



Players: 2-4 Age: 12+ Length: 30'

by **RIFO** Riccardo Foches © 2009

*The mountain is full of diamonds!
Start digging your tunnel to take them!
Tunnels with torch illuminate a longer portion of the digging and dark tunnels stop you.
If you block other players' tunnels, they will have to begin new tunnels...
...and you will gain more diamonds!!!*

GAME PARTS

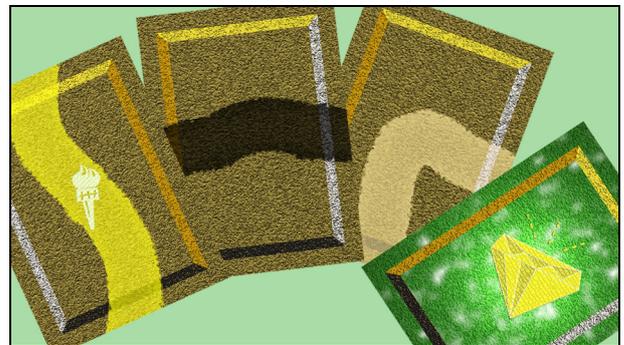
- **63 cards:** the cards illustrate three types of tunnels within the mountain (torch illuminated tunnels, dark tunnels and "standard" tunnels).
On the back side of some cards there is a diamond.
- **4 pawns:** one for each player.
- **1 quick reference.**

SET UP

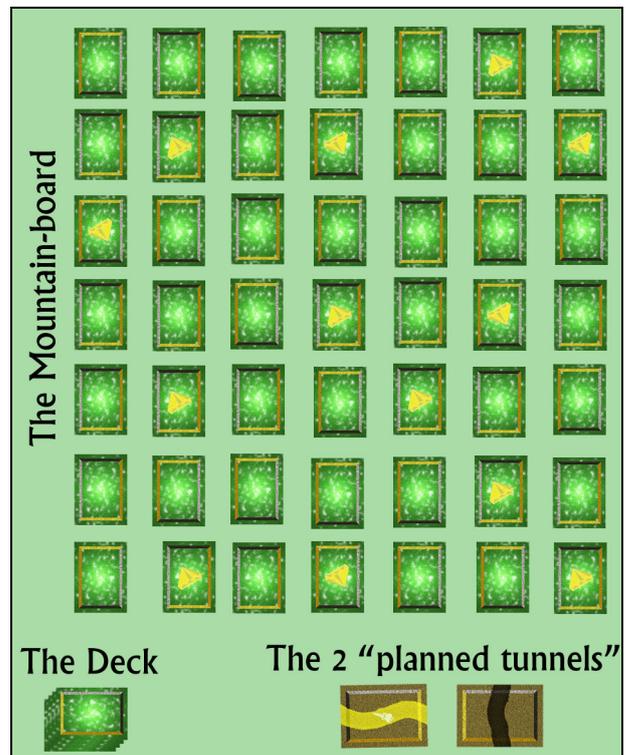
Shuffle the 63 cards, then take 12 of them and form a deck.
Pay attention not to choose cards with a diamond on the back side!
On top of the deck must be visible the *mountain-side* of cards (*the green side*).

Take 2 other cards and put them face up next to the deck (the tunnel on each of them must be visible).
We call these 2 cards "*planned tunnels*".

With the remaining 49 cards build the "*mountain-board*", by putting on the table 7 rows of 7 cards each, with their green *mountain-side* up.
The position of diamonds is *random* (*the figure is only an example*).



A card with a tunnel illuminated by a torch, a card with a dark tunnel, a card with a "standard" tunnel and the diamond on the back side of some cards.



*Example of starting mountain-board.
Leave some space between two adjacent cards:
during the game some of them will be turned
horizontally.*

GAME START

Choose a player to start.

Each player, in clockwise order, chooses one of the 49 cards of the *mountain-board* and turns it face up.

Then he puts his pawn on top of the chosen card to indicate one of the two tunnel directions.

Players cannot choose cards with the diamond!

Now proceed with the turns as follows.

THE TURN

In your turn, if you are not in a **BLOCKED TUNNEL** (see *below*), you must **choose 1 of these 2 actions**:

Action A. Choose 1 of the 2 cards next to the deck (the "*planned tunnels*") and put it on the table, tunnel-side up, in place of the card in front of your tunnel, as indicated by your pawn. Put the substituted card next to the deck, face up (so the "*planned tunnels*" are 2 again).

You get a "**RIGHT WAY!**" bonus (see *below*).

NOTE: You can choose this action **ONLY** if the card of the *mountain-board* to be substituted has **NO** diamond on it.

