

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* base game. In addition, these new modules can be combined with the modules from *CACAO: CHOCOLATL* in any way you desire. The “Big Game” variant makes it possible to play using all the modules from both expansions and all elements of the base game together. The rules of the base game apply, with the changes described below.

THE GEM MINES

GAME COMPONENTS

5 jungle tiles

5x gem mines

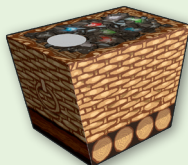


7 mask tiles

2x each values 8, 9, 10
and 1x value 12

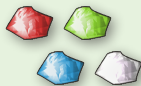


1 mine cart



32 plastic gems

8x each in red, green,
blue and white



Note: Assemble the mine cart before the first game. When the game is over, it fits in the box.

SETUP

Remove the five temples and return them to the box. Add the five gem mines and shuffle the Jungle draw pile.

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

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

When playing with two players, remove four temples and return them to the box (leave one temple in the Jungle draw pile). Add four gem mines and shuffle the Jungle draw pile. Return the mask with a value of 12 to the box. Then, return eight gems to the box (two of each color) before placing them into the mine cart.

PLAYING THE GAME

When a gem mine tile is placed in the jungle display (or on the map board if you are playing with the Map Module from *CACAO: CHOCOLATL*), take the mine cart and shake out six gems through the hole, one after another. Then place these gems on the gem mine tile. Leave these gems on the gem mine tile as it moves, including when it is placed during a player's turn.

Attention: If you shake out more than six gems, randomly return any excess gems back to the mine cart until you have exactly six.

Gem Mine

For each of your activated workers on the adjacent edge of the gem mine, 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 one gem in each of the four colors, you **must immediately** exchange this set of four gems for the lowest-value mask in the supply. When you take a mask from the supply, place it in front of you next to your gold. Return the exchanged gems to the box.

Note: When you place a gem mine, actions **are not** resolved simultaneously. Instead, fully resolve the gem mine and all of your other actions. Then, in clockwise order, each other player resolves all of his or her actions.

END OF THE GAME

Add the values of any **masks** in front of you to your total gold.

For each gem that you still own at the end of the game, you get **1 gold** from the bank.

THE TREE OF LIFE

GAME COMPONENTS

3 jungle tiles

3x *Tree of Life*



SETUP

Remove the three gold mines and return them to the box. Add the three Trees of Life and shuffle the Jungle draw pile.

When playing with two players, remove two gold mines (one with a value of 1, one with a value of 2) and return them to the box. Add two Trees of Life and shuffle the Jungle draw pile.

If you are playing with the Chocolate module from *CACAO: CHOCOLATL*, don't remove the gold mines and markets specified in the Chocolate module.

When playing with four players (when also using the Chocolate module), each player removes one 1-1-1 worker tile and returns it to the box.

When playing with two players (when using the Chocolate module), add two Trees of Life and shuffle the Jungle draw pile. Shuffle your 0-0-0-4 worker tile from the New Workers Module of this expansion in with your worker tiles from the base game (see "The New Workers", page 4).

PLAYING THE GAME

Tree of Life

For each of your activated workers on the adjacent edge of the tile, you get **1 gold** from the bank.

If your worker tile has 0 workers on the adjacent edge of the tile, you get **3 gold** from the bank.

THE FAVOR OF THE EMPEROR

GAME COMPONENTS

1 Emperor



SETUP

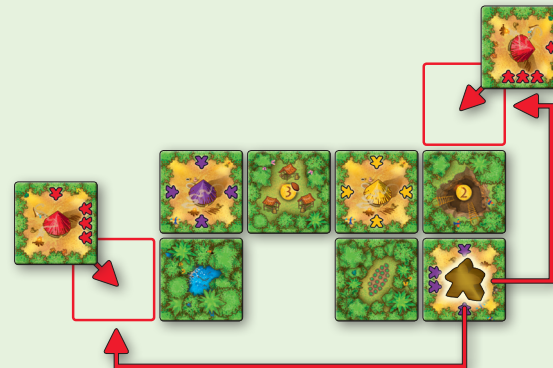
Place the Emperor on the market with a selling price of 2.

If you are playing with the Irrigation module from *CACAO: CHOCOLATL*, the Emperor starts on the irrigation tile instead.

PLAYING THE GAME

When you place one of your worker tiles somewhere in the same row or column as the Emperor, move the Emperor onto the worker tile you just placed (skipping tiles and gaps in between). Then you get **1 gold** from the bank.

When you start a turn with the Emperor on one of your worker tiles, you get **1 gold** from the bank.



THE NEW WORKERS

GAME COMPONENTS

16 worker tiles with new worker distributions (backs in player colors)

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

SETUP

During setup, players can use the new worker tiles to create a custom set of worker tiles in one of two ways: the new tiles can either **replace** worker tiles from the base game to create a unique set, or the new tiles can be **added** to the worker tiles from the base game to create a larger set, which will result in a longer game with increased chances for overbuilding.

Note: When playing with the new workers, each player must use the same number and combination of tiles. If you create a larger set, make sure to maintain the balance of jungle tiles and worker tiles. There should be **fewer jungle tiles** than the total number of worker tiles (among all players). Depending on the number of players (and the overbuilding options you want), consider the following ranges:

- **2 players:** 1–8 more worker tiles than jungle tiles overall
- **3 players:** 2–12 more worker tiles than jungle tiles overall
- **4 players:** 3–16 more worker tiles than jungle tiles overall

GIANTIC VARIANT FOR 3 OR 4 PLAYERS

For a special play experience, consider combining all the modules from *CACAO: CHOCOLAT* and *CACAO: DIAMANTE* with all the base game components to create one gigantic game.

When playing with four players, use all 60 worker tiles and all 45 jungle tiles.

When playing with three players, remove the following jungle tiles:

- 2 single plantations
- 2 gold mines (with a value of 1)
- 2 markets (1 with a selling price of 2 and 1 with a selling price of 3)
- 1 water

CREDITS

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