

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

GAMEPLAY OVERVIEW

Alright bandits, listen up! To win this game, your goal is to either:

- Find the hidden **GOLD** card and cash it in at any Town.
- Be the last bandit standing by eliminating rivals using matching **WANTED** cards in any Town.

You'll start at the Hideout Cabin and move clockwise 'round the dusty trails, passing through four bustling Towns by rolling two dice. On your turn, you'll move and then choose actions:

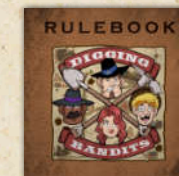
- **Dig** for treasure (like **GOLD** or **WANTED** cards) using Dig cards.
- **Play** powerful Draw cards or special db Doodads.
- **Draw** new Dig and Draw cards.

Watch out for dynamite, rival bandits, and unexpected events as you race to strike it rich or take down the competition!

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: DELUXE EDITION SHOWN. COMPONENTS MAY NOT BE EXACTLY AS PICTURED.

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, and it is considered the highest possible roll.
- 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.

HOW TO PLAY

Begin the game in the Hideout Cabin, exiting north. As each player takes their turn, play progresses clockwise.

TAKING YOUR TURN

- 1. Move:** Roll the 2 dice and move your character piece clockwise that many spaces (*rolling exactly 4 and 2 lets you warp anywhere! See the 4-2 rule*).
- 2. (Optional) Bonus Action:** If you have a db Doodad with the ✨ symbol, you may play ONE such card now.
- 3. Main Action (Choose AT LEAST ONE in this order):**
 - **Dig:** If on a LAND space with Land cards, play a DIGGING HAND to remove Land cards.
 - **Play Card(s):** Play ONE Draw card (or multiple identical Draw cards with the 🗝️ symbol).
 - **Pick up Cards:** Draw the top card of the Dig deck first, followed by the top card of the Draw deck.
 - **Win (Town Only):** If you landed exactly on a Town space this turn, you can cash in the GOLD card or play matching pairs of WANTED cards to eliminate rivals.
- 4. End Turn:** Your turn ends after completing your action(s). Discard any played cards to the bottom of their respective decks.

OUT-OF-SEQUENCE CARDS

Cards with the ⓧ symbol are played outside of your standard turn. Use them to block other player actions, pay fees, or blow up your opponent's *Bridges*.

TIPS

YOUR HAND: These are the cards you want to keep away from prying eyes. They include your Dig and Draw cards, db Doodads, and the GOLD or WANTED cards.

A DIGGING HAND: The combination of Dig cards you decide to play on your turn. This could be a single *Shovel* or *Mining Site*, or an array of *Shovels*, *Stone Pickaxes*, and *Wheelbarrows*. Cards with the ⚒️ symbol can be played together to form your digging hand.

TOWNS: When you roll the dice or use *Western Warp* and land on a town, you'll have the opportunity to purchase *Bridges*, eliminate players with matching WANTED cards, or cash in the GOLD.

THE 4-2 RULE: Rolling a pair of dice showing exactly 4 and 2 lets you warp directly to any location on the game board avoiding any *Bridges*, and counts as the highest possible roll in disputes or *Duels*.

See *Bridge* rules in the **Card Rules** section to learn how to slow down opponents!

Discards are always placed at the **BOTTOM** of their respective deck / pile.



Only return to the Hideout Cabin when drawing the *Hideout Cabin* card, using *Western Warp*, or rolling a 4-2.

Tech Cards, required to use advanced digging tools, are placed face-up in your playing area.

Note: Some Draw cards or situations can alter gameplay. Refer to the **Card Rules** section for detailed explanations of each card's effects.

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 (except during *Trades*), 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

Purple Outline, Desert Back



These cards represent what you find when digging. Stacked in face-down piles of 3 on LAND spaces around the game board, you'll remove them **one by one** 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.

Reveal *Ground*, *Stone*, or *Dynamite* to all players. Any *Tech Cards* you find are placed face-up in your play area.

Successfully dug cards are discarded 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 stops all further digging and your turn is over. 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)

Just dirt! Remove with *Shovel*, *Wheelbarrow*, *Mining Site*, or *Saving Spoon*. Reveal when found, then discard to the bottom of the Landfill pile.



STONE (x7)

Hard rock! Requires a *Stone Pickaxe* (with *Shovel* / *Wheelbarrow*), a *Mining Site*, or *Saving Spoon* to have been played in your DIGGING HAND to break and remove the *Stone*.

- **Reveal** when found.
- **Success:** Discard *Stone* to Landfill pile bottom.
- **Failure (wrong tools):** Put the *Stone* back where it came from, face-down. Discard all played Dig cards. Remember where the *Stone* is and bring the right tools next time!

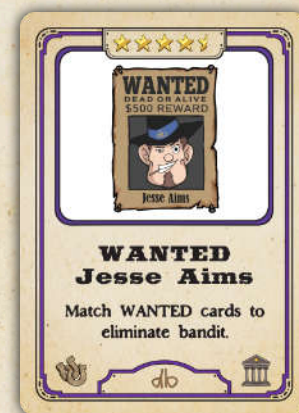


TECH CARD (x14)

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

Blue Outline, Crossing Shovel / Pickaxe Back

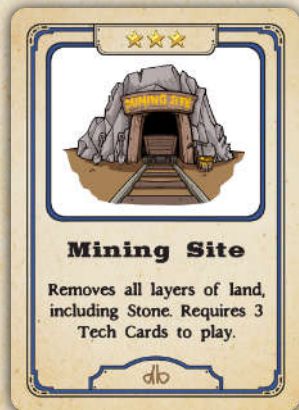


These are the tools used to remove Land cards from top to bottom, **one card at a time**. Combine one or more cards with the  symbol to form your DIGGING HAND for the turn.

