



# DIAMANT

**RULES**

# SUMMARY OF THE GAME

*Diamant* takes you on an expedition into the Tacora Cave, known for its diamonds, but also for its treacherous traps! Venture to the depths of the cave and decide, one step at a time, to keep exploring or cautiously return to camp and safeguard your treasures.

## CONTENTS

35 Expedition cards

15 Treasure cards



15 Trap cards



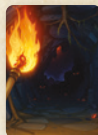
5 Relic cards



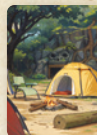
1 game board



16 Decision cards



8 Continue cards



8 Return cards

100 plastic Gems



60 Rubies  
worth 1



40 Diamonds  
worth 5

5 Cave entrance tiles



8 Explorer figures



8 Chests



## OVERVIEW AND GOAL OF THE GAME

Carefully explore the Tacora Cave, guided by the light of your torches. Each time you delve deeper, discover a new cavern and gather the gems found along the way. Then decide whether to return to camp to store your treasures, or continue exploring the cave depths...

towards unknown perils! If you trigger a trap, you can't help fleeing, leaving all of your treasures behind you, and returning to camp with empty hands... and shaking knees! Whoever has the most diamonds in their chest at the end of the game wins!

# GAME ELEMENTS

## GAME BOARD

The game board represents the camp, which is connected to the five entrances to the Tacora Cave. You will use a different entrance each round.



## CAVE ENTRANCE TILES

Cave entrance tiles are numbered on one side and allow you to track the game's progression.



## EXPEDITION CARDS

Expedition cards show you what you discover each time you delve deeper into the Tacora Cave. There are three types:

- **Treasure cards** indicate the number of Rubies you found in this area of the cave. They are numbered 1, 2, 3, 4, 5, 5, 7, 7, 9, 11, 11, 13, 14, 15, and 17.



- **Trap cards** indicate the dangers lurking in the cave. Beware of giant scorpions, snakes, lava pits, rolling boulders, and spike traps. There are three of each type.



- **Relic cards (variant)** show a point value that will be scored at the end of the game. They are numbered 5, 7, 8, 10, and 12.



## DECISION CARDS

Decision cards indicate to other players whether you want to delve deeper into the cave or return to camp.



## CHESTS

When you return to camp, store your Gems in your Chest. All Rubies and Diamonds in your Chest are safe for the rest of the game.



## GEMS

Gems are **Rubies worth 1 point** and **Diamonds worth 5 points**. Only Rubies can be found in the cave, but you can exchange five Rubies for one Diamond at any time.

# SETUP

1

Place the **game board** on the table.



2

Place the 5 **Cave entrance tiles** on the board, using the numbers on their back.



5

Shuffle all the **Treasure and Trap cards** and make a face down deck next to the board, near the jeep. Page 8 explains how to add **Relic cards** to the deck.



3

Each player chooses a color and takes their corresponding **2 Decision cards**, **empty Chest**, and **Explorer figure**. Then, each player places their Explorer figure on the board. Leave the remaining elements in the box.



4

Place the **Rubies** and **Diamonds** near the game board to make the Gem reserve.



# GAMEPLAY

The game plays over 5 rounds, which correspond to the 5 entrances to the Tacora Cave. Each round has two phases:  
**CAVE EXPLORATION** and **PLAYER DECISIONS**.

## ROUND OVERVIEW

### CAVE EXPLORATION

Reveal the top Expedition card of the deck and place it face up next to the cave entrance, to create a pathway. Move the Explorer figures onto this card.

- **Treasure card:** take as many Gems from the reserve as there are Rubies on the card. Distribute these Rubies equally between all players still in the cave. Place any remaining Rubies on the Treasure card.

#### Example

In a 5-player game, you reveal a Treasure card with 9 Rubies. Each player puts 1 of these Rubies next to their Chest, then put the 4 remaining Rubies on the Treasure card.



