

Gravedigger

Stinger / Player count

A dexterity game of digging graves for 2 - 6 players.

Win condition

Have the highest total point value in body parts at the end of the game.

Contents

12 Shovel cards in six player colors

24 Grave cards

Setup

Divide all the Grave cards among the players as evenly as possible. The players then take turns placing Grave cards on the play area grave-side up. Each player takes two Shovel cards in the color of their choice.

How to play

Starting with the tallest player and continuing clockwise, players will throw their Shovels one at a time onto the play area, attempting to land on as many Grave cards as they can. Once everyone has thrown all of their Shovels, it is time to start digging.

Digging and collecting

A Grave card must first be Dug Up (flipped body-side up) before it can be collected.

If a Shovel is touching a Grave, flip that card body-side up and remove the Shovel. If a Shovel is touching a Body Part, that Shovel's owner collects that Body Part.

If two or more Shovels are stacked up and touching the same card, the lowest Shovel will collect if it is a Body Part or dig if it is a Grave. The second-lowest Shovel will collect the Body Part (if it is dug up).

Each Body Part has a stipulation that must be followed on future rounds and affects the player that collected the Body Part. Each stipulation must be attempted to the best of the player's ability.

Ending the game

At the end of the eighth round, or if all Body Parts have been collected, the game ends. The player with the most points wins. In case of a tie, the players share the victory.

Credits

Game design: Matt Ajifu

Version 1.0.0