

# MINECRAFT DIGGING DOWN

Get ready for an exciting mining adventure! You've discovered a huge cave and built a base at its entrance. Explore the cave system together, but keep an eye on your supply of torches! Be careful – hostile mobs and other subterranean terrors await you!

Watch the tutorial!



Video tutorial!

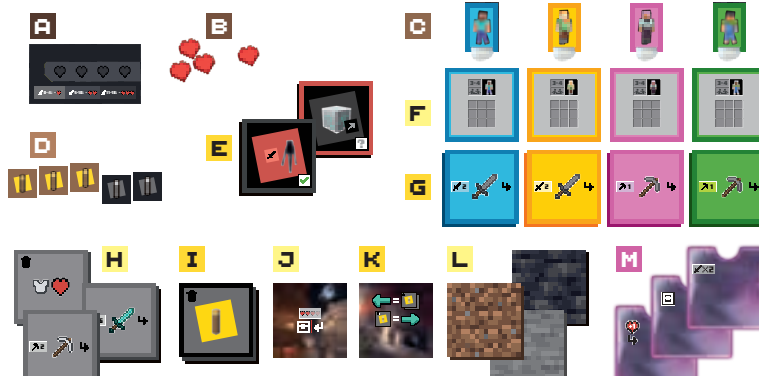
9+

2-4

30

## COMPONENTS

- A** 1 health indicator (+ double-sided adhesive tape)
- B** 4 hearts
- C** 4 characters with stand bases
- D** 5 torch tiles
- 120 cards:
  - E** 4x objectives
  - F** 4x inventories
  - G** 16x basic equipment (4 tools x 4 colors)
  - H** 12x exchange items
  - I** 32x torches
  - J** 1x base
  - K** 1x decision
  - L** 50x cave (15x Dirt, 17x Stone, 18x Deepslate)
  - M** 3 enchantment card sleeves



## BEFORE THE FIRST GAME

Carefully remove all contents from the punchboards. Attach the two sides of the health indicator to each other by sticking the double-sided adhesive tape to the marked areas, and then pressing the sides firmly together (as shown on the right).

Insert the 4 **characters** into the stand bases.



## GAME SETUP

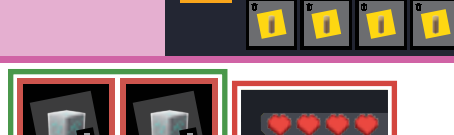
Choose your character. Take the corresponding inventory and the basic equipment set (4 tools) in your color. Use the side of the inventory card that has the correct number of inventory slots for the number of players, and place it in front of you.

**SET UP YOUR INVENTORY LIKE THIS (THE ORDER OF THE CARDS IN THE INVENTORY IS RANDOM):**

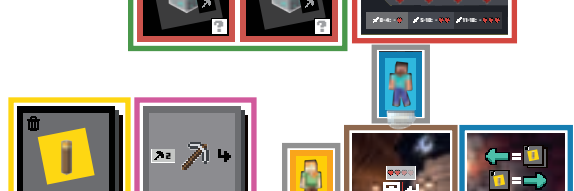
INVENTORY	BASIC EQUIPMENT	TORCHES	INVENTORY SLOTS	EXAMPLE
<b>3-4 players</b>  9 slots in your inventory	<b>4 cards: set of your own color</b>	<b>27 torches</b> Put 5 torches back into the box.	<b>Put 5 torches in your inventory.</b>	
<b>2 players</b>  12 slots in your inventory	<b>6 cards: set of your own color, as well as 1 additional basic equipment set split between both players (so you each get an additional 1 sword + 1 pickaxe)</b>	<b>All 32 torches</b>	<b>Put 6 torches in your inventory</b>	

Place the **health indicator** in the middle of the table. Then, slide the 4 hearts into it.

Place the **base** under the health indicator. Place the **decision card** to the right of it.



Place your **characters** next to the base. Place the 12 **exchange items** in a stack to the left of the base, face up. Place the remaining **torches** next to them as a supply and place the **5 torch tiles** in front of them.