Advanced digging tools require *Tech Cards*, marked with a  symbol, to use.

You can stop digging at any time after removing at least one Land card – but be warned: stopping too soon might cause other players to suspect you've got something valuable in your hand!

Your entire DIGGING HAND for the turn is discarded to the **BOTTOM** of the Dig deck after digging stops.



MINING SITE (x5)

Clear the land! Removes ALL layers of land on one space, no matter how deep. Requires **three (3) Tech Cards** to use. The *Mining Site* breaks all *Stone* encountered – no *Stone Pickaxe* required!

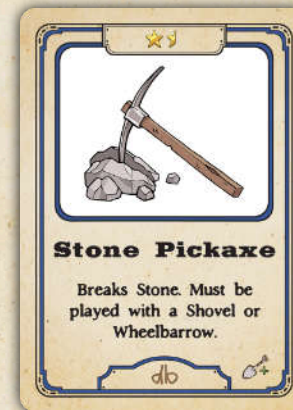


Diggy The Dog



SHOVEL (x23)

Get digging! Removes 1 layer of Land. You'll need to have included a *Stone Pickaxe* in your DIGGING HAND to break and remove each *Stone* you encounter.



STONE PICKAXE (x9)

Smash through stone! Breaks 1 layer of *Stone* per *Stone Pickaxe* played in your DIGGING HAND for the turn. Must be paired with either a *Shovel* or *Wheelbarrow* in the same DIGGING HAND. Discarded even if no *Stone* is encountered.



WHEELBARROW (x11)

Dig fast! Removes 2 layers of land. Requires **one (1) Tech Card** per *Wheelbarrow* played. You'll need to have included a *Stone Pickaxe* in your DIGGING HAND to break and remove each *Stone* you encounter.

DRAW CARDS

Red-Brown Outline, Crossing Pistols Back

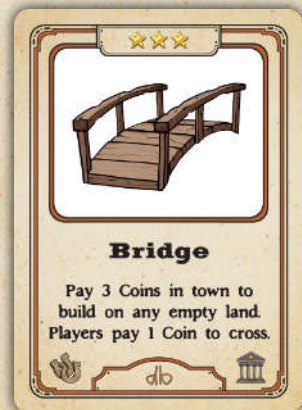


These versatile cards are used for special actions, attacks, defense, or building. Played as a Main Action unless they have a symbol indicating otherwise (☒, ☞).

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 after use.



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.

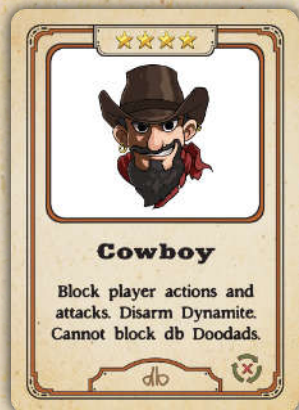


COIN (x13)

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.

- **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.



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*, *Outlaws*, 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 *Private Plot* or *Bridge*** you can attempt to steal it, converting it into your own – see the *Bridge* card rules.

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 [coin 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. Cannot be used when warping directly to another location on the game board via *Western Warp* or rolling a 4 and 2.



TRADE (x2)

Make a deal! No bluffing! Trade one or more cards with another player. Flip the 1-minute timer and publicly announce your trade offer. If multiple players are interested, you decide who you want to trade with. **The trade must be completed before the timer runs out.** You can trade any card(s), including cards played on the board such as *Private Plot* and built *Bridges*, as long as it wouldn't put you over the limit of 2 *Bridges*. 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)

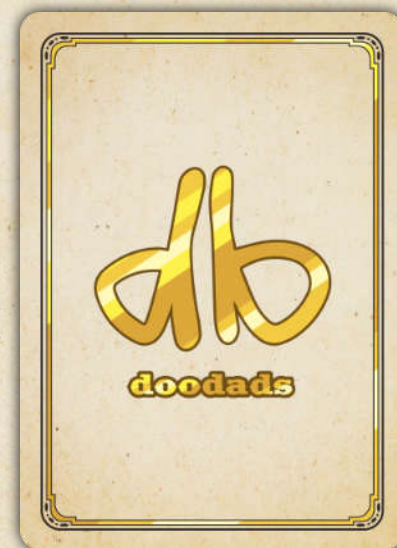
You've got a price on your head! The matching WANTED card will be hidden throughout the land, in the Landfill pile, or in another player's hand (or maybe you already found it!)

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
Gold Outline, db Logo Back



These special power-ups are like aces up your sleeve, ready to change your luck at high noon!

Each time you return to the Hideout Cabin you'll be able to pick up a new db Doodad card. Usually played as a Bonus Action ✨ at the start of your turn. Cannot be blocked by the *Cowboy*.

db Doodads are discarded to the **BOTTOM** of the db Doodad deck after use.





Bandit's Block

Stop another player's db Doodad. Disarm dynamite. Block attacks against you.

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*, counter an opponent's *Cowboy*, or block the building of *Bridges*. This card is played out-of-sequence.



Card Cache

Exchange any 3 cards in hand for 3 cards in Dig and/or Draw decks.

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

Take an extra turn. Cannot be stopped by a Sheriff.

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

Privately view all layers of the space you land on.

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

All players must give you all Coin in hand.

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

View the next 3 draw cards from the Draw deck.

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, and disarms *Dynamite*. 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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