

dirt

the rules



 PLAYERS: 2-4

 AGES: 8+

 TIME: 15-25min

overview

DIRT is a card game all about getting your hands dirty and racing to unearth dino bones. Players take turns digging through Dirt Piles to find dino bones. Using Tools and Attacks, players compete to assemble the most dino skeletons. The game ends once all the Dirt Cards are collected or all the dino skeletons are assembled.



setting up dirt

Included in the box are 65 Action Cards, 64 Dirt Cards, 6 Achievement Cards, and 1 Boneyard Card.

Take the Achievement Cards and line them up along the side of the playing area.

Shuffle the Dirt Cards and divide them into four equal-ish stacks. Place these stacks facedown in the middle of the playing area. These are the Dirt Piles.

Place the Boneyard card next to the dirt piles.

Shuffle the Actions Cards and deal four to each player, keeping the cards facedown. Place the remaining Action Cards facedown in a pile next to the Dirt Piles. This is the Draw Pile.



discard
pile



playing dirt

The dirtiest player (whoever has gone longest since bathing) goes first. Each player's turn has three phases: The Action, The Dig, and The Draw.

1) THE ACTION (optional) - Play an action card from your hand.

The player has the option to play an Action Card from their hand. Only one Action Card can be played per turn. The player places their Action Card faceup in a discard pile next to the Draw Pile and completes the action described on the card. If the player chooses not to play an Action Card, they go straight to The Dig phase.

TWO IMPORTANT THINGS:

❶ If the played Action Card directs the player to collect a Dirt Card from a Dirt Pile or the Boneyard, then that action counts as The Dig phase. That player moves on to the The Draw phase of their turn.

❷ If the played Action Card directs a player to steal or swap Dirt Cards from another player(s), then that action does **NOT** count as The Dig phase because those Dirt Cards have already been dug up from the Dirt Piles. Once that action is completed, the player then continues to The Dig phase of their turn.

2) THE DIG - Collect a Dirt Card.

If a player has not yet collected a Dirt Card from one of the Dirt Piles or the Boneyard, that player must dig. To dig, a player takes the top Dirt Card from any Dirt Pile OR, if available, from the Boneyard (more the Boneyard later). When a player collects a Dirt Card, they add it to their collection by placing it faceup in front of them. Players can organize their collected Dirt Cards any way they wish. All collected Dirt Cards are to be left faceup on the table at all times.



3) THE DRAW - Draw an Action Card to end your turn.

The player draws an Action Card from the Draw Pile and adds it to their hand. A player can have any number of Action Cards in their hand. Once the player draws an Action Card, their turn is over. If there are no more Action Cards in the Draw Pile, do not reshuffle the discard pile. At this point, the players must finish the game with only the Action Cards left in their hands.

the cards

DIRT CARDS

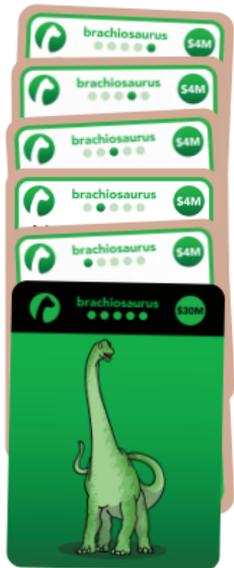
Each Dirt Card has a value. Some are positive and some are negative. The goal is to avoid collecting negative Dirt Cards while trying to collect dino bones that make a complete set.

There are enough Dirt Cards to make two full sets of each dino, listed from most valuable to least valuable: Tyrannosaurus Rex, Brachiosaurus, Triceratops, Stegosaurus, Velociraptor, and Parasaurolophus.



ACHIEVEMENT CARDS

Once a player has collected a full set of dino bones, that player claims that dino's Achievement Card and adds it to their collection. Once collected, the value of the Achievement Card is **NOT** added to the combined value of the Dirt Cards that make up that dino. The value of the Achievement Card **REPLACES** the combined value of the Dirt Cards that make up that dino. When an Achievement Card is claimed, the individual Dirt Cards that make up that complete set are protected and cannot be stolen or replaced by other players unless an Action Card specifically says to do so.



ACTION CARDS



TOOLS

Players can use Tool Cards to help them explore the Dirt Piles and map out where specific Dirt Cards are located.



ATTACKS

Players can use Attack Cards to steal Dirt Cards collected by other players, throw mud pies at the other players' faces, unleash stealthy gophers, or do several other dirty, uncool actions.



diNO CARDS

Players can use diNO Cards to stop Action Cards played by other players. If a player's Action Card has been stopped by a diNO Card, they cannot play another Action Card. Players can use diNO Cards at any time during the game, even out of turn, and even on Action Cards that don't directly affect them. Because dino fights are awesome, players may use a diNO Card to stop another diNO Card. So if a player's Action Card has been stopped by a diNO Card, that player can defend their Action Card by playing another diNO Card from their hand.



DISASTER CARDS

Players can use Disaster Cards to wreak havoc on ALL other players, instead of one specific player. However, if a player uses a diNO Card after a Disaster Card is played, then only the player who played the diNO card is protected. All other players still must submit to the Disaster Card and its devastating effects. Watch out for meteors, though, 'cause apparently diNOs are useless against meteors.

THE BONEYARD

Some Action Cards have a cost listed to the left of it's description. These Action Cards are more powerful and, therefore, require payment to use. Players must use collected Dirt Cards to pay to use these Action Cards. For example, to use an Action Card valued at \$3M, a player must give up at least \$3M worth of Dirt Cards from their collection. The player chooses the Dirt Card(s) they want to use as payment, then places that Dirt Card(s) faceup on top of the Boneyard. If the player's chosen Dirt Card(s) add up to more than the cost of the Action Card, they do not receive change from the Boneyard. Once payment is made, the Action Card is played and completed as described. If that Action Card is stopped by a diNO card, the player who played that Action Card does not get their payment back and does not play another Action Card.

Example:



To play Earth Angels, you must pay \$4M.



Decide which Dirt Cards you want to use as payment.



Then place those Dirt Cards on top of the Boneyard.

winning dirt

The game ends when all the Dirt Cards have been collected **OR** when all the Achievement Cards have been claimed, whichever comes first.

The player with the most money at the end of the game wins. A player's final total is the sum of all of their collected Dirt Cards and Achievement Cards.

let's get dirty!

dirt

www.jscottmcintosh.com

For questions or inquiries email us at
mcintosh.j.scott@gmail.com