



Game Idea

Treasure crates, diamonds, candlesticks and many toys are hid by the small Dragon ago in their cave.

In order to discover these treasures, you need to turn over tiles on the cave soil. You can go forward if you discover treasures. However, the small Dragon or a spider may emerge to hunt you and at that time your turn is over and everything gone.

Who can remember the best, where the small Dragon hides themselves, the treasures, diamonds, etc. has the best chance to win.



Game Materials

1 Game rule

49 Soil Tiles (= small game cards) in 4 groups

26 Treasures -



12 Toys (4 balls, 4 cards, 4 dolls)
6 candlesticks
8 Treasure crates

8 Diamond Rings



12 Small Dragons



3 Spiders



Preparation

All cards are shuffled thoroughly and placed **face-down** in a grid of 7 rows and 7 columns.

Overview

In a turn, a player turns over a small card one at a time. He may stop if he wants to take and keeps (as long as he did not lose his turn yet) any suitable combinations of the revealed small cards.

However, if the player turns over a spider on or a dragon with treasures, his turn ends and he must cover all cards again and gets nothing.

All players must therefore remember well, where the different cards lie, in order to be able to collect as many small cards as possible.



Game Play

The youngest player begins. Then, the game continues clockwise order.

A player, in his turn, turns over a small card one at a time and leaves it face-up at its original place until he chooses to stop or loses his turn by a mismatching map:

Spider

If he turns over a Spider card, he must **immediately end** his turn and covers all revealed cards, including the Spider, in this turn. He can put the Spider to another free place in the 7x7 square.



The Spider ends the player's turn immediately! All revealed cards are covered again.

However, the Spider can be placed to another free place in the 7x7 square if the players would like to.

Treasures and Small Dragon

If he reveals Candlestick, Treasure Crate, or Toy and then he finds the **Small Dragon** (vice versa), his turns ends likewise and he must covers all revealed cards again at their original place.

He can only collect the reveal cards if he voluntarily ends his turn - in addition, he can only collect the correct number of different items (see 'Card Taking' below). The remaining uncollected cards shall be covered again.

After he collects the cards and/or covers the remaining cards, the next player begins his turn.

Card Taking

A player can collect **Diamond Rings** and **Small Dragon** individually. If he turns over only Diamond Rings and/or Small Dragon, he collects all of them.

A player can only collect **Toys in pairs**, i.e. he collects 2 or 4 of a kind when revealed in a turn (e.g. 2 Balls or 4 Dolls). Extra cards must remain lying and be covered again, similarly for the third item of a kind.

A player can only collect **Candlesticks in triples**, i.e. he collects 3 revealed Candlesticks in a turn. Extra (4th or 5th) cards must remain lying and be covered again. If he turns over all 6 cards, he collects all of them.

A player can only collect **Treasure Crates in quadruples**, i.e. he collects 4 revealed crates in a. Extra (5th, 6th, 7th) cards must remain lying and be covered again. If he turns over all 8 cards, he collects all of them.

(Note: the white dots in black circle on the cards indicate the number of necessary cards to collect.)

At the end of your turn (voluntarily), a player can collect all complete combinations of Toys, Candlesticks and Treasure Crates, as well as all revealed Diamond Rings.

Examples: A player turns over 2 Balls, 4 Candlesticks, 1 Doll and 2 Diamond Rings. When he ends his turn voluntarily, he can collect 2 Balls, 3 Candlesticks and both Diamond Rings. If he decides to continue and turns over the Small Dragon, he turns ends and loses everything; he then has to cover all revealed cards again.

Game Ends

When there are only 3 cards, the 3 Spiders, left in the Square, the game ends. Whoever collects the most Small Dragons takes the 3 remaining Spiders. If 2 or more players collect the most Small Dragons at the same time, no one gets the Spider.

Who collects the most cards, or the highest stack of cards, is the winner.

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