

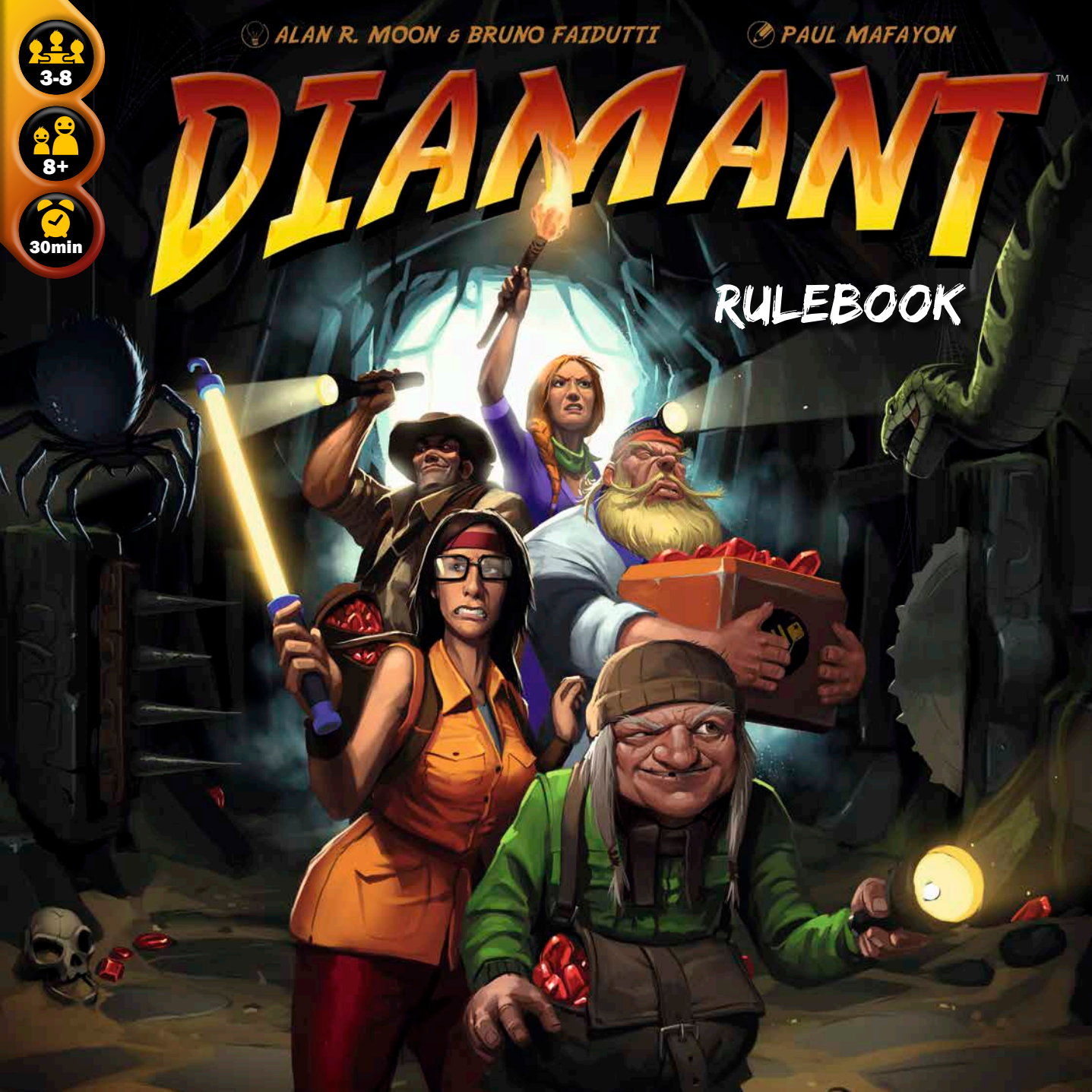
ALAN R. MOON & BRUNO FAIDUTTI

PAUL MAFAYON

3-8
8+
30min

DIAMANT

RULEBOOK



SUMMARY OF THE GAME

Diamant takes you on an expedition in the Tacora Cave, known for its diamonds... but also for its formidable traps! Venture to the depths of the cave and decide, step after step, to follow your path or return prudently to the camp to safeguard your treasures.

