

DIG DEEP ASSEMBLY INSTRUCTIONS:

REQUIRED MATERIALS

- Printer
- 8 sheets of 8.5x11-inch light-colored cardstock
- 4 sheets of 8.5x11-inch sticker paper
- A straight-edge paper trimmer
- 50 16mm dice (5 pink, 5 red, 5 blue, 5 yellow, 5 green, 5 white, 5 black, 12 of any color, 3 of any color) (I used these: https://www.amazon.com/Discount-Learning-Supplies-100-Piece-Assorted/dp/B00KPLH1EW/ref=sr_1_5?ie=UTF8&qid=1504221357&sr=8-5)
- 1 non-transparent bag (to pull dice out of)
- 85 small cubes (20 in 4 different colors, and 5 in another color). I used these: https://www.amazon.com/Learning-Resources-Centimeter-Cubes-1000/dp/B000F8VB4G/ref=sr_1_7?ie=UTF8&qid=1504226883&sr=8-7)
- 110 circle chits (I used these: <https://www.thegamecrafter.com/parts/blank-medium-circle-chit>)













NOTES

- You can probably avoid making the coins completely by using coins or money from another game. Monopoly money works fine, the coins are just nicer.
- Cubes are another thing you might be able to salvage from other games. They don't need to be cubes either, just differently-colored small tokens of some kind.
- For the 12-dice group and the 3-dice group, I had to reuse colors because I ran out of unique colors, and that's OK. It's ideal to use nine unique colors though.

INSTRUCTIONS

1. Print the L1 tiles on cardstock, cut them out, and write '1' on each tile's back side.
2. Repeat step 1 for the L2 tiles (write '2' instead) and the L3 tiles (write '3').
3. Print the market board on cardstock and cut it out.
4. Print the 4 reference cards on cardstock and cut them out.
5. Print the dice stickers on sticker paper. All of these will need to be cut out into individual squares, but it may be easier to keep track of if you cut them out as you are sticking them to the dice. They are arranged in groups of six so that six consecutive stickers make up one die.
 - a. The first 72 stickers are for the 12 basic dice. Each basic die should have these sides: 1 Mine, 1 Mine, 2 Mine, 1 Smelt, 1 Smelt, 1 Reserve (see reference card for actions).
 - b. The next 210 stickers are for the 7 groups of 5 colored dice. The market board shows which colors have which sides.
 - c. The final 18 stickers are for the 3 market dice. Each market die should have one gem of each color plus one wild gem.
6. If you are making your own coins, print the fronts and backs of the coins on sticker paper, cut them out (I used a 5/8-inch circle punch to speed up the process), and stick them to the circle chits.

L1 TILES:

 2+	 2+	 2+
 2+	 3+	 3+
 3+	 3+	 4
 2+	 2+	 2+



3+



3+



2+



2+



4



4



4



2+



2+



4







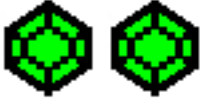
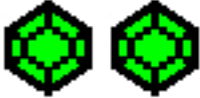






4



2+

L2 TILES:

 2+	 2+	 3+
 3+	 2+	 2+
 2+	 4	 2+
 4	 2+	 2+



4



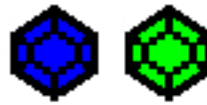
2+



2+



4



3+



3+



3+



3+



2+



4

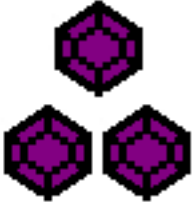






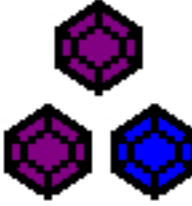

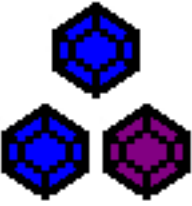
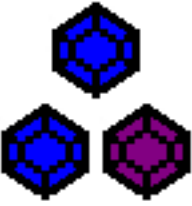















2+



4

L3 TILES:

 2+	 2+	 2+
 2+	 2+	 2+
 2+	 2+	 4
 3+	 4	 2+

 <p>2+</p>	 <p>3+</p>	 <p>3+</p>
 <p>4</p>	 <p>3+</p>	 <p>4</p>
 <p>3+</p>	 <p>3+</p>	 <p>2+</p>
 <p>4</p>	 <p>2+</p>	 <p>4</p>

MARKET BOARD:





























L1: L2: L3:

	0	1	2	3	4	5	6	7	8	9	10
	0	1	2	3	4	5	6	7	8	9	10
	0	1	2	3	4	5	6	7	8	9	10
	0	1	2	3	4	5	6	7	8	9	10
	0	1	2	3	4	5	6	7	8	9	10

	3	2	1	2	1	1		3	2	3	2	2	1
	3	2	1	2	2	1		1	1	2	1	2	1
	2	1	2	1	2	1		3	2	2	1	1	2
	3	2	1	3	2	1							

25	25	25	30	35	40

REFERENCE CARDS:

 Reserve: Place a cube below one of the tile columns.	 Reserve: Place a cube below one of the tile columns.
 Dig: Look at a tile, place it face down above any column.	 Dig: Look at a tile, place it face down above any column.
 Mine: Take a tile and add it to your hand (L2/L3 tiles require 2/3).	 Mine: Take a tile and add it to your hand (L2/L3 tiles require 2/3).
 Smelt: Place a tile from your hand face up in front of you.	 Smelt: Place a tile from your hand face up in front of you.
 Advertise: Increase or decrease the price of any gem by 1 space.	 Advertise: Increase or decrease the price of any gem by 1 space.
 Sell: Sell an extra tile.	 Sell: Sell an extra tile.
 Invest: Place a cube to the left of any gem on the market board.	 Invest: Place a cube to the left of any gem on the market board.
 Reserve: Place a cube below one of the tile columns.	 Reserve: Place a cube below one of the tile columns.
 Dig: Look at a tile, place it face down above any column.	 Dig: Look at a tile, place it face down above any column.
 Mine: Take a tile and add it to your hand (L2/L3 tiles require 2/3).	 Mine: Take a tile and add it to your hand (L2/L3 tiles require 2/3).
 Smelt: Place a tile from your hand face up in front of you.	 Smelt: Place a tile from your hand face up in front of you.
 Advertise: Increase or decrease the price of any gem by 1 space.	 Advertise: Increase or decrease the price of any gem by 1 space.
 Sell: Sell an extra tile.	 Sell: Sell an extra tile.
 Invest: Place a cube to the left of any gem on the market board.	 Invest: Place a cube to the left of any gem on the market board.

DICE STICKERS:

