

Martijn van der Lee's

Golddiggers

A push-your-luck dating game with a *lot* at stake.



2-6



15-30m



Ages 14+*

What you'll need

Print out components file

- 5 Gold cards.
- 6 Digger cards.
- 1 Loser card.
- 20 Event cards.

Provide your own...

- 1 standard D6 dice.
- 15 tokens (preferably cubes) for each player, each player has their own color.
- (Optional) 1 active player marker.

The goal

Go bag yourself a Gold! "Golds" are rich guys. They may not be funny, or attractive, or remotely interesting, but they *are* rich, and rich is the lifestyle for a 'Digger such as you.

You get your paws on one of these wealthy Golds by hosting and attending social events. At each event you must take risks to try and impress the Golds with your talents.

But be careful; fail to impress the Golds and only the Loser will be impressed. There are *some* limits to what you will do for money.

- It's about women dating rich men for their wealth. If your kids can handle that subject matter, the rules are easy enough for ages 8 and up.

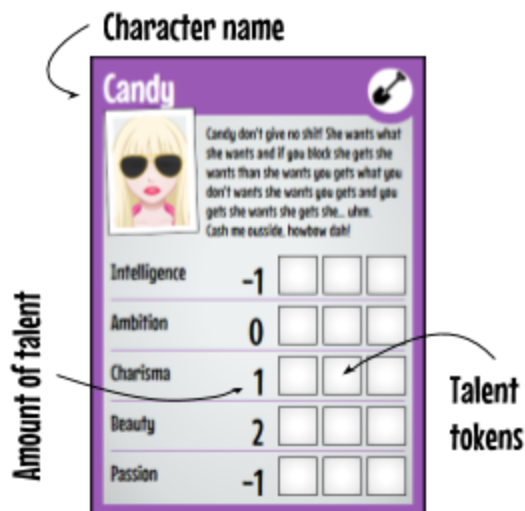
Components

Gold character cards

These cards are what you'll be competing for. They tell you how much Talent you need to show before you can impress these rich guys.

Each has their own preferences, so try to find the best match for your Digger.

Each also has a different net worth. Bag yourself the richest guys of the bunch for the most luxurious lifestyle



Digger character cards

These are the cards describing the character you'll be playing. They tell who your character is and what their talents are.

The amount of talent -- or lack thereof -- of each character is different. Some characters are smart, some aren't. Some are beautiful, others are only pretty.

Try to match your talents best suited to handle the social events that will happen and find the ideal victim rich guy to suit your needs.

Event cards

Social events are what Diggers thrive on. Rich guys attend the social events and Diggers get to use the events to impress the rich guys with their talents.

Not all talents are equally suited for events though. If the event doesn't require you to think, trying to make an impression with your intelligence will only make you look foolish.

Other talents can be highlighted by the events, so try to find the best match between your natural talents and the opportunities provided by the event.



Setting up

Diggers

Take the Digger cards. You can recognize the cards by the picture of a shovel in the top-right corner of the cards.



Shuffle the Digger cards.

Each player picks one of the Digger cards at random and places it in front of them.

Each player takes 15 tokens and puts them on the squares of the talent tracks.

Golds

Take the Gold cards. You can recognize the cards by the picture of three gold bars in the top-right corner of the cards.



Shuffle the Gold cards.

Pick three of the the Gold cards at random and place them in the middle of the table.

Loser

Take the Loser card. You can recognize this card by the big “L” in the top-right corner of the card.

Place the Loser card next to the Gold cards.

Events

Take the Event cards. You can recognize them by their small size and by the fact that they are the only cards left.

Shuffle the Event cards.

Place the Event cards face down in the middle of the table.

Example of 2 player setup:



Starting

Whichever player has had the most recent date, is the player that starts the game as the host.

If you are playing this game on a date, use the most recent date before this one. Also. Why are you playing this game on a date? Are you insane?

As the host, you will be responsible for organizing the first event. Consecutive events will be hosted by the other players on the table in clockwise order.

Playing a round

At the start of each round, the host takes the top Event card from the deck and reveals it face up for all to see on top of a discard pile.

Each card contains a description of the event and two possible effects.

- “+1” improves your chance to make an impression using the talent listed on the card by 1.
- “-1” means your chances of making an impression using that talent decreases by 1.



Each player uses the same event card during the same round.

Each player's turn

Each player now takes their turn, starting with the host. Each player can take one of two actions:

Impress

Pick one of your talents to impress with. You can only pick a talent for which you have at least one token on your card.

Roll the dice and add the dice value, your talent and the event card effect for the chosen talent. The talent and/or event card effect may be negative, in which case you subtract them. If you choose a talent listed on the event card, you must apply that effect.

If your score is equal or greater than the minimal requirement listed on a Gold card for the talent, you may place the talent token from your card to the Gold card. You may only place one token per round. If you have a token on all five talents of the Gold card, you may claim that Gold yours at the end of the game.

If you cannot place your talent token on a Gold card, it must be placed on the Loser card. If you have five tokens on the Loser card, you lose the game and can no longer take any turns. Any claim on Gold cards still count at the end of the game.

...or... Disappoint

Pick any of your talents to disappoint a Gold with. You don't need to have any tokens for that talent on your Digger card.

Roll the dice and tally the score like you would trying to Impress.

You can now take back one token from any of the Gold or Loser cards and put it back on your card. You can only take back a token if you meet the talent requirement for the Gold or Loser card you want to take it back from. You can only take back a token from the talent track you rolled for and to the talent track you rolled for.

For the Loser card, the requirement is always a 4 or higher score. The Loser card does not distinguish between talents; as long as you meet the 4+ requirement and there is a token on the card, you can take it back.

Next round

After all players have had their turn this round, it's time to start the next round.

If at least one player has no more tokens on their card, the game ends. There won't be a next round and you get to figure out who wins.

Otherwise the next player to the left becomes the start player for the next round and the next round starts.

Who wins?

Time to claim your Golden boys!

If you have at least one of your tokens on each of the talent tracks for a Gold card, you can claim that card. If multiple players can claim the same Gold card, the player with the most tokens on the card wins the claim on that Gold card. If multiple players have an equal number of tokens on the same Gold card, neither of those players can claim the card.

After all claims have been made, tally up the Gold card's net worth. The player with the most net worth claimed wins the game.



Legal disclaimer

The story, all names, characters, and incidents portrayed in this production are fictitious. No identification with actual persons (living or deceased), places, buildings, and products is intended or should be inferred.

Copyright © 2017 Martijn van der Lee.

All images