

Aim of the game : Get the most gems by sending his elfs in the various galleries under the ground

Set up



Put the 5 cards showing the galleries entrances in the middle of the table.

Each player has 3 elfs of his color (meeples) in front of him, he can place them to dig tunnels and advance in the different galleries.

He also has a bomb card of his color and a bag on which he will place the gems he has recovered..

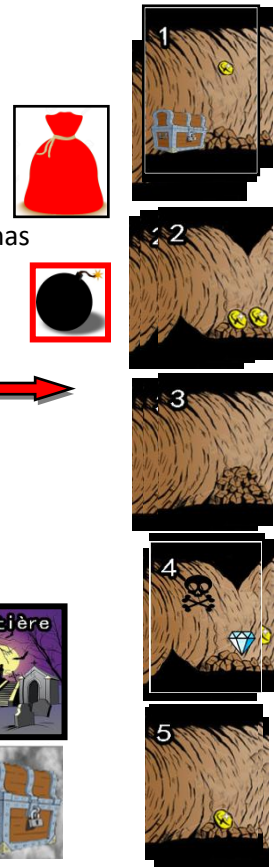
The piles of "tunnel" cards are placed on one side of the table face up and sorted by number, there are 5 piles (numbers 1 to 5), each pile contains 10 cards and on each card there can be up to 3 nuggets, diamonds, chests, picks and bones.

We take the 2 dice, the first one has a bomb instead of the 6, the second one has a gun instead of the 6.

Put the cemetery card on the side of the table.

Put the 10 chest cards in a pile with the chest face up next to them.

The map representing the village is placed next to it, where the players can buy equipment/services.



The gems (small and large) are placed in a pile in a corner of the table, knowing that 1 large = 5 small. You put 50 nuggets in this pile if you play with 2 players, 60 nuggets if you play with 3 or 4.

The accessories (helmets, armor and crosses) that can equip the elfs are put aside.

How it works ?

Dig galleries and placing elfs

The youngest player starts, he throws the 2 dice, the *green player gets for example: 1 and 3.*

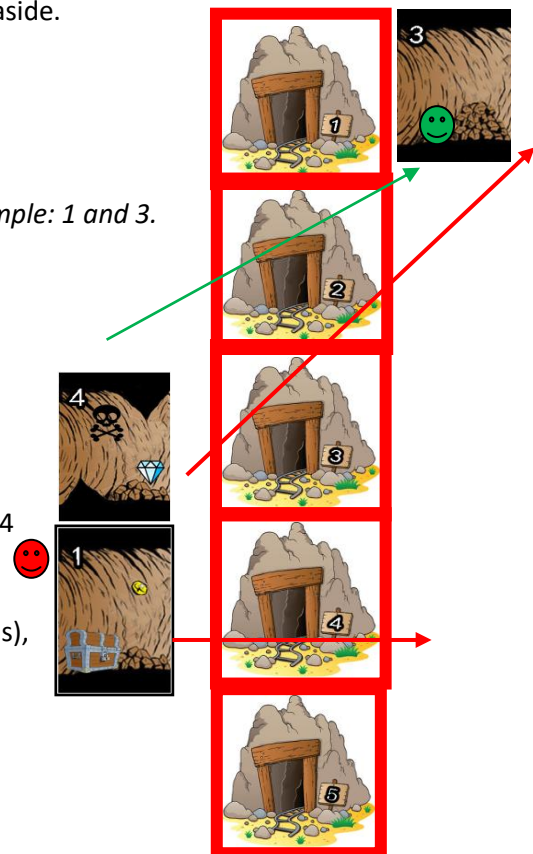
The player must combine his dice to place a piece of tunnel in a gallery.

Here the player can place a piece of tunnel 1 in gallery 3 or a piece 3 in gallery 1

He will then place one of his sprites on the newly dug tunnel.

If the red player who plays next makes 4 and 1. He can either put a tunnel 4 in the gallery 1 passing in front of the green player, or put a piece 1 in the gallery 4 inaugurating a new gallery.

On the tunnel cards appear nuggets, diamonds and objects (picks, chests, bones), the subterranean paths will thus be formed as the game turns.



Getting diamonds, gold nuggets and galleries

There are different ways to collect gems.

1) At the beginning of his turn, a player collects as many gems as he has goblins in the galleries

Ex: if at the beginning of his turn, the green player has 2 goblins in 2 different galleries, he will get 2 nuggets

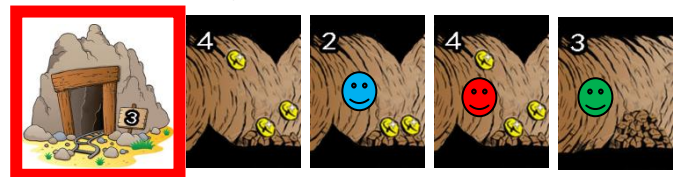
2) On his turn to play

-Diamonds : are collected instantly, i.e. when a player places a tunnel card with one or more diamonds drawn on it, he/she instantly takes that number of gems from the pile on the table. Each diamond a player owns will earn them 1 point at the end of the game.

Nuggets : are only collected by a player when a gallery closes. This happens when the 3rd identical card (with the same number) appears in a gallery (any objects on this last card have no effect)

In this case, the player who closes the gallery gives back to the other players their goblins present in it, with, as a salary, the card on which they were. He takes all the remaining cards, and everyone converts the nuggets on his card(s) into gems taken from the table.

Nuggets will also give 1pt at the end of the game.