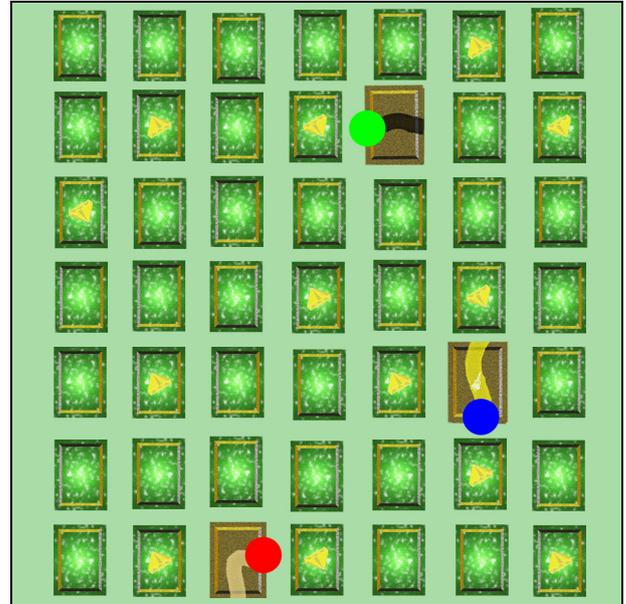
Action B. Choose 1 of the 4 colours on the borders of the card in play in front of your tunnel and declare it to the other players. Then turn up that card.

Only if the border of the chosen colour corresponds to 1 of the 2 directions of the tunnel on the discovered card, you get a "**RIGHT WAY!**" bonus (see *below*).

Whichever action you performed, now choose 1 of the 2 directions of the new tunnel in play and *connect* it to the tunnel with your pawn.

A card can be horizontally rotated in order to connect tunnels.

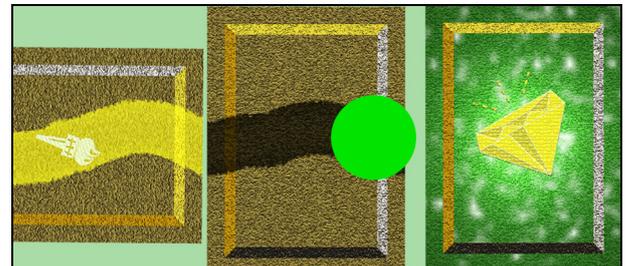
Then move the pawn on top of the new tunnel (...*the digging continues*...).



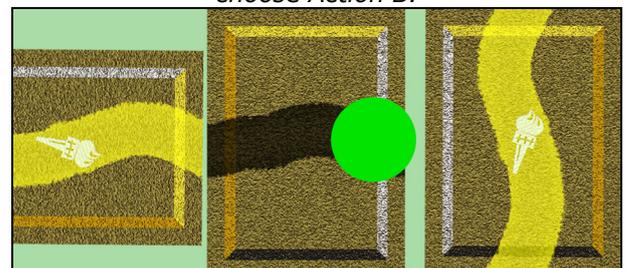
Red player found a standard tunnel and put his pawn on it; his direction is: right.

Green found a dark tunnel; his direction is: left.

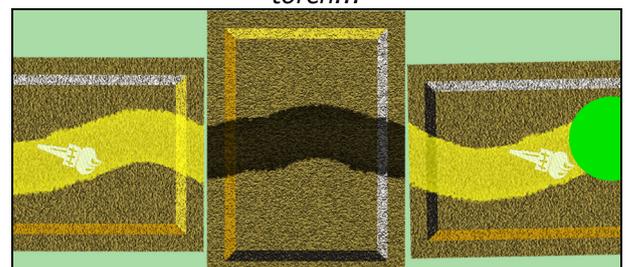
Blue found a tunnel with torch; his direction is: down.



In this case, the Green Player cannot choose Action A, because he is pointing to a diamond. He must choose Action B.



The Green Player uncovers the card and found a torch...



...he connects tunnels by rotating the card, and moves his pawn on it.

Now, turn down the card at the opposite end of your connected tunnels (...it disappears into the dark...), UNLESS the new tunnel (where you have your pawn) has a torch.

If that card was horizontally rotated, rotate it again in vertical position.

If it shows the diamond you can gain it, but only if you got a **"RIGHT WAY!"** bonus this turn (i.e. either you have chosen Action A, or you have chosen Action B and you declared the right border).

Put the gained card on the table in front of you (it represents victory points: don't use it until the end of game) and substitute it on the mountain-board with a new card taken from the deck (green side up).

BLOCKED TUNNELS

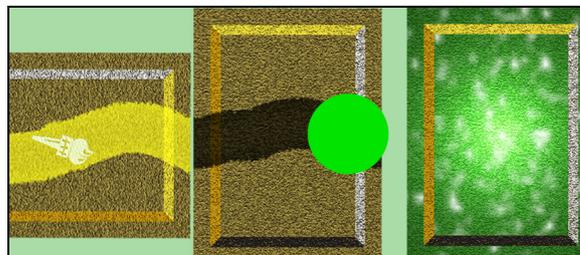
If your tunnel, as indicated by your pawn, is directed outside the mountain-board, or if the card in front of your tunnel is already turned up (by you or by another player), you are in a blocked tunnel!

You must turn down all the cards forming your tunnel, except the card with your pawn, then you pass the turn.

