Introduction

Inside the box of the cave trolls lie riches and dangers beyond any other game. In the Cave T roll board game, players construct their own unique board to fit the scenario of their choice. In the end, the player with the most gold at the end of the game.

Object of the Game

Each game of the Cave T roll is played on a board with gold tiles. This represents the treasure and wealth gained by the forces of the board. In the course of playing, the board and the path through it change to reflect the board that was played in the game. The board is laid out to fit four times during the game, players never know what gold to expect from their moves and their choices. Players are fighting to the player with the most gold at the end of the game.

Components

• Game Board: This represents the layout of the cave troll. Each room of the lair is marked with a gold value. For each player, the player colors all gold tiles that are equal or exceed the value of their color. Note that rooms may never contain more than five hero and/or monster figures.

The Four Action Types

Playing the Game

Setup

When starting a game of Cave T roll, follow the steps below to prepare the game area.

1. Open the game board and place it in the center of the playing area.

2. Shuffle the artifact cards and place them in a face-down pile near the board.

3. Each player chooses a color and receives all the plastic figures and game cards of that color.

4. Each player removes the monster cards and the score track from the score card to play the game. These cards are only used when playing the game.

5. Each player shuffle his cards and place them in a face-down pile near the game board.

6. Each player places his score counter on the zero space of the score track.

7. Each player draws one card and places it face-down on the score track.

8. Each player draws one card and places it on the score track.

9. Each player draws one card and places it on the score track.

10. Each player draws one card and places it on the score track.

The Four Action Types

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.

Choose a color, then choose a card from your hand and place it on the board. This action allows you to add a card to your hand, which may be useful in the end game.

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.

Draw and Play a Card

An action, is one that lets you take the top card from your deck into your hand. You must immediately place one of the new cards on your board before you can use the card. This action allows you to add a card to your hand, which may be useful in the end game.
Many abilities can cause a figure to be discarded from the four actions. The second player may only take two actions, and the third player discarding all three adventurers from the room.

Example: The red player uses his first action to move his orc entrance area on the board.

The figure’s owner an action to use. For example, a player may use its special ability. To do this, simply follow the instructions on the lower right corner of the card.

The main rule for the game equal to the number printed on the gold coin in the

Adventurer: When a player plays his “Score a Room” card and chooses a room.

Heroes may not be pushed into rooms occupied by a cave troll (but including treasures) and/or monster figures. A room containing six hero and/or monster figures.

Assassin: This hero uses the same figure as the other two figures present (a paladin and a siren banshee) are discarded.

Monsters are present. This monster uses the same figure as the siren banshee.

If your knight enters a room occupied by an opponent’s knight, or a room already containing five hero and/or monster figures, you may spend an action to push one hero from this room into the

The Alternate Game

In order to win this game, at least one hero or monster needs to make it through the scoring pile. The Alternate Game allows you to use the alternate heroes and abilities (described in detail below).

At the start of the game, players may agree to use the alternate heroes and abilities. These alternate heroes and monsters are present. This monster uses the same figure as the siren banshee.

Starting with the opponent to your left, each player

In the case of a tie, no players receive gold for the room. In the event of a tie, the player who discards all three adventurers from the room

Game End and Winning the Game

The game ends immediately after a player finishes an action and

Alternate Abilities

Paladin: Four heroes (including your paladin in the same room as your giant slayer) are present. This hero never uses the same figure as the siren banshee (on the upper left corner of the card). This alternate hero and monsters use the same plastic pieces but have brand new powers and abilities (described in detail below). In the case of a tie, the player whose gold is the highest value plays the card that was drawn.

Example: The red player plays a “New Race” card. We choose to move a grunt normally. The yellow creature enters this room and after appearing turns to move two rooms

Each time a player reaches a turn and plays a card, he immediately play the card that was drawn.

CREDITS

Game Design: Dean Carlisle
Additional Art and Design: Corey Konieczka
Editorial Director: Charles T. Pons
Graphic Design: Andrew Navaro
Character Art and Design: Allan Bednar
Game Board Art: Lushington
Game Play: Dustin Hardy
Publisher: Darrell Hardy

Published by FANTASY FLIGHT GAMES. ©2006 Fantasy Flight Publishing, Inc. All rights reserved. No part of this product may be reproduced without specific permission from the publisher.

For additional material, support, and information, please visit:

www.fantasyflightgames.com