



English Rules of Play



INTRODUCTION

In **Cave Troll**, you control a party of adventurers and a group of monsters. Your adventurers are raiding the cave troll's lair for gold and magical artifacts while your monsters are trying to prevent your opponents' adventurers from doing the same.

Object of the Game

Each room of the cave troll's lair has a gold value. At the end of the game (and up to four times during the game), the players receive gold based on the rooms they control. The player with the most gold at the end of the game wins.

Components

- **Game Board:** This represents the cave troll's lair. Each room of the lair is marked with a number of gold coins, showing how much gold the room is worth. The lair has four *entrances* (one near each corner) and a *pit* in the middle. Along the outside edge of the board is the score track, which is used to record the players' total gold. (The board is detailed in the diagram on the back of these rules.)
- **Game Counters:** These round counters represent the adventurers, monsters, and events that await the players inside the cave troll's lair. The counters are divided into four colors, one color for each player. (Adventurer, monster, and event counters are explained later in these rules.)
- **Artifact Counters:** These hexagonal counters represent the magical artifacts the adventurers may discover inside the cave troll's lair. These may either be used for a special ability or kept for extra gold.
- **Score Counters:** These triangular counters are used to keep track of the players' current total gold.

SETUP

1. Assemble the board and place it in the center of the playing area.
2. Shuffle the artifact counters into a random face-down stack near the board.
3. Each player chooses a color, takes all the counters of that color, and shuffles them into a random face-down pile in front of him.
4. Each player places his score counter on the score track so that it points at zero.

PLAYING THE GAME

Randomly choose which player will take the first turn. When that player's turn is over, play rotates clockwise to the left.

On your turn, you have *four actions*. With each action, you may do one of the following:

- Draw a counter from your pile
- OR
- Move one of your counters
- OR
- Play an artifact

(**Note:** You may have *fewer* than four actions your *first* turn, as explained under "The First Round Rule" below.)

Action: Draw a Counter

As one action, you may randomly draw one of your game counters, reveal it, then put it into play or resolve it depending on what kind of counter it is:

- **Adventurer Counter:** When you draw an adventurer counter, you must put it into play in one of the four entrances. There may

be any number of adventurer counters in an entrance.

- **Monster Counter:** When you draw a monster counter, you must put it into play in the pit in the center of the board (with the exception of the Cave Troll, as explained in its description below). There may be any number of monster counters in the pit.
- **Event Counters:** If you draw a "Treasure" counter, you may put it into play in any room (but not an entrance or the pit). If you draw a "Count the Loot!" or "Find an Artifact!" counter, the counter is *immediately* resolved (as explained in its description below), then discarded from the game.

Action: Move a Counter

As one action, you may move any *one* of your adventurer or monster counters in play to any adjacent room or entrance, according to the following rules:

- Adventurers and monsters may only move through doorways.
- Adventurers and monsters in one entrance may move to any other entrance. (**Note:** The pit is *not* an entrance.)
- Adventurers and monsters may *not* move into a room that already contains any combination of *five* adventurers and monsters (with the exception of the Wraith, as explained below).
- Adventurers and monsters may *not* move into a room occupied by a Cave Troll.
- Adventurers and monsters may *not* move into a room occupied by an opponent's Knight (with the exception of your Knight, as explained below).
- Adventurers may *not* move into the pit.

You may play and move counters in any combination. For example, you could play one counter and move it three rooms, or play two counters and move one of them two rooms. If you have counters on the board, you could choose to move one of them four rooms, or move four of them each one room.

Action: Play an Artifact

If you have an artifact counter, you may take one action to play it for its special ability, then discard it. Unused artifact counters are worth bonus gold at the end of the game. (Artifact effects and gold bonuses are explained below.)

The First Round Rule

At the beginning of the game, the first player only gets *one* action, the second player gets *two* actions, and the third player gets *three* actions. After this, each player gets four actions.

SCORING

When a player draws a "Count the Loot!" counter, the board is immediately scored.

The player with the most adventurers in a room *controls* that room, and receives an amount of gold indicated by that room's gold value. That player moves his score counter along the score track to point at his new gold total. If the number of adventurers in a room is tied, *no one* receives gold for that room.

After all the rooms on the board have been scored, the player who drew the "Count the Loot!" counter resumes his turn. If he played the counter as his last action, his turn is now over.

GAME END

When one player draws and plays his *last* counter, the game ends immediately.

The board is scored one last time, and the player who ended the game by playing his last counter receives a 3-gold bonus.

Any players with unplayed artifacts (described below) receive bonus gold equal to their artifacts' values.

The player with the most gold wins.