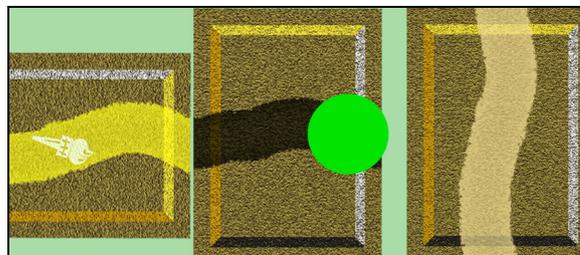
You don't gain any diamond, if they appear!

Even in this case, all turned cards must be put in vertical position.

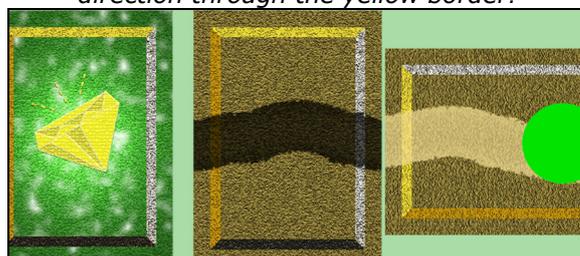
Only if your blocked tunnel was already formed by a single card, you can orientate the tunnel as you prefer and go on, without losing your turn.



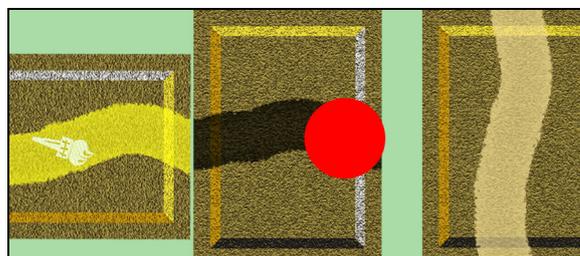
Green can choose either Action A or Action B. He chooses Action B and declares: "Yellow border"...



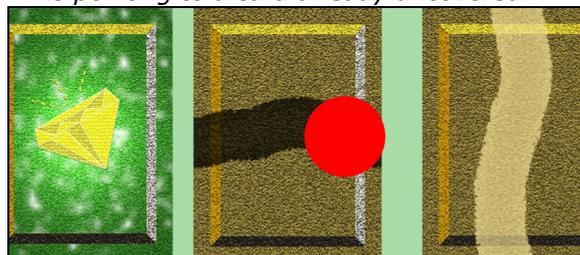
...Green turns up the card: the new tunnel has a direction through the yellow border!



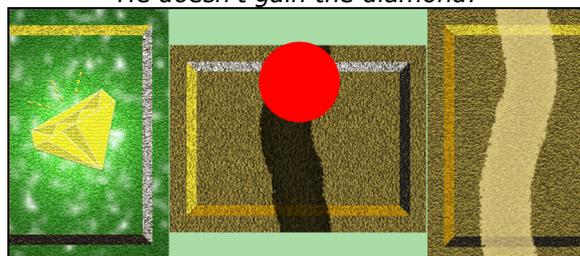
Green turns down his tunnel at the opposite side (because the new tunnel has not a torch). Having declared a correct border ("yellow border"), Green has got a "Right way", so he gains the diamond!



In this case, Red is in a Blocked Tunnel, because he is pointing to a card already uncovered...



...so, he must turn down his tunnels, except the one with his pawn, and pass the turn. He doesn't gain the diamond!



New turn of Red: now his tunnel has only 1 card; he can rotate it and go on with his normal turn.

END OF TURN

If you have chosen *Action A* (substituting the card), your turn ends.

If you have chosen *Action B* (turning up the card), look again at the discovered tunnel:

- if it is dark, you can still perform an *Action A* (if you want) and then your turn ends (...dark tunnels are dangerous...)

- otherwise (either "standard" or with torch tunnel) you can now start a new turn again (if you want)!

With Action A, you can easily plan your direction and you get automatically a "right way" bonus (useful if the last card of your tunnel has the diamond, so you can gain it).

With Action B, you risk not to gain a "right way" bonus (it isn't necessary if the last card of your tunnel has not the diamond), but you can still play at least one more card or even another turn (useful if you want to run faster with your digging).

END OF THE GAME

When no diamonds are visible on top of the *mountain-board* (some of them are gained by players, others are on cards still in play but hidden under tunnel-side of card), the game ends.

Count your points as follows:

4 points for each diamond gained;

3 points for each diamond hidden under a card of your tunnel;

2 points for each torch of your tunnel, but with no diamond on the other side;

1 point for each "standard" tunnel (neither dark, nor with a torch).

Resolve ties in favour of the player who gained more diamonds and if there is still tie, the one with the longest tunnel wins.

DIAMOND CAVE ©
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Salvanél (flight from the enchanted wood)

a boardgame by Riccardo Foches

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(www.psgiochi.com - www.trentofestival.it)

www.boardgamegeek.com/boardgame/34726