



DIAMOND FOREST

THE DWARF'S GOAL IS TO COLLECT FOUR DIFFERENTLY COLOURED DIAMONDS AND TO TAKE THEM OUT OF THE FOREST.

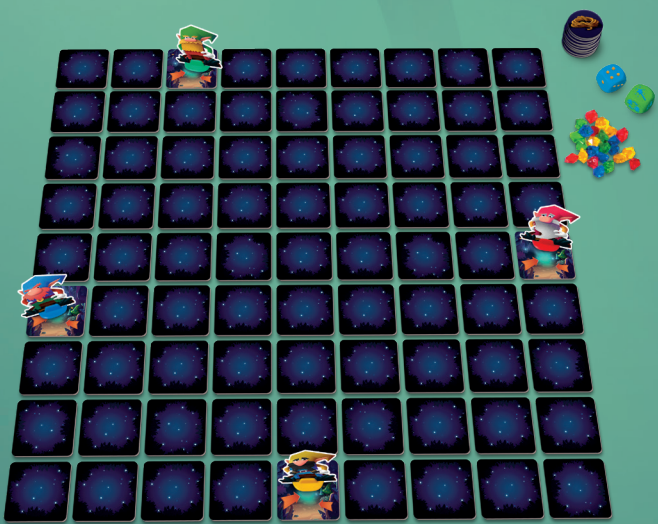


COMPONENTS:

- 81 game tiles (31 paths, 19 gremlins, 10 rocks, 5 swamps, 5 drifts, 4 forest entrances, 4 diamonds, 2 fires, 1 spider)
- 16 diamonds (4 x 4 colours)
- 15 equipment tokens
- 4 dwarf tokens
- 4 plastic standee stands
- 1 die with points
- 1 die with symbols

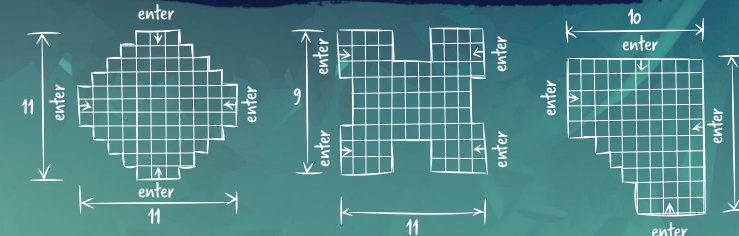
GAME SETUP

- Before the first game, peel out the game pieces and place the dwarf tokens into the stands.
- Apart from 4 tiles with forest entrances, shuffle the game tiles well and then place them on the table in the game board. The game board is of a 9x9 tile square shape. Lay the tiles face down (with the image of the darkened forest up = back side) so that none of the players can see the face of the tiles.
- During getting the game ready, place the tiles of the forest entrances on the edges of the game board, one on each side.
- Each player chooses one dwarf token to play with and places it on one tile of the entrance to the forest. Each dwarf stands on one tile on his own.
- Make a common stack of equipment tokens and diamonds. Place the dice next to the game board.



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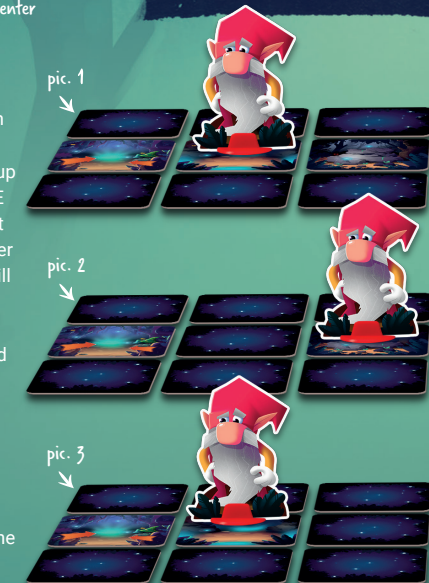
TIP: For the first game, shorter playing time or the game with very young children, we recommend including only tiles with symbols. In this easier version, the game board has a 6x6 layout. Dwarfs will look for only 3 differently coloured diamonds. You can slowly increase the difficulty by gradually adding more tiles up to the maximum. (These tiles are marked with a symbol: 10 paths, 8 gremlins, 6 rocks, 4 forest entrances, 3 diamonds, 3 drifts, 2 swamps.)



