



**For 3-8 Players from 8 years**  
**Game by Alan R. Moon & Bruno Faidutti**

## **ADVENTURE AND BLUFF IN THE MINE**

### **CONTENT**

- 1** Game board representing the base camp and 5 cave entrances
- 30** Cave cards: 15 Diamond cards: 1, 2, 3, 4, 5, 5, 7, 7, 9, 11, 11, 13, 14, 15, 17  
15 Danger cards: 3 each of card: Serpent, Scorpion, Rockfall, Gas cloud, and Explosion
- 90** Precious Stones: 60 rubies with a value of 1  
30 diamonds with a value of 5
- 8** Adventurers in 8 player colors
- 8** Treasure Chests in 8 player colors
- 5** Blocking obstacles for the cave entrances, numbered 1 to 5



Assemble the box as shown.

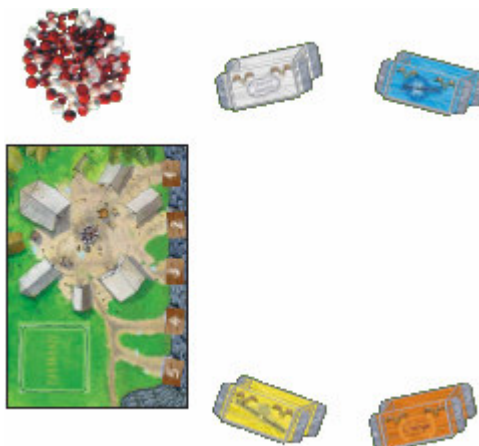


### **AIM OF THE GAME**

Everyone wants to bring back from the expedition the most beautiful rubies and diamonds. The players explore each of the 5 caves, and each tries hard to leave with the most riches possible. The winner will be the player who, at the end of the game, has the most precious stones in his treasure chest.

### **PREPARATION**

Place the camp at one end of the table with the cave entrances towards the center of the table. Place to the side the reserve of precious stones, rubies and diamonds. Each player chooses a color and takes the corresponding **Adventurer** and **Treasure Chest**. Each places their chest in front of themselves, and keeps their adventurer in their hand. Place **Obstacles** (from 1 to 5) in the right order on the entrances to the 5 caves. Shuffle the **Cave Cards** and place them in a pile face down on the field at the side of the camp. This is the draw pile.



## EXPEDITION

The adventurers explore the caves together. They certainly find precious gems, but also expose themselves to dangers. Before anyone turns over a new card, each player must each time decide whether to take the risk of advancing deeper still into the cave to find more riches, or to return to camp to put their loot under shelter. Once a danger appears for a second time, all the adventurers, taken with fear, run from the cave to return to the camp empty-handed.

The player who sits closest to the draw pile takes the top card and places it face up next to the entrance of the first cave (see illustration to right). The underground gallery will be extended in the future by other cards.



All the players move into the first cave, and obstacle number 1 is put aside. The adventurer pawns are however kept by the players until they leave the cave, when they are placed in the camp.

The drawn card indicates diamonds or danger, as described below:

## DIAMONDS



Until now, everything has been going well! For the moment, the expedition is flushed with success. The diamond card is placed as the extension of the cave. The players finding themselves in the cave share the previous stones indicated on the card, dividing them equally between themselves. Each of the players receives exactly the same number of stones from the reserve. If there are stones remaining, which is generally the case, they are placed on the diamond card.

### Examples:



- If the card indicates 11 stones and there are 5 players in the cave, each player receives from the reserve 2 rubies. One ruby is placed on the card.



- If the card indicates 17 stones, and there are still 3 adventurers in the cave, each player receives from the reserve 5 rubies (or 1 diamond). Two rubies are placed on the card.

**Important:** Players place the diamonds to the side of their treasure chests. It's not until after having left the cave that they may, if they escape in time, put the diamonds into their chest and save them until the end of the game.

At any time, you can exchange 5 rubies for 1 diamond.

## DANGERS



Serpents, scorpions, rockfalls, gas clouds or explosions, dangers lie in wait for the adventurers. The danger card is placed face up as the extension of the cave. The subterranean gallery always turns when a danger arises. Place the card in such a manner that the following cards may be placed without collision with the camp or the path of the passage so far.

If the adventurers face a danger for the first time, they are able to overcome it, and the expedition continues normally.

If, on the other hand, the same danger is encountered for a second time in this cave (not necessarily immediately after the first time), the expedition finishes immediately.

- All the players who find themselves still in the cave take to their heels and flee, rejoining the camp.
- Players lose all the diamonds still at the side of their treasure chest, that is, those which they found in this cave. On the other hand, diamonds already in their treasure chest are kept.

## THE DILEMMA: PENETRATE FURTHER, OR LEAVE THE CAVE

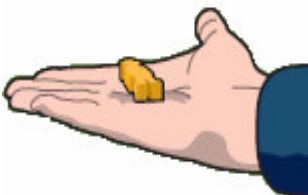
On each turn, before anyone turns over a new card, all players still present in the cave must, simultaneously, make the following decision:

Do they want to advance deeper into the cave and risk losing the treasure they have found, or do they want to leave the cave to take their treasure to safety?

To make this decision, each player holds out a closed fist, and opens simultaneously:



- **Following the path in the cave:** Players who **don't have their adventurer in their fist** advance further in the cave and try to gather more precious stones. They keep their adventurer and the expedition continues for them.



- **Leaving the cave:** Players who **hold their adventurer in their fist** deposit all the treasures which they have collected in the cave in their chest. In leaving, on the path back to the camp, these players collect all the precious stones which are still on the cards in the cave. If several players leave simultaneously, the stones which they find in the cave are divided equally among them. The remainder, if any, stays on the cards in the cave. The division is done for all of the precious stones in the cave, and not for each card separately. The players place their adventurer in the camp, and this expedition is finished for them.

If last player steps out of the mine or if one of the 5 dangers is revealed for the second time, the current expedition is immediately ended!

## **NEW EXPEDITIONS**

If all remaining players decide to leave the cave, or if one of the 5 dangers has been encountered for a second time in this cave, the expedition is finished.

**Exception:** If the expedition is finished because a danger has been encountered a second time, take one of the two danger cards and put it in the box – it is retired from this game.

If there are still precious stones in the cave, return them to the reserve.

For the following expedition, take all the cave cards from the table and shuffle them into the draw pile to make a new draw pile for the following expedition; and place them on the field at the side of the camp, face down.

All the adventurers enter the cave door of the following number, so put the obstacle aside. Once more, the player closest to the draw pile turns over the first card of the draw pile and places it face up next to the cave entrance.

All 5 expeditions follow the same rules.

Concerning the treasure chests: we recommend to keep them visible during the game. If you prefer to hide your treasure chest, you can decide to allow it before the game starts.

## **END OF THE GAME**

When the 5<sup>th</sup> expedition is finished, all players count their treasures (rubies 1 point, diamonds 5 points). The player having the highest total score is the winner.

