**Rules for the digging game**

Info for Ambassadors:

Each Ambassador has

1 Game board (16X16 fields)

256 cards to cover the fields of the game board

2 Bulldozers (in yellow for PC’s)

1 Bulldozer (in black for the Ambassador)

4 Depots

1 six-die

Digging out resources should take about 2 min for each resource. If the Ambassador sees the digging is too fast or too slow, he should adjust the game accordingly.

Setting up the game:

Place the cards randomly (face down) on all the fields of the game board, and place the black bulldozer in the middle of the game board.

The inhabitants of the planet get one yellow bulldozer. One depot per inhabitant digging (one depot per PC playing), maximum 4 depots in play from the planets inhabitants.

The third bulldozer is for stealing resources on other planets (see chapter about stealing further down).

Digging for resources:

Depending on how many inhabitants the planet has for digging (sitting around the game playing, NOT building modules), the inhabitants place the depots strategically along the outer end of the game board. There can be maximum one depot per side of the game board. The bulldozer is placed on one of the depots.

The inhabitants roll the die; the die shows the maximum number of fields the inhabitants can move their bulldozer. They then move their bulldozer along the fields maximum the number shown on the die, in any direction except diagonally. The inhabitants have to move minimum one field every time they role the die. But they do not have to move all the moves shown on the die. Where the bulldozer stops it automatically digs. The card in that field is turned and it shows either nothing or a resource.

If the card is blank, nothing happens and the Ambassador makes his move by rolling the die, and moves the black bulldozer accordingly, trying to get closer to the inhabitants bulldozer (NOTE: Also the black bulldozer does not have to spend all his moves, but does not dig).

If there is a resource on the card, the resource card is placed on the bulldozer. The inhabitants must now get the resource back to one of the depots in order to save it. If the black bulldozer catches up with the inhabitant’s bulldozer (stops on the same field), the resource is lost and returns to where it was found, face down. (NOTE: The bulldozer can only carry one resource at a time.). The inhabitants stay where they are and the black bulldozer returns to the middle of the game board again.

If the inhabitants reach a depot with the resource they keep it, and the black bulldozer is automatically moved back to the middle of the game board. The inhabitants need to roll the exact number or more with the die, to reach the depot. The resource now belongs to the inhabitants. If the inhabitants did not spend all their moves to get back to the depot, these moves are now lost.

If there is no card where the bulldozer stops, nothing happens. And the Ambassador makes his move.

Additional rules:

* The inhabitant’s bulldozer can teleport from one of the depots to any other depot at any time by spending the rest of his moves plus the next round. (NOTE: Of course this is not possible when carrying a resource!). The black bulldozer can NOT use the teleport.
* The inhabitants can move one of their depots along the side of the game board at any time for the cost of a resource card. Still there can maximum be one depot of the inhabitants per side of the game board.
* Bulldozers cannot jump! If a bulldozer is blocked by another, he has to find a way around.

Stealing:

If some inhabitants from a different planet (invaders) come they can try to steal resources, if they have brought along their own bulldozer and a depot. They place their depot somewhere along the outer end of the game board, and they place their bulldozer on top on it. There are now “3” players in the game.

The invaders move around the game board in the same principle as the black bulldozer. They cannot dig.

If the inhabitants of the planet find a resource, and the invaders catches up with the inhabitants bulldozer (stops on the same field), ALL the resource is stolen by the invaders (in some special cases the bulldozer can carry more the one resource). The invaders now throw the die first to try to get it safely back to their depot. If the invaders manage to get the resource back to their depot, they keep the resource. The inhabitants must try to catch the invaders to get their resource back. If the inhabitants manage to catch up with the invaders bulldozer, the invaders have been caught and must now work as slaves for the inhabitants.

If the black bulldozer catches up with one of the other bulldozers the resource is lost and returns to the field where it was found, face down. The black bulldozer is returned to the middle of the game board and the game continues as normal. The inhabitants can start to look for a new resource.

The invaders can stay on the game board and try to steal a new resource or return to their depot in order to continue their flight/trading.

If there is more than one invader on a planet, the invaders steal from each others.

Slaves:

If some invaders are caught stealing they must be slaves for the inhabitants. This means they must successfully dig out one resource on the planet they are visiting, bring it back to their depot without being captured by the black bulldozer. This resource is given to the inhabitants of the planet.

The slaves cannot leave the planet they are visiting until they have dug out a resource for the inhabitants.

After the slaves are freed they can decide to either stay and try to steal another resource. Or they leave the planet they are visiting.

Suggestions for adjustments if necessary:

* Allow diagonal movements.
* The Ambassador throws the die only every second time (two times for the inhabitants and one for the Ambassador.
* The black bulldozer must spend all his moves.
* The depots cannot be moved any more.