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MONSTER



SECRETS



TREASURE





EVENT



POWER

VALIANT





WAR



DIFFICULTY

DIFFICULTY

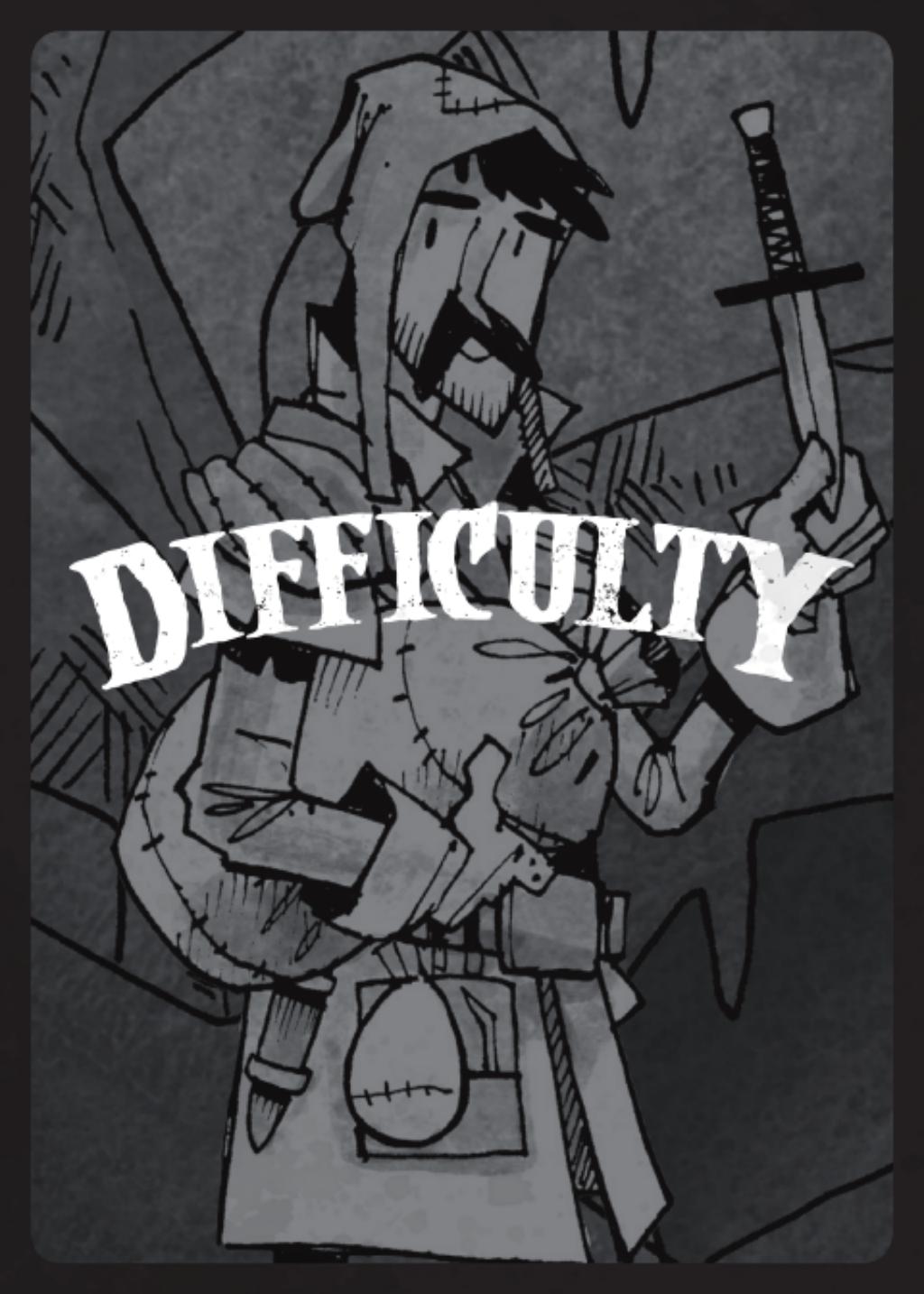


DIFFICULTY

DIFFICULTY



JVC



DIFFICULTY

The Cave Is Collapsing!

The Cave collapses 3 tiles on its turn.

If there is no Cave player, each player collapses 3 tiles at the end of their own turn.

If 5 Crystal tiles have collapsed, the Cave wins and all other players lose.

Remove tiles that touch only 1 tile first, then remove tiles that touch only 2 tiles.

The Entrance tile can never be collapsed.

If any other token is on a collapsed tile, it is returned to its player's supply.

Crystal tokens removed by collapsing tiles do not count toward any victory conditions.

*For more details, see **The Collapse** on page 4 of the rulebook.*

"Sir, it's quite possible this cave is not entirely stable..."