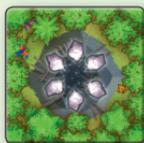# CACAO
DIAMANTE

An expansion for 2-4 players, 8 years and up

Cacao – Diamante contains 4 expansion modules that can be integrated individually or in any combination into the *Cacao* basic game. In addition, the new modules can be combined with the modules from *Cacao – Chocolatl* in any way you desire. The "Big Game" variant makes it possible even to play using all the modules of the two expansions and all elements of the basic game together. The rules of the basic game apply, with the changes described as follows.

THE GEM MINES

GAME MATERIALS

5 **jungle tiles** *gem mine*	7 **mask tiles** 2x each values 8, 9, 10 and 1x value 12	1 **mine car**	32 **gems** made of plastic 8x each in red, green, blue and white

Note: Put the mine car together before the first game. When the game is over, it will fit into the box without having to take it apart.

SET-UP

At the beginning of the game set-up, remove the 5 temples and replace them with the 5 gem mines. Put the removed tiles back into the box.

Sort the 7 mask tiles by their values and lay them out as a supply.

Fill the 32 gems into the mine car through the hole on the top and mix them by shaking the mine car. Place the mine car next to the playing area.

For the two-player game, replace only 4 temples with 4 gem mines. The mask with the value 12 is not needed. Additionally, remove 8 gems (2 of each colour). Put the unused material back into the box.

COURSE OF THE GAME

As soon as a gem mine tile is placed in the jungle display (or on the map board if you play with the Map Module from *Cacao – Chocolatl*), the active player takes the mine car and shakes out 6 gems through the hole, one after another. Then he puts these gems on the gem mine tile. When the gem mine tile is moved on the map board or from there to the jungle display, or when it is placed on a space of the playing area, the gems remain on the tile.

Attention: If you shake out more gems than needed, put the just fallen-out excess gems back into the mine car.

Gem mine

For each of your activated workers on the adjacent edge of the tile, you may take 1 gem of your choice from this gem mine. Place the gems next to your village board.

As soon as you have at least 1 gem in each of the 4 colours, you **must immediately** exchange this set of 4 gems for the mask with the lowest value available from the supply. Remove the exchanged gems from the game and put them back into the box.

Attention: If actions of at least one gem mine are carried out on a turn, the **order** of play **regarding the execution of the actions** matters, as an exception. In this case, the active player is the first to carry out **all** his actions – also those of other tiles, if applicable. After that, starting with his left neighbour, the other players follow one after another in clockwise order.

END OF THE GAME

Add the values of your masks to your gold.

For each gem left next to your village board, you score 1 gold.

THE TREE OF LIFE

GAME MATERIALS
3 **jungle tiles**
   Tree of Life

SET-UP

At the beginning of the game set-up, remove the 3 gold mines and replace them with the 3 Trees of Life. Put the removed tiles back into the box.

For the two-player game, replace only 1 value-2 gold mine and 1 value-1 gold mine with 2 Trees of Life.

If you play with the Chocolate Module from *Cacao – Chocolatl*, you don't remove any other jungle tiles for the Trees of Life. These new tiles are simply shuffled together with the other jungle tiles. To maintain the balance between jungle tiles and worker tiles, you remove no worker tile for a three-player game; for the four-player game, each player removes only one 1-1-1-1 tile.

For the two-player game, only 2 Trees of Life are used. Additionally, each player takes his 0-0-0-4 worker tile from the New Workers Module of this expansion and shuffles it together with his worker tiles from the basic game (see "The New Workers", p. 4).

COURSE OF THE GAME
Tree of Life
For each of your activated workers on the adjacent edge of the tile, you may take 1 gold from the bank.

But strength lies in serenity: If there are no workers depicted on the adjacent edge of the tile, you may even take 3 gold from the bank.

THE FAVOUR OF THE EMPEROR

GAME MATERIALS
1 **Emperor** figure in wood

SET-UP
After laying out the starting tiles, place the Emperor on the market, selling price 2.

If you play with the Watering Module from *Cacao – Chocolatl*, the Emperor starts on the watering tile instead.

COURSE OF THE GAME
Every time a player places one of his worker tiles somewhere in the row or column of the playing area where the Emperor is standing, he moves the Emperor onto the worker tile he just placed (intermediate tiles and gaps are skipped). For this, the player obtains 1 gold.

If the player begins his next turn with the Emperor still standing on his worker tile, he gets another 1 gold at the beginning of that turn, etc.
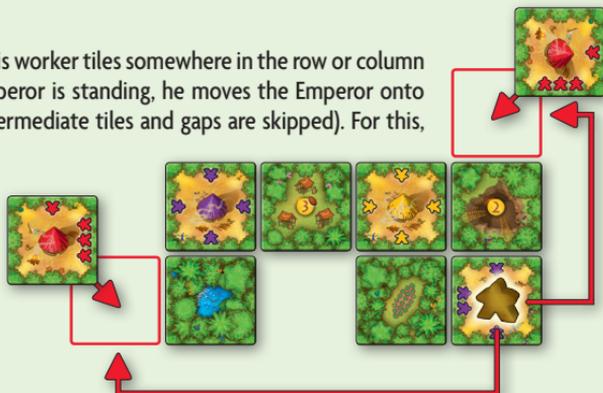
THE NEW WORKERS

GAME MATERIALS

16 **worker tiles** with new worker distributions (backs in player colours)

4x each in red, purple, white and yellow

1x 0-0-2-2   1x 0-2-0-2   1x 0-1-0-3   1x 0-0-0-4

SET-UP

All new worker tiles depict 4 workers at the edges in various distributions, as usual. However, the distributions of these workers are different from those on the tiles in the basic game and thus bring new possibilities into play.

Before starting the game, players can agree on any combination of worker tiles from the basic game and this module. All players have to take the same tiles, and the number of tiles per player should not be changed.

But if you want a longer game and more turns with the possibility of overbuilding worker tiles, you can bring some more worker tiles per player into play.

This way, you can also bring modules with additional jungle tiles into play without exchanging them for elements of the basic game. To maintain the balance between jungle tiles and worker tiles, you should have more worker tiles than jungle tiles in play overall. Depending on the number of players and the overbuilding options you might want, we recommend the following ranges:

2 players: 1 to 8 more worker tiles than jungle tiles overall

3 players: 2 to 12 more worker tiles than jungle tiles overall

4 players: 3 to 16 more worker tiles than jungle tiles overall

"BIG GAME" VARIANT (FOR 3 OR 4 PLAYERS ONLY)

For a special playing experience, we recommend combining all the modules from *Cacao – Chocolatl* and this expansion with all the elements of the basic game to create one big game.

For the four-player game, all 60 worker tiles and all 45 jungle tiles are used.

For the three-player game, only 45 worker tiles are in play, so that the following jungle tiles need to be removed:

2x single plantation; 2x gold mine, value 1; 1x market, selling price 2;

1x market, selling price 3; 1x watering