

DIAMANT

CAUTION AND BETRAYAL

This micro expansion contains 2 modules: **CAUTION**, which spices up the gameplay of each expedition with different effects, and **BETRAYAL**, which introduces a 3rd Decision card with a one-time effect. You can choose to play with only one of the modules or with both of them during the same game.

CONTENTS AND ELEMENTS OF THE GAME

8 Betrayal cards



This new kind of Decision card features several different traps.

9 Caution tiles



These Caution tiles introduce different effects that will influence the gameplay of each expedition.

SETUP

Follow the setup instructions for the base game, with the changes described for these steps:



CAUTION

After the 5 Cave Entrance tiles are placed, shuffle the 9 Caution tiles facedown. **Place 1 random tile in front of each of the 5 Cave Entrance tiles.** Return unused tiles to the box without looking at them.



BETRAYAL

Each player adds a **Betrayal Decision card** of their colour.



GAMEPLAY OVERVIEW

BETRAYAL

During the **PLAYER DECISIONS** phase, you may choose your Betrayal card.

If you do, **place it in front of you** as though it were a Continue or Return card. However, when players simultaneously reveal their cards, **reveal it quickly and place it in front of another player**:



- If that player chose **Return**: After they gain Rubies on their way out of the cave, but before they add them to their Chest, **steal up to 10 of the Rubies they just gained**. Place them in your own Chest. They may then place their remaining Rubies in their Chest. Return your Betrayal card to the box.
Continue exploring the cave.



- If that player chose **Continue** or **Betrayal**, or if another player also tried to Betray the same player as you: **Nothing happens.** Return your Betrayal card to the box.
Continue exploring the cave.



CAUTION

At the start of each round, before the first **CAVE EXPLORATION** phase, **reveal the current round's Caution tile**.

Read the effect out loud. This effect introduces an additional rule for this round (and only this round).

At the end of each round, return the Caution tile face up to the box.



The effects of Caution tiles always supersede what is written in the rulebook, if they ever contradict each other.

END OF THE GAME

The end of the game remains the same: the player with the most points is the winner.

CREDITS

Designers: Alan R. Moon & Bruno Faidutti

Illustrator: Paul Mafayon

Project Manager: Adrien Fenouillet

Graphic Designer: Claire Wach

Proofreader: Xavier Taverne

Translator: Danni Loe



contact@iello.com • iellogames.com