



### **Background**

One Location, two keys and an art treasure that cannot be ignored. If you can unlock the mystery behind Cavallini Cairns you will walk away with one of the greatest art collections the world has ever seen.

Little is known about the life of European artist Cavallini. However, as legend has it, towards the later years of his life, in 1320 A.D., he gathered a small crew and set sail with some of his most cherished works intending to tuck away his collection on a remote island and in hopes that one day the person who found it would have the same excitement and love of art that he did. As they sailed, he and his crew soon came across a small and obscure island off off the coast of Africa in the Atlantic Ocean. They named the island Nivarian after a close friend of Cavallini's and discovered the island was ripe full of the banzi berry - a small purple berry that became the staple of their food source while on the island.

Cavallini and his crew setup camp and quickly got to work building the chamber to house the collection. They also built and named eighteen large cairns, or stone monuments, throughout the island that would serve as landmarks providing the clues for the secret codes needed to obtain the two keys to open the chamber and also hide the chamber chamber itself. Cavallini carefully constructed the two keys out of materials he found on the island. For the first key, Cavallini bundled three small, wooden twigs he gathered from the banzi tree. The second key is an intricately crafted small smooth stone. Cavallini then hid each key in two of the cairns, Garnton and Hevrin, but had them locked shut until the secret code is entered. Each of the other sixteen cairns would provide the clues to deciphering the codes. Cavallini then hid the chamber, only known to him, in one of the cairns. After Cavallini and his crew completed their work on Nivarian they returned home to Italy where Cavallini lived out the remainder of his days.

Several centuries later, you and your crew have traveled to Nivarian in hopes of cracking the key codes and identifying identifying the appropriate cairn that houses the secret chamber. Your adventure will require determination, patience, patience, and a mind for deductive reasoning to decipher the codes and uncover the hidden collection. You are not alone however. Two other crews are also in pursuit of the coveted collection and will be working diligently to obtain the keys and open the chamber for themselves. You must work strategically against the other players to claim Cavallini's greatest collection and win the game!



## Winning the Game

The first player to hold the key(s) in their possession and have each of their pawns at the correct location of the chamber wins!

## Getting Started

The game may be played with up to four players. Each player will lead three crew members (pawns) throughout the game. Players choose their color and place their three pawns on the Port of Entry space on the game board.

Players choose their game mode depending on level of difficulty. Three game modes are available to play. In simple mode, only 16 code pieces and one key are in play. In standard mode, 32 code pieces and two keys are in play. In advanced mode, all 54 code pieces are used and two keys are played. In simple mode the art chamber can reside in one of 9 of 9 locations. In standard mode the art chamber can reside in one of 16 locations, and in advanced mode, the chamber can reside in one of 18 locations.

### Setting Up Simple Mode

In simple mode, only the red code pieces marked with a  $\pi$ ,  $\lambda$ ,  $\eta$ , or  $\kappa$  are used. All other code pieces may be laid aside. Randomly place, face down, one code piece on each of the red code space locations marked with an 'A' or 'B' on the game board. The letter on each space is for reference only to help keep track of where the pieces came from throughout the game. No player is allowed to know the symbol of the code piece that is at each location on the board.

Also, in simple mode only 9 of the 18 total cairns are in play for hiding the chamber. The location cards for the blue cairns should be removed from the pile and laid aside. Of the 9 remaining cards locations cards, randomly remove one and place it, face-down, on the Cavallini Cairns logo at the top of the game board. Do not allow any player to see the face of the card. This card constitutes the location of the art chamber. The remaining locations cards are placed face-down in a pile to the side of the game board.

### Setting Up Standard Mode

In standard mode, only the blue and red code pieces marked with a  $\pi$ ,  $\lambda$ ,  $\eta$ , or  $\kappa$  are used. All other code pieces may be laid aside. Randomly place, face down, one code piece on each each of the code space locations marked with an 'A' or 'B' on the game board. The color of the code piece should match the color of the space on the game board. The letter on each each space is for reference only to help keep track of where the pieces came from throughout the game. No player is allowed to know the symbol of the code piece at each location on the board.

Also, in standard mode only 16 of the 18 total cairns are in play for hiding the chamber. The location cards for Bevel and Fone should be removed and laid aside. Of the 16 remaining location cards, randomly remove one and place it, face-down, on the Cavallini Cairns logo at the top of the game board. Do not allow any player to see the face the card. This card constitutes the location of the art chamber. The remaining location cards are placed face-down in a pile to the side of the game board.