If the orange player comes and places a piece of tunnel 4 in gallery 3, as it is the 3rd identical piece, the gallery closes. Each player takes back the card on which their elf is, the orange player will collect all the remaining cards

And all convert their cards into nuggets. 2 for blue, 3 for red, 0 for green and 6 for orange

Equipment: A goblin equipped with a helmet (see equipment at the end of the rules) present in a gallery when it closes will get a double salary, he will take twice the number of nuggets present on his card

Remark : The helmet has no effect on the goblin who closes the gallery if he has one (since he doesn't receive a salary but wins the gallery).

ATTENTION: When playing, a player has the possibility to bring a new elf into a gallery, to move a goblin already there or to change the gallery of a goblin already present in another mine. Similarly, a player is not obliged to play if the result of his dice does not suit him, he passes his turn.

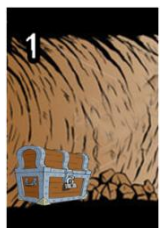
Chests, picks and bones : elves will discover objects in the galleries.

- Pick : - If a goblin places a tunnel card with a deck on it, he digs by placing the tunnel card with the next higher number on it and moves on. (1 will be considered higher than 5)

Ex: If you place a tunnel card 1 with a deck on it, you will continue digging by placing a tunnel card 2 next to it and putting your goblin on it.

- Chest : If a goblin places a tunnel card with a chest, the player turns over the first chest card to see what is in the chest. There may be diamonds (immediately won by the player), nuggets, (in addition to those possibly present on the card), bombs that come to be placed on the card or accessories (see below) that will equip this goblin!!!

There are 10 chests that contain 1 nugget (x1), 2 nuggets (x1), 1 diamond (x1), 2 diamonds (x1), a bomb (x2), bones (x1), a helmet (x1), a cross (x1), an armor (x1) carte ou des accessoires (voir ci-dessous) qui équiperont ce lutin !!!



- **Bones** : If a goblin stands on a piece of tunnel containing bones, it will not be able to move, it will wait there until the gallery is closed or it explodes!!!

Equipment: if a goblin has a cross (see equipment), he can continue to advance after having gone on a card with bones



Bombs and guns

The goblins like to play, they like to play pranks on each other :-), they take great pleasure in dropping bombs in the galleries to annoy their little friends or to shoot them.

Indeed there are bomb and gun symbols on the dice (1 on each die instead of 6)



Bombs :

When a player gets a bomb on his dice :

If there are no bombs in play, he can place the bomb of his color by combining it with the number indicated by the second dice:

- either at the entrance to the tunnel whose number is defined by the second die
- or on a piece of tunnel with the same number as the second die

If one or more bombs have already been placed, they explode and the player rolls the dice again!

A gallery with a bomb continues to function normally, goblins can enter or leave it, it can be closed and continues to give gems to the one who is in the lead of this gallery.

Gun



When a player gets a gun, he can shoot by combining his gun with the number on the other die.

- on a goblin in the gallery whose number is defined by the second die
- on a goblin in a piece of tunnel whose number is indicated on the second die (in any gallery)

Remark : if a player gets " bomb " and " gun " with his 2 dice, he will choose to place a bomb where he wants or to shoot the goblin of his choice

Damage and rewards

When a bomb explodes, all the goblins in the gallery go to the graveyard. If the bomb is of the same color as a player, he earns as many gems as he has sent to the cemetery.

In the same way for the gun, any goblin sent to the cemetery thanks to the dice by a player earns him 1 gem

A goblin with armor (see equipment at the end of the rules) will never go to the cemetery, when it is shot or when it is in a gallery that explodes, he just loses its armor but keep its place.

Cemetery

Goblins that are in the gallery when a bomb explodes or are killed by a gun go directly to the graveyard. To retrieve one or more goblins from the graveyard, a player must spend his entire turn in the game (he will not retrieve any nuggets if his goblins are at the head of the gallery).



VILLAGE

You can go to the village to get what you need to rule this underground world!

Indeed, after having collected the precious stones according to the number of goblins at the head of the galleries, at the beginning of the game turn, and before throwing the dice, you will be able to spend your money in exchange for equipment or services.

Equipement

1-Blacksmith : he will carve you a beautiful armor to protect one of your goblins from the unpredictable dangers of the mines, but the knowledge to do so must be paid for ! (1 precious stone)

2- Church: you can get a cross to make your underground pilgrimages easier (1 gem)

3- Store: equip your goblins properly, a helmet is not too much, they will be more efficient and you richer (1 gem)

Service

4- Artificer: plant or remove a bomb anywhere and anytime, a great service (2 gems)

5- Contract killer: to avoid getting your hands dirty, you can send the goblin of your choice to the cemetery, a clean and efficient job (3 gems)

Remark : by using a contract killer, a player will not get back the reward nuggets for sending one goblin to the cemetery.

Note: you can only buy one equipment or service per game turn, you can't equip a goblin that is already in a gallery, and the same goblin can't have 2 identical equipments

End of the game

When one kind of tunnel is exhausted, the pile is refilled with the pieces already used and discarded






The game ends when all the nuggets have been recovered.

At this point, each player collects the tunnel cards on which he has a goblin and adds the nuggets on these cards to the gems collected, the one who has the most is declared the winner!



Game Help

- 1) Retrieving your dead(s) from the cemetery = end of the round
- 2) Collecting 1 nugget for each goblin at the head of a gallery
- 3) Visit to the village to buy equipment/service (1max/tour)






 Salary x2 when a gallery closes	}	Cost = 1 nugget
 Do not get stuck on the bones		
 Protect from bombes/shootings (single use)	}	Cost = 2 nuggets
 Install or defuse 1 bomb		
 Get someone killed	}	Cost = 3 nuggets

- 4) Throw the dices to combine and dig
- 5) Explore the new tunnel


 = Dig again ;  = Open  = Collect

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