



Open Sesame! Before Ali Baba's amazed eyes the sealed mouth of the cave magically opens.

The cave is filled with treasures: golden statues, chests with coins, shiny swords and necklaces with precious marbles. An enormous pile of treasures almost reaches the roof of the cave. Ali Baba doesn't hesitate and starts gathering treasures. He must act quickly and must leave before the thieves return...

COMPONENTS

- 1 game board (double sided)
- 4 player screens
- 4 score markers
- 60 treasure tiles (10 kinds of treasures with 6 different background colours)
- 1 start player token

OBJECTIVE

Collect treasures from the cave of the forty thieves. The more treasures of the same kind you have at the end of the game, the more points you will score. Use the treasures' magical effects to outsmart your opponents and become the most wealthy player to win the game.

SET UP

Place the game board, the side with 25 squares, face up in the middle of the table. Shuffle all treasure tiles and place them in four layers on the game board. Return all unused tiles face down (and without looking at them) to the box.



Placing tiles on the game board:

1. Place 25 tiles **face down** on the game board, one on each square.
2. Make a layer of 16 **face down** tiles on top of the first layer; each tile must be placed over four other tiles.
3. Make another layer of 9 **face down** tiles on top of the second layer; each tile must be placed over four other tiles.
4. Make a final layer of 4 **face up** tiles on top of the third layer; each tile must be placed over four other tiles.

Each player takes a player screen and places the score marker in the corresponding colour on the 0-space on the score track. The youngest player gets the start player token and will be the start player.

GAME OVERVIEW

Beginning with the start player, the players take turns in clockwise order. Each turn consists of three steps:

- 1) **Take a face up treasure tile:** At the start of your turn you must **take a face up tile** from the board and place it behind your player screen.
- 2) **Flip all non-covered face down tiles:** If one or more tiles **aren't covered by other tiles** after you've taken the tile, you must flip them face up.
- 3) **Use magic effect:** The **background colour of each tile** is related to a magic effect. You may use the magic effect of the taken tile. A magic effect must be executed immediately and cannot be saved for a future turn.

END OF THE GAME

After the last face down tile is flipped face up, keep playing until all players have played the same number of turns (i.e. until the player sitting right from the start player). Then each player takes one last turn and the game is over.

Note: If no tiles remain on the game board, the game ends immediately.

To determine their score each player organizes the tiles behind their screen in groups of the same kind of treasure. Victory points are awarded for each group according to its size:

Treasures	1	2	3	4	5	6
Victory points	1	3	6	10	15	21

Each player sums up the points for all their groups and adds these points to their score. The player with the most points wins the game. In case of a tie the tied player with the least collected tiles wins the game.

Example:

A player has these treasures at the end of the game:

- | | | | |
|--|-----------------------|--|---------------------|
| | 4 carpets = 10 points | | 2 chests = 3 points |
| | 3 crowns = 6 points | | 1 ruby = 1 point |
| | 1 statue = 1 point | | 2 swords = 3 points |

He scores a total of 24 points.



Magic effects:

5

Score 5 points.



You take the pink “diamond” and score immediately 5 points.



Score 2 points for each tile you flipped face up this turn. Or score 2 points if you have revealed a square on the board.



After you’ve taken the blue “magic carpet” two tiles are flipped face up, so you immediately score 4 points.



Score 2 points for each treasure of this kind you have behind your player screen (including this one).



You take the brown “sword”. In previous turns you’ve collected two other swords. This turn you score 6 points.



Take an orthogonally adjacent face up tile and place it behind your screen. Do not use its magic effect.



After taking the green “magic carpet” you may also take the “ring”. Place both tiles behind your player screen.



Each opponent must show one of his collected treasure tiles. Choose one of these tiles and place it behind your screen. Do not use its magic effect. All non-chosen tiles are returned to the players.



You take the yellow “chest”. All other players must show a tile from behind their player screen. You choose the “sword” and place both tiles behind your player screen.



Choose a treasure (ring, statue, crown, etc.) or a magic effect (yellow, blue, green, etc.). Until your next turn all other players can’t take a tile from the board of that kind or magic effect.

Note: In the rare case there are no tiles that could be taken (due to the restriction of this magic effect), the player can instead take any tile, ignoring restrictions.



You take the white “statue” and choose the brown magical effect. Until your next turn no brown tiles can be taken.

VARIANT: ALADDIN’S LAMP

Use the side of the board with 25 squares. Place all “Aladdin’s lamp” tiles aside and shuffle all remaining tiles face down.

Randomly take six tiles and place them face up next to the game board. These tiles won’t be placed on the game board and are special treasures to obtain during the game.

Now shuffle the “Aladdin’s lamp” face down with the other tiles and place all tiles following the regular setup on the game board.

When you take an “Aladdin’s lamp” treasure in your turn, you must choose:

- use its regular magic effect (according to its background colour) and place the tile behind your screen.
- use the “Aladdin’s lamp” magic effect: switch the tile with a tile next to the game board. Use the magic effect of that tile and place it behind your screen.

VARIANT: EQUAL TREASURES

Use the side of the board with 25 squares. Remove all tiles of one kind of treasure from the game, before placing tiles on the board. This variant adds more tactics to the game, since you know there are exactly 6 treasures of each kind in play.

VARIANT: SMALLER CAVE (FOR 2 PLAYERS)

Use the side of the board with 16 squares. Remove all tiles of three kinds of treasure from the game, before placing tiles on the board. This variant uses a slightly different setup of the board. This is a very quick variant for two players.

Placing tiles on the game board:

1. Place 16 tiles **face down** on the game board, one on each square.
2. Make a layer of 12 **face down** tiles on top of the first layer; each tile must be placed over two other tiles.
3. Make another layer of 6 **face down** tiles on top of the second layer; each tile must be placed over four other tiles.
4. Make a final layer of 2 **face up** tiles on top of the third layer; each tile must be placed over four other tiles.



Game design:

Martino Chiacchiera & Remo Conzadori

Illustrations: Denis Martynets

Graphic design: Chris Conrad

Rulebook development: Jeroen Hollander

Project manager: Jonny de Vries



©2017 White Goblin Games
www.whitegoblingames.com