CONTENTS



OVERVIEW AND GOAL OF THE GAME

Explore the Tacora Cave with careful steps, guided by the light coming from your torches. Each time you go deeper, discover a new room and gather the diamonds found in your path.

Then decide if you want to return to camp to store your treasures, or if you prefer to continue your expedition towards the depths of the cave... and unknown perils!

If you fall into a trap, you will flee towards the exit, leaving all of your treasures behind you, and return to camp empty-handed... and with shaking knees!

Venture deep into the Tacora Cave and gather as many diamonds as possible. Be clever enough either to return to camp before falling into a trap, or to gather all the diamonds that are left on the path. Whoever has the most diamonds in their chest at the end of the game wins!

GAME ELEMENTS

GAME BOARD

The game board represents your camp, connected to each of the entrances to the Tacora Cave by five paths. Each entrance corresponds to a round of the game.



PRECIOUS STONES

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



Ruby




Diamond




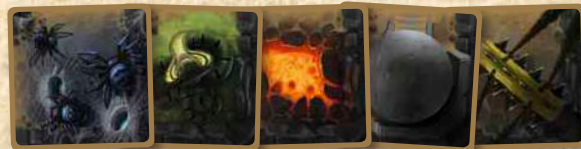
EXPEDITION CARDS

Expedition Cards show you what you discover each time you go deeper into the Tacora Cave. They come in three types:


 **Treasure Cards:** indicate the number of Rubies you found in this area of the cave (1, 2, 3, 4...).



 **Trap Cards:** indicate the traps that surprise you in the cave. Beware of giant spiders, snakes, lava pits, rolling boulders, and battering rams.



There are three of each trap.


 **Relic Cards:** their value depends on when they are taken from the cave. There are five identical cards.




DECISION CARDS

Decision Cards allow you to show other players if you want to go deeper into the cave or return to camp.



 **Continue Cards:** indicate to other players that you want to continue exploring.



 **Exit Cards:** indicate to other players that you decided to return to camp and put your Precious Stones in your Chest.

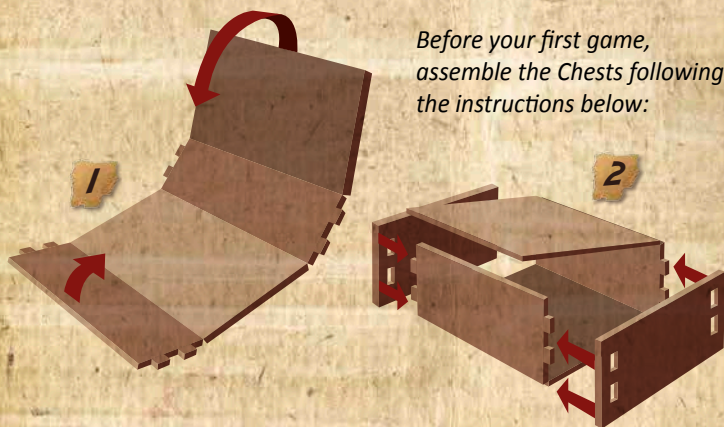
BARRICADE TILES

Barricade Tiles allow you to follow the progression of the game. They are numbered 1 to 5 and close the entrances to the Tacora Cave, one after the other, after each round.



CHESTS

Chests are a safe place where you can store your Diamonds when you return to camp before falling into a trap in the Tacora Cave. All the Rubies and Diamonds in your Chest are safe until the end of the game.



SET UP



1

Place the game board on the table.

2

Shuffle all the Expedition cards and make a deck, face-down, on the deck space on the game board.

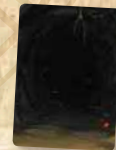
3

Each player chooses a color and takes the Chest and Explorer figure of the same color. Explorer figures must be visible by all players.



