



Game Preparation

1. Define roles

Depending on the number of players, the ratio of Adventurers to Guardians changes. The number of Role Cards (as shown in the table on the relevant card) are shuffled and 1 is dealt face-down to each player. Each player looks at his role, without showing anyone else, and then places it face down in front of him. This information is secret!

The role cards may only be uncovered when the entire game is finished. If there is an unused role card, this should be returned to the box without being looked at.

Example: In a game with 4 players, 3 Adventurers and 2 Guardians are shuffled and then dealt face down, 1 to each player. The extra card is returned to the box without being looked at. Therefore, the players do not know whether there are 3 Adventurers and 1 Guardian, or 2 Adventurers and 2 Guardians among them.

DISTRIBUTION OF ROLE CARDS		
Number of Players	Number of Adventurers	Number of Guardians
3	2	2
4	3	2
5	3	2
6	4	2
7	5	3
8	6	3
9	6	3
10	7	4

2. Distribute the secret chambers

Depending on the number of players, the number and composition of the treasure chamber cards changes (see table on the relevant card). All unused cards that are not needed in this game are returned to the box. The deck of treasure chamber cards is shuffled and each player is dealt 5 cards. Each player now looks secretly at his 5 treasure chambers. Each player then shuffles his treasure chamber cards and places them face down in front of him (with the locked treasure chamber upwards), so that no-one (not even himself) knows which card is which.

DISTRIBUTION OF TREASURE CHAMBER CARDS			
Number of Players	Empty treasure chambers	Treasure chambers with Gold	Fire traps
3	8	5	2
4	12	6	2
5	16	7	2
6	20	8	2
7	26	7	2
8	30	8	2
9	34	9	2
10	37	10	3

3. Determine the starting player

The player who last found a pot of gold is the starting player. If no-one has ever found a pot of gold, then the game ends immediately and everyone loses. Alternatively, the youngest player can start... The start player takes the Key card, puts it in front of him and is now called the "key player".

Gameplay

Players can now state whether they are Guardians or Adventurers, and what is (supposedly) in their treasuries. Of course, not everyone is honest here: strangely enough, all the players are adamant that they are Adventurers! But there is certainly at least one Guardian hiding in there somewhere...

The key player now decides which treasure chamber of a fellow player that he wishes to open. Once he has decided, he places the key card in front of the corresponding treasure chamber. The selected card is then revealed and placed face-up in the

middle of the table. The player whose treasure chamber has been opened becomes the next key player. He then also chooses a card from a fellow player, who opens the corresponding chamber.

All players can, at any time, discuss which player or treasure chamber the key player should choose. However, the decision of which chamber is opened is always made by the key player.

IMPORTANT: Game play depends heavily on discussions during the game. It is important for the Guardians to occasionally bluff, because by such misinformation you can urge a fellow player to a decision, which he may regret in hindsight, but which will help you to victory...

Through the discussions, the key player should be led to uncover the treasure cards that are conducive to each player's goal. The Adventurers want to find as much gold as possible, so they can safely declare that they have, say, 2 treasure chambers with gold, so that they are revealed. The Guardians, on the other hand, want the Adventurers to fall into their fire-traps or open empty treasure chambers.

So it can be, of course, that a secret Guardian maintains that she is an Adventurer and has 2 treasure chambers with gold, although this is not true. This may make sense if they have, for example, a fire-trap or empty treasure chambers, and wants them to be revealed. The Guardians are playing for time, and every empty hidden treasure chamber brings them closer to their goal.

For the Adventurers, as the game goes on there are fewer chances to uncover the right treasure chambers...

IMPORTANT: It is forbidden for the players to reveal their role cards at any point before the game ends!

All empty treasure chambers, all treasure chambers with gold, and all fire-traps are placed in separate stacks at the end of each round, to show how many of them have already been discovered. Doing this facilitates gameplay in future rounds.

End of a round

A round ends when as many treasure cards have been turned over as players are participating (e.g., 5 cards in a 5-person game). A card does not have to be revealed in front of every player. Afterwards, the remaining face-down treasure chamber cards left in front of the players are collected, shuffled and redistributed. Each player receives 1 less card than in the previous round (2nd round = 4 cards, 3rd round = 3 cards and 4th round = 2 cards). The players again look at their treasure chamber cards, then shuffle them and put them face down in front of them.

The last player to have had a treasure chamber opened becomes the first key player of the next round.

Game End

If one of the following 3 situations occurs when a treasure chamber card is discovered, the game ends immediately:

- 1) The last treasure chamber with gold was found. **The Adventurers win.**
- 2) All the fire-traps in the game are revealed. **The Guardians win.**
- 3) After four rounds, not all the treasure chambers with gold have been found. **The Guardians win.**

Then the players reveal their true identities, and celebrate (or not...)