

GRAVE DIGGER – Rules Of Play

Object Of The Game: Try to destroy the vampire by digging up the right grave. You must have three tools (a pick, a shovel and a stake) to dig up and kill the vampire. The phantoms will try to break your tools.

Game Setup: Each player chooses a playing piece. Play begins on the green X in the center of the board. Place the tools in a pile beside the board. Player 1 places the six grave cards face down (headstones showing) on the table top. Then player 1 looks away while player 2 slides the cards around to shuffle them. Player 2 looks away while player 1 slides the cards back into a row. The game is now ready to begin.

Each turn consists of three parts: a Movement phase, a Tool phase and a Battle phase.

Movement phase: Player rolls the die to determine how many squares to move. Player must move the entire number of squares rolled. Player can move in any direction, but can't backup over squares they were just on.

Tool phase: Player collects any tool they passed over OR landed on during the movement phase, if they don't already have that tool. (Player can only have 1 of each tool at a time.) For each tool collected, player takes one of that tool from the tool pile.

Battle phase: If player passed over OR landed on the shadow of a phantom during the movement phase, player must battle the phantom (unless player has no tools at end of tool phase, in which case the phantom ignores them). If player passed over OR landed on two phantom shadows during movement, both phantoms must be fought. If player had no tools when the phantom's shadow was crossed, but picked up tools later during the movement phase, the phantom followed the player and must still be fought. Phantoms can't harm you but they can destroy your tools. Roll the die to determine the battle's outcome. If player rolls 1-3 the phantom destroys a tool (player returns one tool of their choice to the tool pile). If player rolls 4-6 player wins and keeps all tools.

The Red X: If a player has all 3 tools they must reach the red X. If player rolls higher than the number of squares needed to reach the red X, extra number is ignored (so you don't have to roll the exact number of squares needed). If the player reaches the red X and still has all three tools, player battles the red phantom. (If player doesn't have all three tools the phantom ignores them.) If player rolls 1-3 the phantom destroys two tools (player returns two tools of their choice to the tool pile). Player must then go find more tools to try again. If player rolls 4-6 the phantom is defeated and player may now dig up a grave...

Grave Digging: To dig up a grave, player returns all three tools to the tool pile (the shovel and pick are worn out digging up the grave, and the stake is driven through the lid of the coffin before opening it, which ruins the stake but might also ruin a vampire). Then player chooses any one card from the row of graves and turns it over. If the coffin holds a punctured vampire, the player WINS THE GAME! If the coffin is empty, player returns to the green square and must gather more tools to try again.