4

Each player takes a "Continue" Decision card and an "Exit" Decision card.



x 1



x 1

6

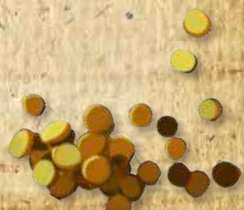
Put each Barricade tile in front of the corresponding cave entrance, next to the game board.



5

Put the Rubies and Diamonds next to the game board to make the Precious Stone reserve.

5





GAME PLAY

The game plays over 5 rounds corresponding to the 5 cave entrances.
Each round consists of each player deciding to either advance into the cave or return to camp.

ROUND OVERVIEW

1 ADVANCE INTO THE CAVE

Flip the top Expedition card of the deck and put it in the middle of the table face-up.

Treasure Card: take as many Precious Stones from the reserve as there are Rubies on the card. Share these Rubies equally with all players still in the cave. Put the remaining Rubies on the Treasure card.



Trap Card: if a trap appears for the first time since you entered the cave, nothing happens and the expedition continues. However, if the same trap is revealed a second time, all players in the cave immediately return to camp empty-handed. One of the two identical Trap cards is removed from the game, and the other is put back in the Expedition card deck. **The expedition ends immediately (see: End of a Round page 8).**



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, and the 4 remaining Rubies are put on the Treasure card.



Rubies that you gather during the Expedition are put next to your Chest and can be lost. It's only when you return prudently (or shamefully) to camp that you can put your Precious Stones safely in your Chest.

EXAMPLE

When the first Trap card — a Snake — is revealed, nothing happens and the expedition continues. Later in the same round, when a second Snake card is revealed, all explorers in the cave take off running, abandoning their treasures, and the expedition ends.



Relic Cards: the Relic card stays on the cave path and nothing happens. Go directly to the “Players’ Decision” Phase. **The card isn’t worth any points until a player leaves the cave with the card in their possession.**



2 PLAYERS’ DECISION

Before a new Expedition card is revealed, each player still in the cave must decide to continue the expedition and delve deeper into the cave, or to return to camp to put their Precious Stones safely in their Chest.



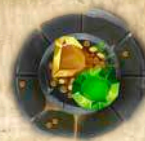
To do this, take your two Decision cards: Continue and Exit. Choose one and place it in front of yourself face-down. When everyone is ready, simultaneously reveal your cards.

Continue: you continue the expedition to try to gather more treasure.

Exit: you return to camp and proceed as follows:

- Put your Explorer figure on the camp to remind other players you returned.
- On the path out of the cave, **gather all Rubies that were left on Treasure Cards.** If multiple players are leaving at the same time, they equally share all remaining Rubies. If there are any Rubies left after this, leave them in the cave on any Treasure card.
- If multiple players are leaving at the same time, no one takes the Relic cards. However, **if only one player leaves, they take all Relics in the cave,** which give them Diamonds as follows:

- *The first 3 Relics to leave the cave are worth 5 Rubies (1 Diamond) each,*
- *The following Relics are worth 10 Rubies (2 Diamonds) each.*



Place the Relics that you have brought back next to your Chest, and put a number of Diamonds on each card corresponding to their value. The Relics are safe until the end of the game, as if they were in the player’s Chest.

- **Put all of the Rubies you gathered during the expedition in your Chest.** Everything in your Chest is safe until the end of the game.



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



Once all players have made a decision, reveal a new Expedition card and lengthen the path into the cave.

END OF A ROUND

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

Continue to the next round:

1 Place a Barricade tile on the game board to close the cave entrance corresponding to the round that just ended.



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



3 Remove all Relic cards from the game that are still in the cave at the end of the expedition.



4 Remove the second identical Trap card from the game if the expedition fell into its trap.



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

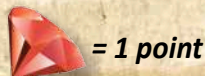


A new round begins by flipping over the top card of the Expedition deck.

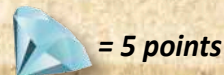
END OF THE GAME

The game ends when the last Barricade tile is placed on the fifth cave entrance.

Each player counts the Precious Stones they put in their Chest, as well as those on the Relic cards they gathered, and converts them into victory points:



= 1 point



= 5 points

The player with the highest score is declared the winner. In case of tie, the tied players share the victory.



CREDITS

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