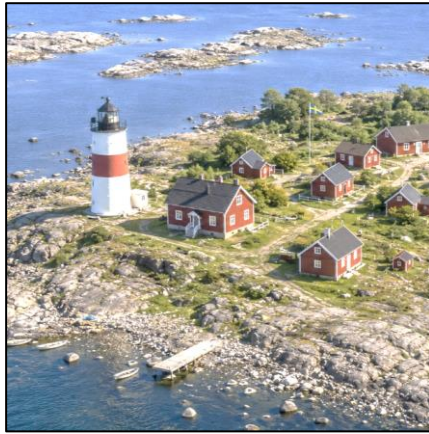


✧CHARTAGON

The Dig



The excavation is on! What was once a farmer's land has turned into an archeological site and trench grid, after the surprise finding of an ancient light house key among the farmer's crop. It is now up to you and your fellow archeologists to survey the site and recreate the small light house and fishing village that once lay here, eons ago. Fortunately, the Queen's archives have map fragments of the original buildings and village plan, so by matching these fragments with your excavation you can uncover and reconstruct the village of the past!

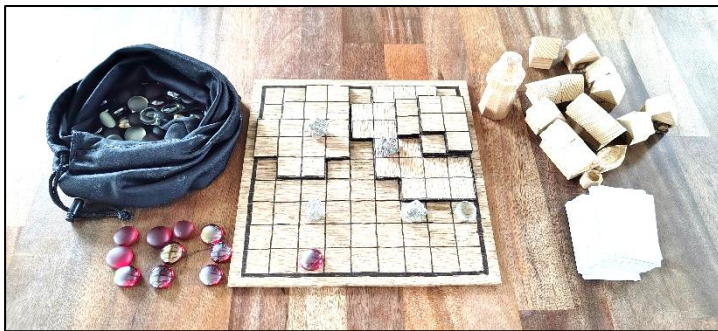
The digger who makes the most findings and reconstructions wins!

∞ CONTENTS ∞

- 1 board with 9x9 dig squares
- 4 irregularly shaped tiles with dig squares on higher levels
- 78 cards with layout fragments
- 7 small houses + 1 well, occupying 1 square in the game
- 3 large houses + 1 boat, occupying 2 squares in the game
- 1 lighthouse, occupying 4 squares in the game
- 4 stones, representing undiggable rock
- 1 black bag with 24 white pearls and 48 red pearls, representing dug squares without potential findings (white) and with potential findings (red).

∞ SETUP ∞

1. Place the grid board on the table, and place the irregular level tiles on the board. The tiles may be placed on top of each other to form multiple levels and terraces, to create an interesting layout.
2. Put the 4 stones somewhere on the grid. These represent solid rocks that cannot be excavated.
3. Place the lighthouse, the small houses, the big houses, the well and the boat, outside the board but within reach. These items will give you points later in the game.
4. Put 10 red pearls next to the board, as a pool of extra points if you build large or get plus-cards
5. Put all red and white pearls in the black bag and scramble them.
6. Shuffle the cards and give one card to each player. These cards represent the map fragments from the Queen's archives. View your card but keep it secret from the other players.



Example of setup: The setup can look something like this. Two players have also made their first digs, starting at the edge of the board.

∞ RULES ∞

A random player starts. The players take turns clockwise to do their action: either dig out a square on the grid or reconstruct building(s) that matches the secret card. The game continues until one of these three conditions are met:

1. There are no buildings left to reconstruct.
2. There are no more pearls in the bag.
3. The second storm strikes.

∞ DIGGING ∞

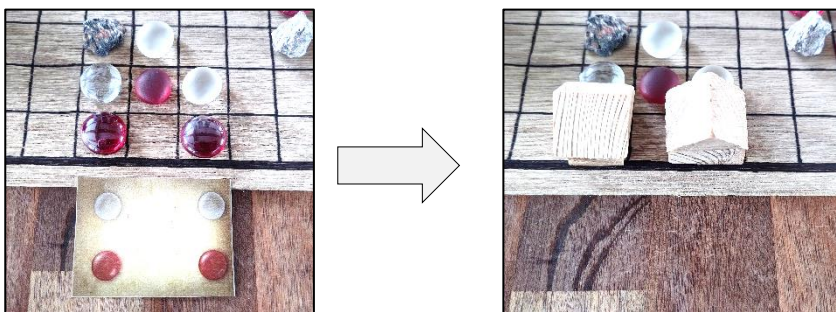
To dig out a grid, take a random pearl from the bag and place it on the grid that you want to excavate. Red pearls mean that you found something potentially important on that square, and white pearls mean that there was nothing. The value of red and white pearls is the same: it is the configuration of red and white pearls according to your secret card that matter (see the reconstructing section).

