








The Rules of the Game

~ Goal of the Game ~

The sorcerer has sent you, a street urchin like Aladdin, into a cave to look for a magic lamp that lets you call upon a Genie's favors. However, the cave also encloses fabulous treasures sorted into three chests. If you're not too greedy, this could be your chance to become rich!

~ Contents ~

- 5 **Treasure** boards 
- 5 dice
- 78 **Chest** cards (3 types of chests : bronze  , silver  , and gold )
- 25 **Lamp** cards 
- 1 **Magic Ring** token  (*My Precious* variant)
- 8 **Starting** cards (representing precious stones) 

~ Setup ~

Refer to the diagram on the inside of the box that shows the setup for 4 players.

1. Shuffle the deck of *Lamp* cards, then place it in the middle of the table (Lamp-side up), within reach of all players.
2. On one side of the table, make 3 piles, one per type of chest (bronze, silver, and gold):
 - Put a *Sorcerer* card next to each of these 3 chests.
 - Shuffle the 25 cards of each of these 3 chests.
 - Put the 3 *Sorcerer* cards in their respective chest, as the 6th card from the bottom (so there are 5 cards below it).
3. Each player takes a *Treasure* board and a die that they put in front of themselves. **With 2 players, each player takes 2 dice.**
4. Shuffle the 8 *Starting* cards and deal one to each player. This card is placed face-up to represent their starting loot. Put the extra starting cards in the discard pile. **With 2 players, each player receives 2 starting cards.**
5. Finally, make space in front of you for the copious amounts of treasure you're going to gather during the game!



- Playing the Game -

Overview of the Game

A turn has 3 phases during which **everyone plays simultaneously**. First, choose how many *Chest* cards you want to draw and from which chest. Then, call out to the Genie by being the fastest. Finally, if you haven't been too greedy, draw *Chest* cards while avoiding the scorpions

The game ends when a player draws one of the 3 *Sorcerer* cards, thus closing the cave.

Game turn

A turn has 3 phases:

- Choose a Chest
- Summon the Genie
- Search the Chests

1. Choose a Chest

Using one of their hands to hide their board, each player secretly and simultaneously sets the face of their die (from 1 to 6) as they wish, and places it on one of the 3 spaces of their *Treasure* board:

- ◆ The space the player chooses corresponds to **the chest from which they want to draw**.
- ◆ The value of the die determines **the maximum number of cards they can draw** from this chest.

In this example, Maya decided to draw up to 4 cards from the gold chest.



With 2 players: each player places their 2 dice on 2 different Chest spaces on their Treasure board. These 2 dice can have the same or different faces.

Don't be greedy!

If multiple players want to draw from the same chest, only the least greedy (the player with the lowest number selected on their die) can do so!

2. Summon the Genie

Simultaneous Reveal

First, all players **simultaneously** reveal their choice of chest by raising the hand that was hiding their *Treasure* board (after a count of 1, 2, 3!).

Rub the lamp!

During the reveal, players with **identical die faces** (no matter where these dice are placed on the board) must rub the magic lamp by being the first one to tap on the *Lamp* card deck.

The fastest player can summon the Genie.

For example, if 2 players set their die to 4, the first one of these two players to tap on the magic lamp can summon the Genie..



With 2 players: If one player chose 2 dice with the same strength (for example, 2 dice with a 5), they cannot rub the lamp. They can only tap on the deck if the other player also chose at least one die with a 5.

During a game with 4 or 5 players, there can be many identical die faces. For example, 2 dice with a 3 and 2 dice with a 5. All of these players must tap on the magic lamp. In this example, the player who set their die to 3 and who was the first to tap on the lamp can summon the Genie. Likewise, the player who set their die to 5 and who was the first to tap the lamp can also summon the Genie.

So in this case there are 2 players (one with a 3, one with a 5) who successfully rub the lamp, but the player with the lower value summons the Genie first.

With 2 players: One player can summon the Genie only once.

What if I rubbed the lamp by mistake?

(since no other player chose the same die face as me...)

Well, that's a serious mistake that makes the Genie mad! To calm him, you must choose an opponent to steal a card of their choice from you (a jewel or a precious stone). They cannot steal a talisman, a jewel of a complete set, or the magic ring (see *My Precious* variant). If other players rubbed the lamp legally, then proceed as usual after you calm the Genie.

Make your dreams come true!

The player(s) who successfully summoned the Genie can make up to 3 wishes:

- ◆ Draw the top card of the *Lamp* pile, turn it over, and read the text aloud. If you like what the Genie offers, apply the effect and put the card under the pile. Continue to the **Search the Chests** phase.
- ◆ If you don't like this card, put it under the pile without applying the effect and make a second wish by drawing a new card. Turn it over and read the text aloud. If you like it, apply the effect and put the card under the pile. Continue to the **Search the Chests** phase.
- ◆ If you still don't like this second card, put the card under the pile without applying the effect and make a third wish by drawing a new card. Read the text aloud, but this time, **you must apply the effect**. Put the card under the pile. Continue to the **Search the Chests** phase.

3. Search the Chests

Only one player can draw from a chest. Since there are only 3 chests, no more than 3 players can draw during this phase. Starting with the **bronze** chest, then the **silver**, and finally the **gold**, players check to see if one of the following conditions is met before going to the next chest:

- ◆ If **no player** chose the chest in question on their board, nobody draws from this chest.
- ◆ If a **single player** chose the chest in question on their board, they can draw as many cards from this chest as the strength of their die. Draw cards one-by-one since you must watch out for **scorpions** (see below). If it becomes too dangerous, you can stop drawing cards before you reach your maximum allowed.