- ⚠ Place Rubies you gather during the Expedition next to your Chest; you can lose them.

- **Trap card:** if this is the first trap revealed since the beginning of the expedition, nothing happens and the expedition continues. However, **if you reveal the same trap a second time**, all players in the cave must immediately **return to camp and put any Rubies next to their Chest back into the reserve**. The expedition ends immediately (continue to **END OF THE ROUND** on page 7).

#### Example

You reveal the first Trap card: a Snake. Nothing happens and the expedition continues. Later in the same round, you reveal a second Snake. All players in the cave take off running, abandoning their treasures, and the expedition ends.



Now continue to **PLAYER DECISIONS** (next page).

## PLAYER DECISIONS

Before you reveal a new Expedition card, **each player still in the cave must decide** whether to continue the expedition and delve deeper into the cave, or to return to camp to store their Gems safely in their Chest.

**To do this, take your 2 Decision cards: Continue and Return.** Choose 1 and place it in front of you face down. When everyone is ready, simultaneously reveal your cards.



- **Continue** the expedition to try to gather more treasure.
- **Return** to camp and proceed as follows:
  - Place your Explorer figure on the camp to remind other players you returned.
  - On your way out of the cave, **gather all Rubies that were left on Treasure Cards.** If multiple players are returning at the same time, share all remaining Rubies between them equally. If there are any Rubies left after this, leave them on any Treasure card.
  - **Place all of the Rubies you gathered during the expedition in your Chest.** Everything in your Chest is safe for the rest of the game.

**Note:** you can exchange 5 Rubies for 1 Diamond at any time.



If at least one player is still in the cave, return to **CAVE EXPLORATION** to continue the expedition. If all players have returned to camp, continue to **END OF THE ROUND.**



## END OF THE ROUND

The expedition ends when all players return to camp or when the same Trap appears in the cave twice.

Prepare for the next round:

- 1 Remove the Cave entrance tile that corresponds to the round that just ended.



- 2 If there are still Rubies on Treasure cards, put them back into the reserve.



- 3 Remove the second identical Trap card if the expedition ended this way.



- 4 Shuffle all revealed Expedition cards into the deck to make a new deck.

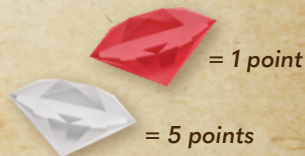


Begin the next round by revealing the top card of the Expedition deck. If all 5 rounds have been played, continue to **END OF GAME**.

## END OF THE GAME

The game ends when you remove the last Cave entrance tile from the board. Each player counts the Gems in their Chest and converts them into victory points (see right).

**The player with the highest score wins.** In case of tie, the tied players share the victory.



# RELIC VARIANT

## SETUP



Follow the normal rules, then **sort the Relic cards in ascending order** (5, 7, 8, 10, 12) to make a face up pile near the other Expedition cards.

## ROUND OVERVIEW

Follow the normal rules with these exceptions.

### Beginning of the Round

At the beginning of each round (including the first one), **take the top Relic card and shuffle it into the Expedition card deck**. Then place this new stack face down near the jeep.

### Cave Exploration

When you reveal a Relic card, place it on the cave path in line with the other cards, then **nothing happens**. Continue directly to the **Player Decisions** phase.

## Player Decisions

If you are the **only one returning**, take all the Relic cards in the cave and put them under your Chest. If multiple players return at the same time, do not take any Relic cards. Relics do not provide Gems but you will add their point value to your score at the end of the game. Relics cannot be lost once obtained.

## END OF THE ROUND

After putting any Gems still on Treasure cards back into the reserve, **remove all Relic cards that are still in the cave at the end of the expedition**. Leave any Relic cards that have not been revealed in the deck.



## END OF THE GAME

Count the Gems in your Chest and convert them into victory points. Then add the value of your Relic cards to determine your final score. The player with the highest score is the winner. In case of tie, both players share the victory.

## CREDITS

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