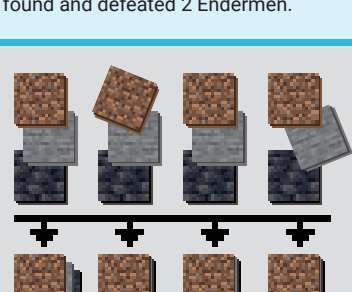
Select a **difficulty level** (Normal/Hard/Hardcore, see table below). The Normal difficulty level is best for getting to know the game.

Place the **objectives** corresponding to your chosen difficulty level face up next to the health indicator.

<b>NORMAL</b>	27 cave cards (9x , 10x , 8x ): Remove the cards with the  and  symbols (see upper left corner of the front).	2x	You win the game when you have found and mined 2 diamonds.
<b>HARD</b>	37 cave cards (12x , 14x , 11x ): Remove the cards with .	2x	You win the game when you have found and defeated 2 Endermen.
<b>HARDCORE</b>	50 cave cards (15x , 17x , 18x ): Use all cave cards.	2x  + 2x	You win the game when you have found and mined 2 diamonds and also found and defeated 2 Endermen.

Use the **cave cards** to build the cave you will explore. To do this, shuffle the cave cards with matching backs separately – i.e., Dirt , Stone , and Deepslate as separate stacks. Do not look at the front of the cards!

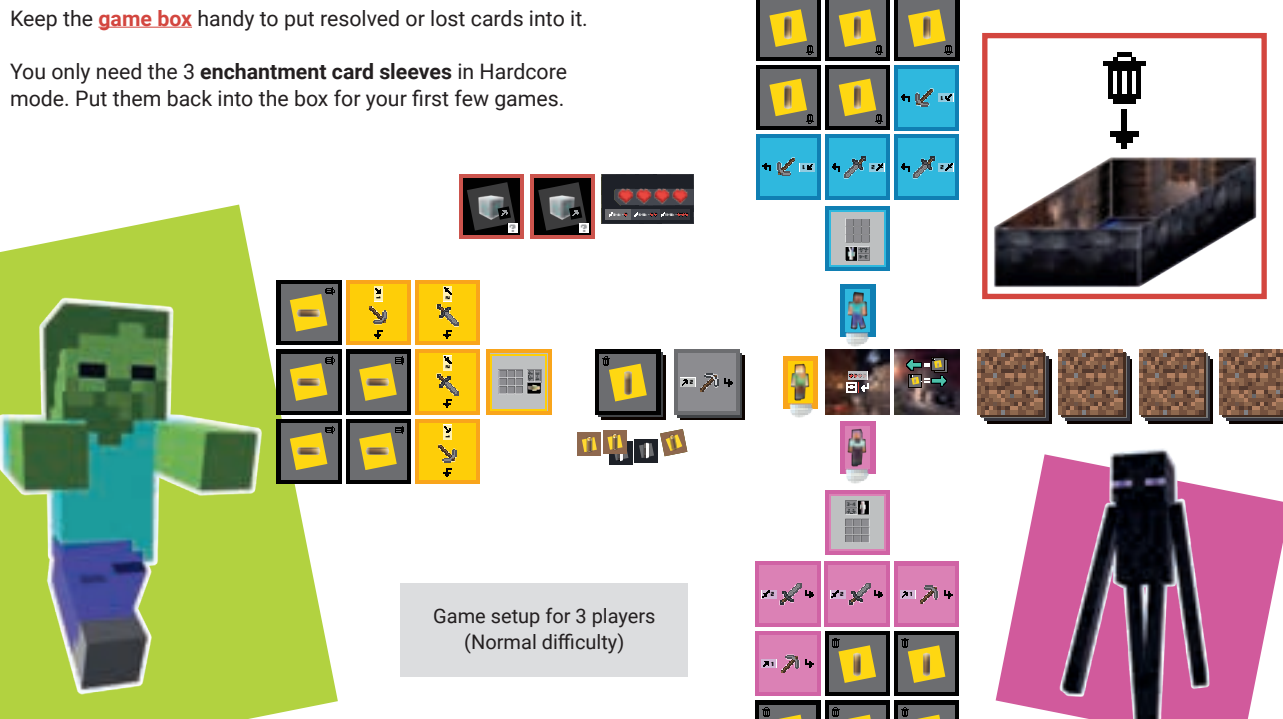
Form 4 stacks by laying out the cave cards across them. Start with the Deepslate cards, Stone cards go second, then the Dirt cards go last. Distribute the cards so the stacks are as even as possible. *It's okay if the stacks are not exactly the same height.*



Place the 4 stacks next to the decision card. These 4 stacks form the cave system with different **cave passages** that you can explore.