Each player's first dig should always be on an edge square on the board. The following digs should be done in any of the 4 adjacent squares to any previous dig or reconstruction, ignoring level differences. Digging is never done diagonally. In the beginning, you can only expand your own zone of digs, but when you merge with another player's digs your digging zone also includes the other player(s) zone.

Digging adjacent to a rock (not diagonally), where the layer of soil is thinner, is so fast that you directly get an extra turn to either dig again or reconstruct a building.

∞ RECONSTRUCTING ∞

Instead of digging during your turn, you may reconstruct a building (including the well or the boat) to gain points. You do this by matching your secret card with any six squares on your dig zone, ignoring level changes. You may rotate your card to find a match, but no part of the card may be outside the board to make a valid match. Empty spaces on your card can be anything on the board: it does not matter if there is a rock, a pearl, or a building on the board.



*Example of reconstruction:
The card matches the board,
and the two red pearls at the
bottom can be replaced with
small buildings. The red pearl
not matching the card is left on
the board.*

If there is a matching pattern between your card and your dig zone, you show your card and the match to the other players. Replace the red pearls marked on your card from the board with a building fitting the space. Keep the red pearls you removed from the board, as they give you points at the end of the game. When you made your reconstruction, take a new card from the deck. Draw the card even if there are no buildings left to reconstruct, to allow for a final storm card. Notice the following point:

- Red pearls on the board marked with empty spaces on your card are left on the board.
- The well equals a small house, and the boat equals a large house. They only make the game look nicer.
- If there is only one small building left you may still build it, even if your card has two red pearls.
- You may not reconstruct large buildings across a level change, so building large is extra difficult.
- If you reconstruct a small building next to another small building on the same level, you need to replace them with a larger building matching the joint space (large house, the boat, or the lighthouse). You get one extra point for doing this, so take an extra red pearl from the extra points pool.
- Constructing a large building or the boat from scratch gives you one extra point (3 points in total), so take an extra red pearl from the extra points pool.
- Some cards have a star; the nautical sign of a light house. These cards allow reconstructing the light house,

by matching two red pearls and two empty spaces on your card with 4 red stones on the board. Building the light house gives you one extra point, so take an extra red pearl from the extra points pool.

- Some cards have a plus sign at the center, indicating an extra finding that is not a building. When you get one of these cards, check if another player has more points than you. If so, directly take a red pearl from the extra points pool, as it was a significant finding. If you are in the lead, ignore the plus sign.
- Some cards have two arrows indicating that the board should be rotated 90 degrees clockwise. This has no effect on the game, you just get to see the site from another perspective.
- If you get one of the four storm cards, you say “a storm is rising” and place a pearl from the pool on the other side of the board to remember that someone has drawn one storm card. The second time a storm card is drawn the storm strikes, and the game ends directly. The heavy rain soaks the clay soil, and when the hot sun comes back, the clay dries more or less to concrete, making it impossible to excavate further.

✧ ENDING THE GAME ✧

As stated above, the game continues until 1) all buildings have been reconstructed, 2) there are no pearls left in the bag, or 3) when the second storm strikes.

In case the game ends with a storm, no one wins! Otherwise, the players count the number of red pearls kept from reconstructions and extra points, and the player with most pearls wins! In case of a draw, all players win, even the player(s) with less points!

However, note that the game was designed to give a joint aesthetic appreciation of composition, so the focus of the game is to build a miniature village together, rather than competing. Winning or losing is therefore explicitly not important in this game.

✧ FINAL WORDS ✧

TIP #1: To simplify the drawing of pearls from the bag, each player can grab a handful of pearls and take pearls from the hand instead of the bag. But don't look at the pearls that you hold!

TIP #2: If you own the Chartagon Storm Post game and want more flavor, you can draw a random finding from Storm Post when you use the plus sign, to see what you found!

We hope that you will enjoy The Dig and the world of Chartagon. The more you play and the more you read about the islands, the more you will discover. For example, there is a mobile app on Google Play called Chartagon Weather, which can be used to add atmospheric sounds while you play. Also, this is only one of the Chartagon games within the same world. The other games give more details to important history, characters and events. Good luck exploring!

✧ CREDITS ✧

Chartagon: The Dig was first discovered and documented by Pär Nyström.

Corrections and improvements are welcome.

Typeface design by Toshi Omagari, Georg Duffner and Octavio Pardo.

Art by Pär Nyström

Produced 2026, with care.