day, carry on your way to your dice roll location. You can play two *TNT* cards in a single dice roll if you encounter two *Bridges*. Review the *Bridge* card rules for more details.



TRADE (x2)

Make a deal! Trade one or more cards with another player. Flip the 1-minute timer and publicly announce your trade offer, presenting each card face-down and claiming what it is. Players interested in trading must do the same. Both you and your trading partner can bluff your trade offer – how's your poker face? If multiple players are interested, you decide who you want to trade with. **The trade must be completed before the timer runs out.** If no one wants to trade with you, or there are no other players available to participate, the *Trade* card is placed at the bottom of the Draw deck and nothing happens.



TRAIN HEIST (x1)

The tables have turned! Must be played immediately when drawn. Players must pass all cards in their hand and all *Tech Cards* clockwise to the next player. You might end up empty-handed! Already built *Bridges* and cards played on the board are not affected. Players in the Hideout Cabin do not participate in the *Train Heist*. If the *Train Heist* card is drawn and there are no other players available to participate, it's placed at the bottom of the Draw deck and nothing happens.



WANTED (x4)

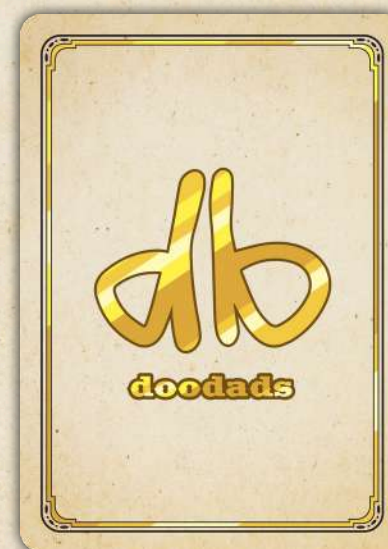
You've got a price on your head! The matching WANTED card will be hidden throughout the land, in the Landfill pile, or in another player's hand (or maybe you already found it!)

If you have a matching pair, play them on your turn to eliminate the player(s) when you roll the dice or use *Western Warp* and land on any town. The player who turns in the WANTED cards collects all of the eliminated player's cards as their reward. Once a player is eliminated, their WANTED cards are taken out of the game.

If you turn in a bandit that isn't in the game, you can steal 1 card from another player without looking at its face.

A Cowboy or Bandit's Block cannot block elimination by WANTED cards – only the Saving Spoon can grant you an extra life. Players cannot be eliminated via WANTED while they are in the Hideout Cabin.

db DOODAD CARDS



These special power-ups are like aces up your sleeve, ready to change your luck at high noon! Featuring 9 unique abilities that cannot be blocked by the *Cowboy*, db Doodad cards are denoted by a gold outline on their face and the golden db Doodads logo on their back.

Each time you return to the Hideout Cabin via the *Hideout Cabin* Draw card or *Western Warp*, you'll be able to pick up a new db Doodad card.

db Doodads are discarded to the **BOTTOM** of the db Doodad deck once played.






BANDIT'S BLOCK (x1)

Just say no! Stop a player from using a db Doodad, disarm *Dynamite*, or block attacks against you from *Outlaws*, *Duel*, *Gambling*, *Lasso*, or being a part of a *Train Heist*. Can also be used to block a *Trade* or counter an opponent's *Cowboy*. This card is played out-of-sequence.



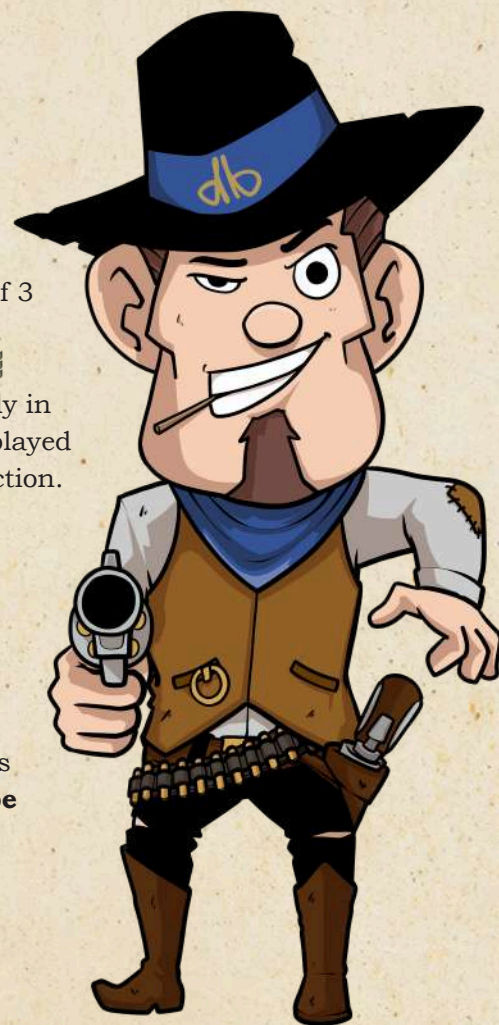
CARD CACHE (x1)

Swap 'em out! You can discard any 3 cards in your hand and pick up a total of 3 new cards from the Dig and/or Draw decks. If you draw any cards with the  symbol, each must be played immediately in the order drawn. This card can only be played as a Bonus Action before your regular action.



db DOUBLE-TIME (x1)

Encore! You can take an extra turn. This card is played after your first turn is over. Your *db Double-time* turn **cannot be stopped by the Sheriff**.



Jesse Aims



GOLDEN GUIDE (x1)

Dig smart! You can privately view all layers of the LAND space you land on before deciding whether or not to dig. This card can only be played as a Bonus Action before your regular action.



MONEY MAGNET (x1)

Yoink! When played, all other players **must** give you all *Coin* in their hand. They can't bluff their way out of this one! This card can only be played as a Bonus Action before your regular action.



OUIJA ORACLE (x1)

See the future! You can privately view the next 3 Draw cards at the top of the Draw deck. This card can only be played as a Bonus Action before your regular action.



John Holiday



PRIVATE PLOT (x1)

Get off my land! Place a barrier on any LAND space on the map with at least 1 layer, granting yourself exclusive digging rights. Other players may land on your private plot, but are unable to dig or place additional Land cards with the *Tip Cart*. This card can only be played as a Bonus Action before your regular action. The *Private Plot* card is placed and remains on the LAND space until you dig up all layers – or you're eliminated via WANTED – and then it's discarded to the bottom of the db Doodad deck.



SAVING SPOON (x1)

Jailbreak! Gain an extra life when you're eliminated with matching WANTED cards. This extra life allows you to re-enter the game one time after being eliminated. **You re-enter the game with no cards.** The matching WANTED cards are discarded to the bottom of their respective decks.

OR, throw caution to the wind and use the *Saving Spoon* as a **powerful digging tool**, clearing all layers of land on one LAND space, no matter how deep, including any *Stone* encountered. No *Tech Cards* required!



WESTERN WARP (x1)

Shortcut to success! You don't roll the dice. Instead, move directly to any location on the map, including towns or the Hideout Cabin, avoiding any *Bridges*. **This card is played instead of a dice roll during the "Move your Character" phase of your turn.**

CREDITS

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