### Setting Up Advanced Mode

In advanced mode all code pieces are used. Randomly place, face down, one code piece on each of the code space locations marked with an 'A', 'B', or 'C' on the game board. The color of the code piece should match the color of the space on the game board. The letter on each space is for reference only to help keep track of where the pieces came from throughout the game. No player is allowed to know the symbol of the code piece at each location on the board.

Of the 18 location cards, randomly remove one and place it, face-down, on the Cavallini Cairns logo at the top of the game board. Do not allow any player to see the face the card. This card constitutes the location of the art chamber. The remaining location cards are placed face-down in a pile to the side of the game board.

### Setting Up - All Modes

Randomly place one resource piece (green-backed game pieces) face up on each of the cairns. The remaining pieces left face-down to the side of the board. Cavallini cards are placed placed face-down in a pile next to the game board. Each player gets one tracking paper, pencil, and one code tracking mat. The wooden key should be placed next to the Garnton Cairn and the stone key should be placed next to the Hevrin Cairn. Each player starts with the supply game piece marked with an eight. Youngest player goes first.

## General Game Play

During a player's turn, they may move each of their pawns up to the number of supplies that they currently hold. Each player starts with eight supplies and incrementing amounts of of supplies may be acquired throughout the game (see action game pieces section). All pawns must be moved during a player's turn and must move in a forward direction during a single turn. Spaces are indicated by the black circles on the board, and each cairn also counts as a space.

As a player's pawn passes by a cairn they may pick up the code piece and one resource piece. If a resource piece is acquired a new resource piece is placed on the cairn. If no resource pieces are remaining no new piece is placed until one comes available. When a new resource piece becomes available it is placed on the first open cairn start from the top of the board and working left to right in order. If a code piece is acquired then player's proceed according to the instructions in the code piece section. Each pawn may act independently when choosing resource or code pieces during a given turn.

## Chamber Keys

Players must work their way around the game board visiting each cairn and subsequently turning over the code pieces to deduce the code and unlock the cairn holding the respective respective key. Blue code spaces on the board provide the clues for unlocking the wooden key and the red code spaces provide the clues for unlocking the stone key. Players, however, however, may not turn over the Garnton or Hevrin pieces unless the player thinks they can predict the respective code (see below). If landing on Garnton or Hevrin, though, players players may pick up the resource piece.

The codes at each cairn are represented by two or three code pieces depending on the mode of play. The code pieces are comprised of seven different symbols -  $\pi$ ,  $\lambda$ ,  $\eta$ ,  $\kappa$ ,  $\tau$ ,  $\rho$ , and  $\sigma$ .



When a player thinks they know the code to unlock one of the keys, at least one of their pawns must be located on the Garnton or Hevrin Cairn depending on which key they are pursuing. The player may then turn over the code pieces in front of the cairn. The player must turn them over such that the other players may not see the code. If the player correctly guesses the symbols of the code pieces, they may leave the code pieces turned over for all players to then see, and that player is now in possession of the respective key. The player's reward for deciphering the code is they may collect two location cards from the location card pile, or randomly from another player if no location cards remain in the pile.

If the player is incorrect, they replace the Garnton or Hevrin code pieces, face-down, back on their respective locations as well as any other like-colored code pieces they currently possess back to the game board, also face-down. That player may no longer pursue deciphering that code. As a consequence of incorrectly deciphering the code, the player loses a pawn for the remainder of the game and now only plays with two pawns.

If no player can successfully decipher a particular key code, players cast lots for the key. Each player chooses one location card as their lot. If a player does not have a location card they are not eligible for the key. Players put their cards in a pile and shuffle. They then choose one card from pile and the player whose card is chosen gets the key. The remaining cards are left unseen and placed with the other location cards to the side of the board.

Lastly if a player is holding a key at the end of their turn they may collect one additional location card except on the turn on which they deciphered the code to unlock the key. If all location cards are in players' hands they may choose a card from an opposing player at random. If a player holds both keys then they may collect two location cards.

## Game Pieces

### Code Pieces

54 code pieces are provided to act as the clues and hidden codes for unlocking the two keys. 27 pieces are red and 27 are blue. Red pieces are placed on the red spaces on the game board and blue pieces are placed on the blue spaces on the game board. Each code piece is marked with a symbol – either  $\pi$ ,  $\lambda$ ,  $\eta$ ,  $\kappa$ ,  $\tau$ ,  $\rho$ , or  $\sigma$ .