ADVENTURER COUNTERS



Barbarian: When the board is scored, the Barbarian counts as *two* adventurers. During normal play, the Barbarian only counts as one adventurer; that is, the Barbarian and four other adventurers could occupy a single room. The Barbarian cannot be pushed by the Wraith. (The Wraith is explained below.)



Thief: For one action, you may move your Thief to any room or entrance on the board. The Thief comes into play on an entrance like all other adventurers.



Knight: When your Knight is in a *room*, none of your opponents' adventurers or monsters (except their Knights) may enter that room. Only Knights may enter a room occupied by an opponent's Knight. If your Knight enters a room occupied by your opponent's counters, those counters may remain in the room. If a Knight enters a room *or entrance* occupied by one or more Orcs (even an Orc controlled by the same player), the Orcs are all immediately discarded.



Dwarf: When the board is scored, a room occupied by a Dwarf is worth *twice* as much gold as its printed value, *regardless of which player controls the room*. If there are multiple Dwarves in a room, its value is doubled once for each Dwarf. For example, if there are two Dwarves in a room worth 3 gold, that room is worth 12 (3 x 2 x 2) gold during scoring. A Dwarf does not double the bonus gold from a "Treasure" counter (explained below).



Explorer: Explorers have no special abilities.

MONSTER COUNTERS



Wraith: When a Wraith *enters* a room, it may "push" one adventurer in that room *through a doorway* into an adjacent room or entrance. If your Wraith is *in* a room with an adventurer, you may spend one action to push that adventurer through a doorway into an adjacent room or entrance. Adventurers may not be pushed into rooms occupied by five adventurer or monster counters, or from one entrance to another. A Wraith *may* enter a room occupied by five adventurer or monster counters, but only if it pushes an adventurer into an adjacent room. *Adventurers may not be pushed into rooms occupied by a Cave Troll or an opponent's Knight.*



Cave Troll: When you draw the Cave Troll, you may play it in any room (including those occupied by Knights), but not in the pit or an entrance. Starting with the opponent to your left, any players with adventurers or monsters in that room may move one of their counters to an adjacent room (as long as it is a legal move). All other counters remaining in the room (including "Treasure" counters and artifacts) are discarded. Once played, a Cave Troll cannot be moved, and adventurers and monsters may not enter a room occupied by a Cave Troll.



Orc: If your Orc is in a room or entrance with an adventurer, you may spend one action to discard that adventurer.

EVENT COUNTERS



Treasure: When you draw the "Treasure" counter, you may play it in any room, but not in the pit or an entrance. A "Treasure" counter adds a 4-gold bonus to the room in which it is played. This bonus is not doubled by Dwarves, but the counter can be discarded by the Cave Troll. Once played, a "Treasure" counter cannot be moved.



Count the Loot!: When you draw this counter, the board is immediately scored (as explained under "Scoring," above) and the counter is discarded.



Find an Artifact: When you play this counter, you immediately draw the top artifact counter (then discard the "Find an Artifact" counter). Do not reveal your artifact to the other players. You may play artifacts during your turn for special actions, or keep them for extra gold at the end of the game. (See the "Artifacts" section for details.)

ARTIFACT COUNTERS



Helm of Mind Control (3 gold): Move one of an opponent's adventurers or monsters (but not the Cave Troll) up to three legal rooms or entrances. (Wraiths moved in this manner do not "push" adventurers out of rooms.) If unplayed, this artifact is worth a 3-gold bonus at the end of the game.



Chalice of Teleportation (3 gold): Choose one room or entrance. Move *each* of your adventurers in this room or entrance to any other room or entrance not occupied by a Cave Troll or an opponent's Knight. (You may move your adventurers to separate locations.) If unplayed, this artifact is worth a 3-gold bonus at the end of the game.



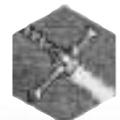
Idol of El'darr (4 gold): Place this artifact in a room with no counters in it. For the rest of the game, adventurers and monsters may not enter this room, and "Treasure" counters may not be played here. When the board is scored, you may claim the gold for this room. If unplayed, this artifact is worth a 4-gold bonus at the end of the game.



Wand of Speed (3 gold): Score one room as if you had just revealed a "Count the Loot!" counter. If unplayed, this artifact is worth a 3-gold bonus at the end of the game.



Cloak of Invisibility (2 gold): Choose one of your adventurers. For the rest of your turn, this adventurer may move *two* rooms for *one* action, and may move *into* rooms occupied by Cave Trolls or your opponents' Knights. If the adventurer is in a room occupied by a Cave Troll at the end of your turn, the adventurer is discarded. If unplayed, this artifact is worth a 2-gold bonus at the end of the game.



Sword of Slaying (3 gold): Choose a room occupied by at least one of your adventurers and at least one Orc. All Orcs in this room are discarded. If unplayed, this artifact is worth a 3-gold bonus at the end of the game.