◆ If **multiple players** chose the chest in question on their board, the player who chose the **smallest value** can draw from this chest. If it's a tie for smallest, the tied players cannot draw, but the player with the lowest not-tied value can!



Scorpions!



When you draw cards from a chest, be wary of scorpions! The total number of scorpions on cards you draw must be strictly less than the value of your die. If the total number of scorpions on the cards you draw reaches or exceeds the value of your die, you must discard all the cards you drew. To protect yourself from this threat, you can decide to stop drawing before reaching the maximum number of cards allowed.



Example :

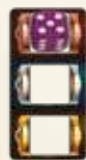
On this turn, none of the 3 players can summon the Genie, since the values of their 3 dice are different. They move directly to the **Search the Chests** phase.

Starting with the bronze chest, we see that Maya set her die to 4 while Margot was more daring and set her die to 5. Therefore Maya draws up to 4 cards from the bronze chest, since her die's value was lower than Margot's. Margot draws no cards.

Then they move on to the silver chest: Maurice is the only one who chose this chest; so he can draw up to 3 cards.

Since no one chose the gold chest, the turn is over.

Maurice



Margot



Maya



Tied players cancel each other

If Maya and Margot chose the bronze chest on their boards, but with the same die value, for example a 3 (tie), neither of them opens the chest! Moreover, if Maurice had also chosen the bronze chest on his board with a 5, he would open the chest, even though 5 is greater than 3.

By eliminating each other, the other two players gave him the chance to draw!

With 2 players: Since there are 2 dice to place, a player might be able to draw from 2 different chests in the same turn.

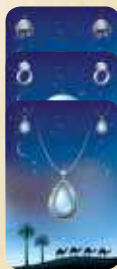
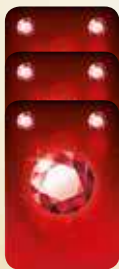
What do the cards you draw do?

Once the draw phase is over, place the cards you won face-up in front of you, taking care to sort the precious stones by color. Do the same thing with the jewels, to make sets.

A complete set has 3 **different pieces of jewelry** (bracelet, ring, and necklace) in the **same color** (bronze, silver, or gold). Cards in a complete set are safe until the end of the game and **cannot be stolen or exchanged**.

Example :

At this point in the game, Maya has acquired the following cards:



Maya's silver jewelry set is protected from any stealing or exchanging since she successfully collected the 3 pieces of silver jewelry (bracelet, ring, and necklace).

Talismans

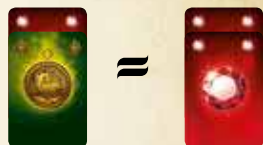
When the draw phase is over, if you acquired at least one *Talisman* card, place it face-up in front of you on any type of precious stone.



The talisman takes on the characteristics of this type of stone, and from now on represents one of them (it's a wild card). Once placed, **the talisman cannot be moved to represent a different type of precious stone.**



Example : Maya has 3 emeralds, 1 ruby, and 1 sapphire. She decides to play the talisman she drew on her only ruby. She effectively has 2 rubies.



Talismans cannot be stolen or exchanged.

If you don't have any precious stones when you must place your talisman, put it face up in front of you. The talisman cannot be moved later; it will only serve to provide one victory point at the end of the game.

If you have 1 ruby (or another precious stone) and 1 associated talisman (for 2 rubies total), but an opponent steals your ruby, the talisman is left alone. It cannot be moved later to represent another precious stone, not even another ruby. Now it will only serve to provide one victory point at the end of the game. The same rule applies if 2 (or more) talismans are left alone.

End of the turn / End of the game

If no *Sorcerer* card was drawn this turn, play another turn. **However, if anyone drew at least one *Sorcerer* card, the cave is closed and the game ends at the end of the current turn. Then everyone counts their points.**

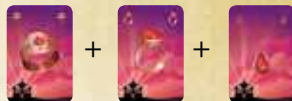
*Special case: if a *Sorcerer* card is drawn because of a "Draw the first card of the ___ chest" *Lamp* card, the game ends immediately.*

After counting points, the player with the most points wins the game. If there is a tie, all winners share the victory!

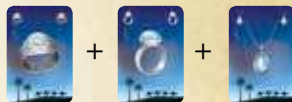
How do I count my points?

Each card you gathered (except the *Sorcerer* card) is worth 1 victory point. However, if you have jewelry sets or the most of a type of precious stone, you get bonus points!

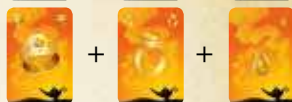
A **bronze jewelry set** is worth **6 bonus points**:



A **silver jewelry set** is worth **8 bonus points**:



A **gold jewelry set** is worth **10 bonus points**:



In addition, check who has the most precious stones of each of the 4 types.



Each player with the most of a type of precious stone gains 5 bonus points. If there's a tie for who has the most of a type of stone, nobody gains bonus points for that type.

Scoring example: Maya has 12 cards total, so 12 points + 5 bonus points since she has more emeralds (green cards) than the other players + 8 bonus points since she has a complete set of silver jewelry. In total, Maya has 25 points.



"My Precious" Variant



If you get to draw from a chest with a die using a 6 (the highest value on the die), and you successfully drew all six cards without encountering too many scorpions, you get to play all the drawn cards in front of you but you also receive the magic ring (if another player has it already, you take it from them). As soon as you get the magic ring, you can retrieve a card of your choice from the discard pile (a piece of jewelry, a precious stone, or a talisman). Finally, if you have the magic ring at the end of the game, you gain **5 bonus points**!

If you already have the magic ring and you draw 6 cards, apply its effect again.