

The Cave

Set of additional cave tiles

In this set you get 12 additional cave tiles, 3 for every stack.

Game Preparation:

Before the first game, carefully punch out the tiles. Add 3 special cave tiles to each tile stack, then follow the rulebook.

Exploration of special tiles:

Normal rules apply to all special tiles. Minor changes apply to each special tile, as listed below:

Stack 1

Underground wonder and descent tile .

This tile works as both an underground wonder tile and a descent tile .

Squeeze 1 and descent tile

This tile works as both squeeze (difficulty 1) tile and descent tile.

To enter this tile, if no rope is present, the team must spend 2 AP plus 1 for every 25 meters of depth difference, and put 1 rope from backpack per every 25 meters of depth difference.

First team that enters this tile gets a squeeze exploration token (difficulty 1), and as many traverse line expedition tokens as many ropes the team used.

To enter this tile when it is already connected by rope with the tile we came from, or from the same depth, the team must spend 2 AP.

Water and Squeeze (difficulty 1) tile

This tile works as both water tile and squeeze (difficulty 1) tile.

A team can enter this tile only in one way:

Spending 3 AP and 1 oxygen. First team who does that takes both water exploration token, and a squeeze exploration token (difficulty 1).

Stack 2

Underground wonder and squeeze (difficulty 2) tile.

This tile works as both an underground wonder tile and a squeeze (difficulty 2) tile.

Teams enter this tile using rules for standard squeeze (difficulty 2) tile. Standing on this tile a team can spend 1 AP to get 1 photo exploration token. As usually only the first team which spends AP takes exploration tokens.

Water and descent tile .

This tile works as both a water tile and a descent tile .

To enter this tile for the first time a team must spend 3 AP, 1 rope and 1 oxygen. The team then gets a water exploration token and a traverse line expedition token. To enter this tile when it is already connected by rope with the tile we came from or from same depth the team must spend 2 AP and 1 oxygen.

Underground wonder and descent tile .

This tile works as both an underground wonder tile and a descent tile .

Stack 3

Water and Underground wonder tile.

This tile works as both a water tile and an underground wonder tile.

A team can explore this tile by using a raft and spending 1 AP, but cannot take a photo.

A team can also explore this tile by spending 3 AP and 1 oxygen, but can only take a photo if they have a camera in their backpack.

If a team is standing on this tile and the photo exploration token is still available, the team can spend 2 AP and 1 oxygen to take a photo, if they have a camera in their backpack.

Water and Squeeze (difficulty 2) tile.

This tile works as both a water tile and squeeze (difficulty 2) tile. It is similar to the tile from Stack 1 but the team must use 4 AP to explore.

Underground wonder and descent tile .

This tile works as both an underground wonder tile and a descent tile .

Stack 4

Water and Squeeze (difficulty 2) tile.

This tile works as similar tile from Stack 3.

Underground wonder and squeeze (difficulty 3) tile.

This tile works as both an underground wonder tile and squeeze (difficulty 3) tile.

Water and underground wonder tile.

This tile works as similar tile from Stack 3.