### Resource Pieces

Resource pieces are acquired by passing by the cairns and collecting the respective piece. As resource pieces are collected from a cairn a new piece is randomly placed on the cairn. Players may hold at most four resource pieces at a time. There are three types of resource pieces: berries, shelters, and tools.

Resource pieces may be traded in to collect a variety of items. A list of available items is listed on the items card included with the game. A description of the items is provided in the items section of the rules booklet.

### Items

Items may be acquired at the beginning of a player's turn, before they move their pawns. Players use their collected resource pieces to trade for items. The cost of each item is listed on the items card. Also listed on the items card is the maximum number of each item that a player may hold at a time. Each item is one time use, except location cards. Location cards are held indefinitely. Once a player uses an item it is discarded back to the pile. A description of each item is provided here.

Items may be played at any point during a player's turn and there is no limit to the number of items played during a turn.

### Location Cards

Players must decipher the location of the art chamber in order to win the game. This is accomplished by gaining knowledge about which cards were left in the location card pile.

Location cards may be acquired in several ways:

- One way is to correctly decipher the code to unlock one of the keys (see Chamber Keys section).
- Another way is to trade in resource pieces. Their price is listed on the items card included with the game.
- Yet another way, as stated previously in the Chamber Keys section, is to be holding one or both keys at the end of a turn.
- Finally, players may steal a location card from another player. The price of stealing a location card is listed on the items card.

### Cavallini Cards

When Cavallini created the puzzle for unlocking his chamber he suspected that more than one group of people may come searching. As such Cavallini left special items around the island before he and his crew returned home. These items are found in the Cavallini Cards. The cost of a Cavallini card is listed on the items card. Each Cavallini Card lists the action for the item's use.

### Supplies

The number of supplies owned by a player determines how many spaces the player may move their pawns each turn. There are various supply pieces ranging in value from nine through eleven available for trade. Players must acquire supply pieces in incrementing order. The cost of supply pieces is listed on the items card.

### Barricades

A barricade piece (picture of a wooden barricade printed on the piece) may be used to block a steal from another player. However if enough trap pieces are played a barricade piece is ineffective. The cost of a barricade piece is listed on the items card.

### Trap Pieces

Trap pieces (picture of a netting trap printed on the piece) are used to steal items from other players. The number of trap pieces that must be played to steal a respective item is listed on the items card. The "blockable" column indicates the number of pieces required if the item is not blocked by a barricade piece, otherwise if the barricade piece is played the steal is blocked and the player playing the trap pieces loses their trap pieces without stealing the item. Playing the number of pieces indicated in the "not blockable" column means that the item is stolen and may not be blocked by a barricade.

To play a trap piece, at least one of the player's pawns must be at the same location as the pawn of the opposing player against whom the trap piece is being played.

## Chamber Location and Winning the Game

When a player thinks they have deciphered the location of the art chamber and wish to check their guess, each of the player's pawns must be located on the respective cairn. The player must also have both keys (one in the case of simple mode) in their possession. The player then turns over the location card that was placed on the game board to check if they are correct. Do not allow the other players to initially see the face of the card. If the player is correct they've successfully won the game!

If a player's guess is incorrect, they replace the location card without letting the other players see it, and is eliminated from the game. The player must relinquish all their resource pieces and items back to the piles. The Chamber Keys are left on the board at the respective cairn where the player was located. Whoever of the remaining players gets to the keys first, gets possession.

#### Final Note

As always have fun! If you come across a situation in the game that is not directly addressed by the rule book, or a specific rule is not clear to you – make it your own and decide how you would fairly handle the rules under the circumstances. Also, we are always interested in feedback so please let us know what you think. Refer to the back cover for our contact information.

#### Final Riddle

Care for a final Cavallini Riddle? When Cavallini determined the symbols he'd use for each of the code pieces, he targeted a specific language and a specific word within that language. Can you decipher the language and word? Email me at [cavelgames@gmail.com](mailto:cavelgames@gmail.com) and I'll tell you if you're right. Need a hint? See below. Hint: Look at the ordering of the symbols on the tracking pad.

Also, it is probably fairly obvious but to add the appropriate disclaimer – Although Pietro Cavallini is a true historical figure, the story and information presented with this board game surrounding his life is completely fictitious and is for the sole purpose of providing a novel background story for this board game.



Beta 1.0 Release. We'd love to hear your comments and feedback.  
Please send emails to [cavelgames@gmail.com](mailto:cavelgames@gmail.com)

© 2014-2015 Cavel Game Company. All rights reserved.