TIP: The game board layout does not have to be always square; you can put it into a cross, rectangle etc. You can also customize it for a smaller number of tiles, e.g. see left.

COURSE OF THE GAME:

- The youngest player starts.
- The player turns over one game tile bordering perpendicularly with a tile on which his dwarf token is standing. The player turns over the tile so that even other players could see it well (pic. 1). Now the player has to decide:
 - If the player decides to stand on the tile, the player leaves the tile facing up and moves their dwarf token on it. THE PLAYER TURNS FACE DOWN THE TILE ON WHICH THE PLAYER WAS STANDING ON BEFORE (pic. 2) (apart from special cases - see description Effects. The player does not turn over the tile which the player has just left also when another dwarf token is still standing on it).
 - If the player decides not to move on the tile (or the player cannot move on it), the player does not go anywhere, the player only looked around and explored the surroundings. The player turns the tile face down again and the next player continues the game (pic. 3).
- You can also enter an already turned tile occupied by another dwarf.
- When the player moves on a tile, the tile effect is immediately triggered (if it has an effect).
- Then clockwise, the next player continues.
- In this way, the players take turns and progress until they reach the end of the game.



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END OF THE GAME:

The game is won by the player who collects four diamonds of four different colours and reaches with the dwarf token any tile of forest entrance as first. The game ends when this goal is reached. (If players want to know the overall ranking, they continue playing until there is only the last dwarf in the forest.)

GAME TILE EFFECTS:

Path – Easy pass. Going this way? Piece of cake.

If you discover a path tile, you can move to it and leave it according to the basic rules. If you decide to step on it, you can also turn over a next tile (and turn the face down again the previous one). If the next one is also a path tile, you can turn over another tile. You can do this as long as you discover a different tile type, or you decide not to step on another tile.

Forest entrance – Let's hunt for treasures! Which way? This way!

It is a start and finish tile. You can walk on it during the play, but it does not have any special effect. It does not even work as a path tile so when you stand on it, you do not turn over a next tile. Players do not turn it over when they leave it and it does not have a back side. It must not be moved during the play (not even due to the gremlin effect, see p. 5).

Diamond – When the full moon shines on it, it sparkles beautifully.

Diamonds are of 4 colours. When you enter this tile, you can take one diamond of the corresponding colour from the common stock. Players do not repeatedly collect the diamond of the same colour, so this tile does not have any further effect for you. If a dwarf enters a tile with a diamond, your move ends here (even if you already have this diamond). You do not even turn over next tile how it is in case of a path.

Fire – A fire that shines into the night may help the dwarf.

When you enter the tile with a fire, turn all adjacent tiles face up in a right-angled way (up to a maximum of 4 tiles, if the fire is at the edge of the game board then less). This step is taken only once during the game. The fire tile and the tiles that the fire shines on, stay face up until the end of the game. The tile with a fire then does not have any effect any more in the game.

Swamp – You can cross the swamp if you do not drown.

When you stand on the tile with swamp, you roll the die with points twice. The first roll determines the swamp difficulty. In order for the dwarf to leave the swamp, the second roll must be of at least the same or higher points as the first die roll. Two situations may occur: If you are successful, you continue in the next round according to the rules. If the second die roll is of a lower number of points, the player gets stuck in there (during this period lay your dwarf token on the tile) and you must do again both die rolls in the next round (you will only roll the dice, you will not turn over the tiles). If you are successful this time, place your dwarf token again and in the next round, you play again. For the swamp, you cannot use the equipment tokens (p. 4).

Spider – Spider weaves its nets, quick escape is the best!

A spider is the only tile in the whole game that you can not enter or pass through. Once you turn over the tile with a spider, you must leave the next player to take turn. Also, you must turn the spider tile again face down.

