



A game by Alan R. Moon & Bruno Faidutti

4 to 8 players – best with 5 to 7

IDEA OF THE GAME

The players are adventurers who have chosen to explore a cave rumored to be full of loose Diamonds. Of course, the cave is said to be full of dangers too, so getting away with the loot is not going to be so easy. The player who knows when he's risked and gained just enough will be the ultimate winner.

COMPONENTS

- 1 Camp Board
- 8 Wooden Adventurer Pawns, one per player, in 8 different colors
- 8 Treasure Chests, one per player, in the matching colors
- 90 Diamonds, 60 red (value of 1) and 30 White (value of 5) Players can make change at any time during the game.
- 30 Cave Cards
- 5 Numbered Round Markers

PREPARATIONS

Each player takes an Adventurer Pawn and the Treasure Chest of the matching color.

The Camp Board is placed in the center of the table. The Diamonds are placed near the Camp Board. The Rounds Markers are placed on the five cave entrances.

The Cave Cards are shuffled and the deck is placed on the Camp Board.

PLAYING THE GAME

The game is played in five rounds. The player with the most wealth (in Diamonds) after the fifth rounds wins.

A GAME ROUND

Mark the beginning of each round by removing the corresponding round marker from the board.

A game round consists of a variable number of turns.

Each turn plays as follows:

1) Players Choice

Players still in the Cave decide if they are going to leave or not. Each player secretly takes his Adventurer pawn in his fist if he is leaving, or points an empty fist if he goes farther into the temple.

Note: In the very first turn, there's no reason to leave, so you may skip this phase and have all players enter the Cave.

2) Players Who Continue On Into The Cave

Turn the top card from the deck face up, and place it next to the last card drawn (on the first turn, place the card next to the deck).

- If it is a Treasure Card, the players have found some Diamonds. Move the players' pawns from the last card onto this one. The Diamond value on the card is divided among these players, rounded down. For example, if there are three players still in the temple, and the Diamond value is 8, each player receives 2 Diamonds. The remaining Diamonds are placed on the card, to be taken later by players who leave the Cave, if any.

Diamonds taken by the players are placed beside their Treasure Chest Cards, NOT in the chests.

- If it is a Danger Card, one of two situations will happen:
 - If no other Danger Card of the same kind has been previously revealed, NOTHING happens.
 - If this is the second Danger Card of this type, the round is over. All players still in the Cave give back all the Diamonds they took during the round (the Diamonds placed beside their Treasure Chests).

3) Players Who Leave

If one or more players choose to leave the Cave:

- They equally divide all the Diamonds that have been left on any and all Cave Cards this round. If the number of Diamonds cannot be divided equally, the extra Diamonds are left on any of the Cave Cards (the exact Cave Card does not matter.)
- They place all the Diamonds they received during this round IN their Treasure Chest. These Diamonds may now not be lost. All players are allowed to see their opponents' Treasure Chests, but not to touch and count exactly what is inside.
- They place their adventurer pawns on the base camp board, in one of the tents. They take no part in play for the rest of this round.

4) End Of A Round

A round can end in two ways: When all players have left the Cave, OR when the second Danger Card of a type is drawn. If the round ends because a second Danger Card is drawn, this second Danger Card is removed from the game before shuffling the deck for the next round. When a round is over, all Cave Cards are reshuffled before the next round begins.