Keep the **game box** handy to put resolved or lost cards into it.

You only need the 3 **enchantment card sleeves** in Hardcore mode. Put them back into the box for your first few games.



## WINNING AND LOSING

You've prepared for an underground adventure and brought your supply of torches. Can you achieve the objectives before your torches run out? Explore the caves together to succeed as a team. On your way through the cave you will find useful items, experience risky situations, and encounter dangerous mobs!

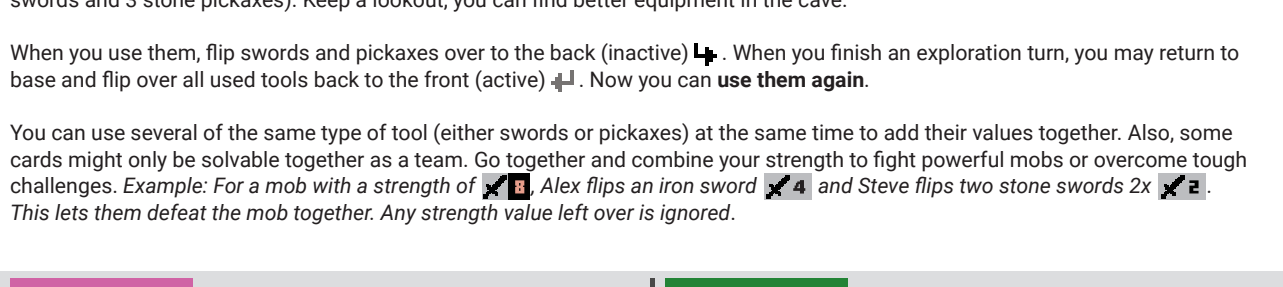
Your objectives are achieved. You achieve the objectives by **finding and solving** the matching cards. Your objectives are **always on the lowest level (Deepslate)**. Keep an eye on how many torches you have left! If you run out of torches, your adventure is over. You lose immediately when you **use** your last torch. The faster your torch stack empties, the closer you are to defeat. Watch out! The deeper you venture into the cave, the more dangerous it becomes ...

## GAMEPLAY

The game is played over **several rounds**. A round consists of **several exploration turns**. A round ends **voluntarily** when you decide to return to base, or **involuntarily** because you respawn at base. To move further down into the cave, you must use your equipment to fight mobs and mine ore. Your basic equipment for 3-4 players consists of 2 stone swords and 2 stone pickaxes (for 2 players: 3 stone swords and 3 stone pickaxes). Keep a lookout, you can find better equipment in the cave.

When you use them, flip swords and pickaxes over to the back (inactive) . When you finish an exploration turn, you may return to base and flip over all used tools back to the front (active) . Now you can **use them again**.

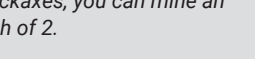
You can use several of the same type of tool (either swords or pickaxes) at the same time to add their values together. Also, some cards might only be solvable together as a team. Go together and combine your strength to fight powerful mobs or overcome tough challenges. *Example: For a mob with a strength of 4, Alex flips an iron sword 4 and Steve flips two stone swords 2x 2. This lets them defeat the mob together. Any strength value left over is ignored.*



In each exploration turn, you start with the decision card (to the right of the base) and discuss together whether you want to start (another) **exploration turn** or **return to the base** .

**A (Another) Exploration Turn: Explore the Cave.**

**Discard a total of 1 torch** to enter the cave or remain in the cave. Optionally, you can now **move** and/or **use torches**.



