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EsotericOrderGamers

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Game: **DIAMANT**

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Page 1: **Rules summary**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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DIAMANT

SETUP

Shuffle the **expedition cards** and place the deck facedown on the space on the board.

Each player chooses a color and takes the **chest** and **explorer** figure of the matching color.

Each player takes a **continue decision card** and an **Exit decision card**.

Put the **rubies** and **diamonds** next to the board to make the **precious stones reserve**. Precious stones are represented by rubies worth 1 point, and diamonds worth 5. Only rubies are found in the cave, but you can exchange 5 rubies for 1 diamond at any time.

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

Reveal the **top expedition card** and put it in the middle of the table faceup.



TREASURE CARD Take as many precious stones from the reserve as there are rubies on the card. Share them *equally* with all players still in the cave. Put the remaining rubies on the treasure card.

Rubies you gather during the expedition are put next to your chest and can be lost. You can only put your precious stones safely in your chest when you return to camp.



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.

The expedition ends immediately.



RELIC CARD 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 into the cave**, or **return to camp** to put their precious stones in their chest.

To do this, **take your 2 decision cards: Continue and Exit**. Choose one and place it in front of yourself facedown.



When everyone is ready, simultaneously reveal your cards.

CONTINUE Advance into the cave to get more treasure.

EXIT Return to camp:

- Put your explorer figure on the camp to remind other players you have 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 leave at the same time, no one takes the relic cards. However, **if only one player leaves, they take all relics in the cave**, which gives them diamonds as follows:
 - the first 3 relics to leave the cave are worth 5 rubies (1 diamond) each,
 - the rest of the relics are worth 10 rubies (2 diamonds) each.

Place the relics you 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 your 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.

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 board to close the cave entrance corresponding to the round that just ended.



2. **Place any rubies still on treasure cards 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 triggered that 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**: rubies are worth 1 point, and diamonds are worth 5.

The player with the highest score is the winner.

On a tie, the tied players share the victory.