Gremlin – A forest man that the magic knows and enchants the travellers.

Once you enter the tile with a gremlin, roll the die with symbols and immediately carry out the effect which is shown on it, see p. 5. In the next round, continue playing following the rules again.



Drift – This underground line, saves your time.

Once the dwarf first enters the tile with a drift, you discovered it and leave the tile facing up until the end of the game. (When you leave this tile, do not turn it over as during a standard move.) If there is one or more other drift facing up on the game board, you can use them: immediately when entering the drift move your dwarf to any of the other drifts facing up. In the next round you continue the game from this new place. If there is no other visible drift or you do not want to use it, the dwarf only enters the tile (without any effect). After entering this tile you do not turn over another one. It does not have the same effect as the tile with a path.



Rock – A giant can easily climb over but for a dwarf it is a huge problem.

When you enter the tile with a rock, roll the die with points. In order for the dwarf to climb the rock, you must roll the die to get at least the same or higher number of points than the value which is stated in the corner of the tile with a rock. (The value of the die can be supplemented also by the equipment tokens that the dwarf owns, see below.)

Three situations may occur:

- If you are successful, you gain one equipment token and in the next round, you continue according to the rules by turning the next tile over.
- If you roll the die with a lower value, you may decide to use the equipment tokens that you have gained during the previous rounds (see below). Use it in order to climb the rock by adding the points of rolling the die and your equipment tokens. Then place the tokens back to the common stack. You have climbed the rock, but you have used the equipment tokens, so you do not gain any more by climbing the rock.
- If you roll the die with lower number of points and you decide not to use the equipment tokens (or you do not possess enough of them), you do not climb the rock. You got stuck there (during this period lay your dwarf token on the tile) and you must wait for the next round (in the next round you will only roll the die, you will not turn over a next tile). If you are successful, place the dwarf token again and in the next round continue again playing. If you managed to climb the rock with the use of the equipment tokens, you gain one token.



EQUIPMENT TOKENS:

Equipment tokens are available during the game. For each successful rock climbing on your own (i.e. you roll the die and gain the same or higher value than what the rock possesses) you gain one equipment token. Nevertheless, you can possess only up to three of these tokens at one time. The equipment token can be used to lower the difficulty of other rocks you decide to climb over.

EXAMPLE 1: The player enters a tile with a rock of a difficulty of 3 and rolls the die with the value of 4. Therefore, the player climbed the rock on their own and the player therefore gains one equipment token.

EXAMPLE 2: The player enters the rock with the value of 4 but rolls the die only with a value of 2. The player decides to use (and put back to the common stack) two equipment tokens that they have gained before. The player has climbed the rock in this way but because he used the tokens, he will not gain any new tokens. (The player can also decide not to use the equipment and the player stays stuck at the rock even though they possess the equipment needed to climb the rock.)

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SYMBOL DIE - GREMLIN'S EFFECT:

Do you want to be there, where your friend is? The gremlin will be happy to do it.

Say which dwarf token you want to swap the position with and then swap places with it. This effect can not be refused. The tokens on the new positions do not carry out the effect of the tiles (not even rocks or swamps) and in the next round, you continue in the next move according to the rules.



The gremlin likes boasting about knowing everything.

You can secretly look at the face of one tile of your choice and then place it again on its original place. You don't show it to other players.



Abracadabra, chink and you are gone. You're at the new place. Where? You don't know.

All other players except you agree and swap the tile with a gremlin with your dwarf token standing on it with another unturned and unoccupied tile (not with a tile of a forest entrance). Nobody looks at the tile being moved from the face side.



The gremlin plays with the forest, he moves the trees and rocks.

All other players except from you according to their ranking in the game must swap the place of two neighbouring uncovered tiles anywhere on the game board (it can not be a tile with a forest entrance, and it can not be occupied by a dwarf token). The players may swap even the tiles which have been previously swapped by another player. Nobody looks at the tile being moved from the face side. In case of a game of two players, the opponent will take this step twice (the opponent swaps two tile couples).

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