Place your character in front of a cave passage, so later, you can flip over the top cave card in that stack and discover what's there. You can stand in front of a cave passage alone or together with other players to combine your strength. *Tip: At the beginning, you will make faster progress if you explore the passages alone. The deeper you explore, though, the more dangerous it becomes! At that point it might be better to explore together ...*

You can use torches to peek at what's hidden under the cards. This also defuses some dangerous situations. *For example, mobs are easier to defeat in the light. Discard 1 torch from your inventory (place it into the box) and then place a torch tile with the light side in front of the cave passage you are currently standing in front of. Look at the top cave card and tell your team what lies ahead. Then, put the card back face down. Now, decide whether you want to stay in this passage. Maybe you can resolve the card if other players join you, or you may decide to go to another cave passage first. You can use a torch tile there again if you discard 1 torch. Remember that your supply of torches is limited!*

You can **move** and/or use torches as often as you like. Have you all decided which cave passages you want explore? Then, **one at a time, starting from the base** (from left to right), reveal the **top cave card** of each cave passage that **at least one player** is standing in front of. **You may no longer move or use torches!**

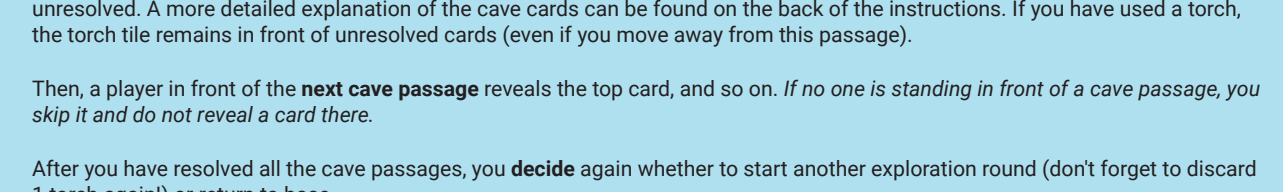
You can either **resolve** this revealed card by using swords or pickaxes (as shown on the card), or you must flip it back over unresolved. In more detailed explanation of the cave cards that can be found on the back of the passage, the torch tile remains in front of unresolved cards (even if you move away from this passage).

Then, a player in front of the **next cave passage** reveals the top card, and so on. *If no one is standing in front of a cave passage, you skip it and do not reveal a card there.*

After you have resolved all the cave passages, you **decide** again whether to start another exploration round (don't forget to discard 1 torch again!) or return to base.

Many cards award you with loot if you can resolve them. You can always see which loot you receive on the lower half of the cave card (with the black border). Collect your loot under the torch tiles near your base. Turn them so that the loot is on top and stack them as shown on the right side to easily see what you have collected that exploration round.

You can **only place** your loot in your inventory and use it after you have **voluntarily** returned to base. Once your loot has been secured at the base, you can then **distribute** it with the team. Decide together who gets which loot, then put those cards in your inventory. You can use them starting from the next exploration round onwards.



*Example: Steve is standing in front of the first cave passage to the right of the base.*

*Therefore, he is the first to reveal the top cave card from this stack. He finds a coal block 1, and the loot is a torch .*

*He can mine the coal block with a stone pickaxe 1 from his inventory. He flips the pickaxe to its inactive side . He can't use it again until they return to base.*

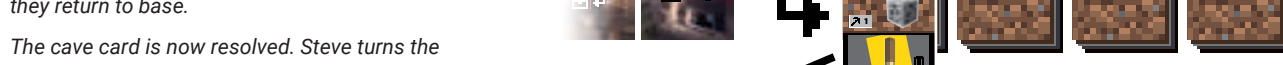
*The cave card is now resolved. Steve turns the card so that the torch is on top and places it with the loot under the torch tile.*

*There is no one at the next cave passage, so it is skipped. What will she find when she reveals the top cave card of this stack?*

As soon as you have **resolved a cave card that matches one of your objective cards**, you can **immediately flip that target card over**. *Example: You have found diamond blocks and successfully mined them 4. Add the cave card to your loot and immediately flip one of the target cards over to the side. Once you find the second card and successfully mine it, you may flip over the second target card and win the game!*

If you cannot resolve certain cards, you will **lose hearts**. For example: you run into mobs you can't defeat with the items in your inventory; you encounter dangerous situations unprepared. Those cards specify how many hearts you have to remove from your health indicator. If you have to remove the **last heart** from your health indicator, all players will be forced out of the cave to **respawn**. Return all characters to base. Unfortunately, any **loot** you collected during this round is **lost!** Place the lost loot into the box. *You do not have to pay torches for respawning.* Then, proceed as explained under **B**.

*If you lose a cave card that matches one of your objectives, the target card still counts as having been completed. You can still win the game!*



## Ending a Round: Return to Base

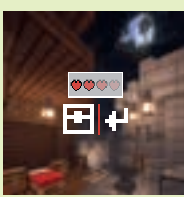
This can be done in two ways:

Do you not have enough active tools to use? Have you collected valuable loot?

If so, you can decide to return to base **voluntarily** - **this way you secure your loot**.

To do this, you must **discard** a total of 2 torches at the beginning of an exploration turn.

Or, you may have **involuntarily** respawned at base because you lost all the hearts on the health indicator (you don't have to pay any torches for this).



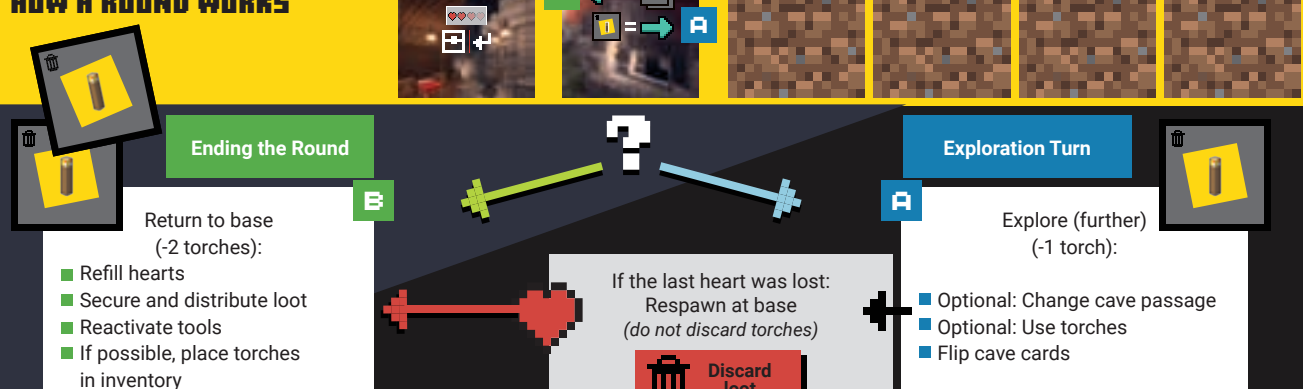
At base, you can do the following:

- Completely refill hearts on the health indicator.
- Secure and distribute loot. (Unfortunately, if you respawned, you dropped your loot so there is nothing to distribute).
- Flip over all used (inactive) tools (swords and pickaxes) back to the front (active).
- If there are still torches left in your stash: Fill your inventory with torches.

**Important:**

- You must have torches in your inventory to be able to use them! If you do not have at least 2 torches in your inventory to pay to return to base, you will lose your loot. If you have no torches left – either in your inventory or in your stash – then you have **lost** the game.
- You can organize your inventory at the base. Put torches back in your stash if you need space for loot instead. You can also permanently discard items back into the box. This applies to your basic equipment, too!

## BRIEF EXPLANATION: HOW A ROUND WORKS



## CARD OVERVIEW - NORMAL

Combat strength	Mining strength
Tool is reusable.	Item can only be used once. Discard into the box after use.
Loot	Lose hearts on health indicator.



### MOB

To resolve this card, you must defeat the mob(s) with equal or greater combat strength (red number, here: 4).

- Torch Used:** Cover the red number, here: with a torch tile. Now you only have to match or beat the yellow combat strength.

If you can resolve the card, you collect it as loot. Return the torch tile - if you used one - to the supply. If the characters standing in front of this cave passage do not have enough combat strength, you cannot defeat the mob. You lose as many hearts as shown on the scale of the health indicator. *Example: If the mob has 4, then you lose 2.* If you used a torch, you only lose the number of hearts corresponding to the torch value. Flip over the cave card again; it has not yet been resolved.



### ORES

To resolve this type of card, you must break the block(s) using equal or greater mining strength (here: 1).

- Torch used:** The torch has no effect here. Return the torch tile to the supply.

If you can resolve the card, you collect it as loot. If the players standing in front of this cave passage do not have enough mining strength, you cannot mine the block. Place the cave card back on the stack; it has not yet been resolved.



### DRIPSTONE CAVE

To resolve this card, you must mine the dripstone with equal or greater mining strength.

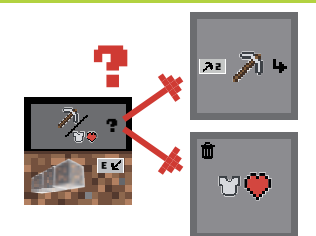
If you can resolve the card, discard it into the box. Unfortunately, there is no loot here.



### ARMOR

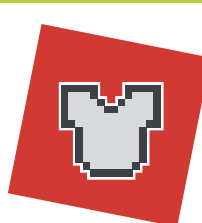
Place this card as an extra heart to the right of the health indicator.

Armor can only be used once. The next time you lose a heart, discard this card into the box.



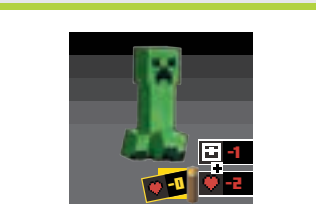
### EXCHANGE ITEMS

With these cards, you are given a choice. Once you have secured them in the base, you must decide together which of the two items shown you want to keep. Then, one player takes it from the exchange item pile and places it in their inventory (or place armor next to the health indicator). Discard the cave card into the box.



### POTION

This card can be used once to completely refill the hearts on the health indicator. You may use the potion **before** revealing a cave card, but not at a moment when you would lose hearts. After using the potion, discard it into the box.

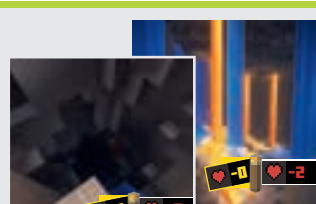


### CREEPER

You can't defeat Creepers in this game. A revealed Creeper explodes immediately and destroys 1 card from your loot collected in that round. Choose 1 card and discard it into the box. You also lose 2 hearts on the health indicator.

- Torch used:** You were able to get to safety in time before the Creeper exploded! Nothing happens.

Discard this card into the box.

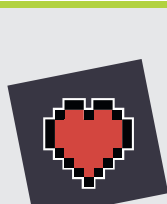


### LAVA LAKE & DEEP ABYSS

You fall into the depths and lose the specified number of hearts on the health indicator.

- Torch used:** You were able to recognize the danger in time! Nothing happens.

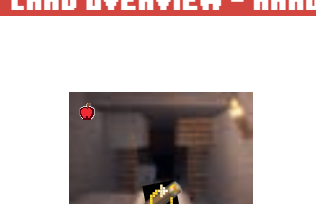
Discard this card into the box.



**ONLY READ THE FOLLOWING RULES IF YOU WANT TO PLAY ON HARD/HARDCORE DIFFICULTY.**



## CARD OVERVIEW - HARD

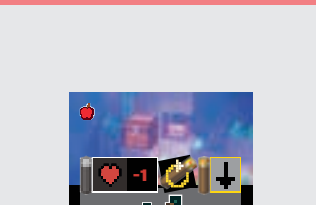


### ABANDONED MINECART

You find a minecart with tracks running into the darkness. Do you dare ride the minecart? One player standing in this cave passage can choose to take a torch tile. Flick or toss it into the air, then see which side the torch tile lands on:

- Light side:** The minecart has safely taken you deeper into the cave. You may discard the next 3 cards from the same cave passage face down into the box. You're way closer to completing your objectives!
- Dark side:** Unfortunately, you have fallen into a dark abyss. You lose 2 hearts on the health indicator.

Discard this card back into the box afterwards. You can also decide not to take the risk. Simply discard the card into the box without tossing the torch tile.

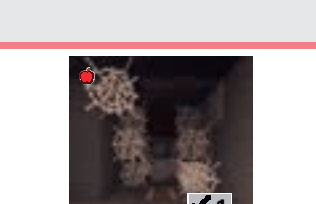


### SUNKEN TREASURE

There's valuable loot hidden deep in the cave's lake. Will your dive be successful? One player standing in this cave passage can choose a torch tile. Flick or toss it into the air, then see which side the torch tile lands on:

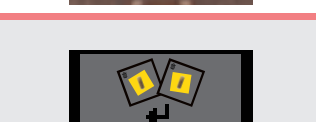
- Light side:** The dive was successful! Collect this card as loot.
- Dark side:** Unfortunately, the dive was not successful. You lose 1 heart on the health indicator. Discard this card into the box.

You can also decide not to take the risk. Simply discard the card without tossing a torch tile.



### COBWEB

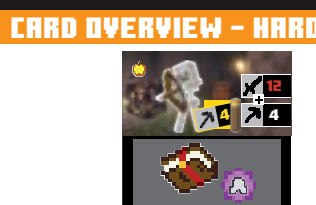
To resolve this card, you must destroy the cobwebs with equal or greater combat strength. Discard this card into the box once you have resolved it.



### RECOVER TORCHES

If you have secured this card as loot at base, you may recover the number of torches shown from the box and add them to the torch stash at base. Discard this card into the box.

## CARD OVERVIEW - HARDCORE



### MONSTER SPAWNERS AND ENCHANTMENTS

Whoa! You find a monster spawner. To resolve this card, you must defeat the mob with equal or greater combat strength and destroy the spawner with equal or greater mining strength. If you have not used a torch at once, otherwise you will lose as many hearts on the health indicator as shown on the scale.

- Torch used:** Cover the numbers on the right side with the torch tile. When well lit, the spawner does not create mobs, so you only need to destroy it with the appropriate mining strength.

If you can resolve the card, you collect it as loot. Once you have secured this card as loot at base, take the matching enchantment card sleeve. Discard the cave card into the box. Use the enchantment card sleeve to enchant an item and make it stronger! You can either use the enchantment card sleeve immediately or leave it at base if you want to use it there later. Place an item in the card sleeve to enchant it.

- Sharpness:** The enchanted sword is now twice as strong.
- Silk Touch:** Ores mined with this enchanted pickaxe can be placed directly in your inventory instead of being added to your loot. If you don't have room in your inventory, you must discard another card (you may return torches to your stash).
- Protection:** The enchanted armor no longer needs to be discarded into the box after use. You have a permanent fifth heart. If you lose hearts, flip over the enchanted armor over. Back at the base, you can then reactivate the armor.

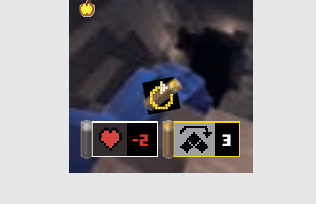


### WATERFALL

You find a waterfall that flows into the darkness. Do you dare to venture down? One player standing in this cave passage can choose to take a torch tile. Flick or toss it into the air, then see which side the torch tile lands on:

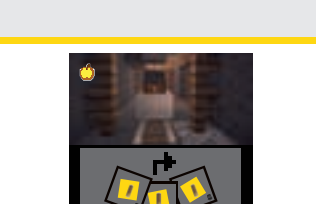
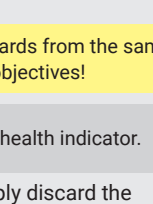
- Light Side:** You have landed safely in the water. You may discard the next 3 cards from the same cave passage face down into the box. You're way closer to completing your objectives!
- Dark side:** Unfortunately, you did not land so gently. You lose 2 hearts on the health indicator.

Then, discard this card into the box. You can also decide not to take the risk. Simply discard the card without tossing a torch tile.



### CHEST

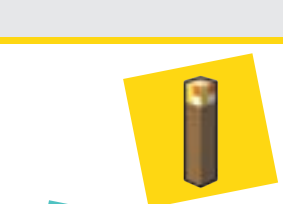
Lucky you! You find a chest and, for once, you don't need to use any tools. It's simply a gift – add the chest to your loot.



### WARDEN

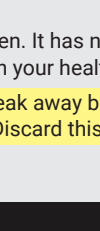
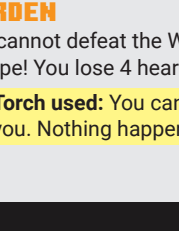
You cannot defeat the Warden. It has noticed you and there is no escape! You lose 4 hearts on your health indicator.

- Torch used:** You can sneak away before the Warden notices you. Nothing happens. Discard this card into the box.



## CREDITS

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Ravensburger Verlag GmbH  
 Postfach 2460 • D-88194 Ravensburg

Imported into the UK by Ravensburger Ltd.  
 PO Box 515 • Bicester • OX26 9QQ • GB

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 PO Box 9333  
 Seattle, WA 98109 • USA

