

TROLLS — and — Princesses



Rulebook



Once upon a time



Trolls are not big and stupid, as many would have you believe. Not long ago they lived among us and they used their cunning magic to look like us humans.

They lived with their cattle in the mountains. Their caves were beautiful and luxurious with a lot of silver, gold, gems, and a table full of delicious food. In Sweden, there is an expression for this "Rich as a troll".

Trolls were not evil if you didn't treat them badly, they could even be helpful to those who treated them well. But they often played tricks on humans. Their magic power (trollkraft) could distort the vision of humans so the troll looked like a human, an animal, a log, and a stone and even become invisible. But they also had some weaknesses. They couldn't stand the sounds of church bells or steel, not to mention the sight of sun.

Trolls & Princesses is a "worker movement" game. You play as one of four troll clans and to get the mountains king's favour, you try to impress him. The players get favour (in the form of victory points) when they do what trolls usually do: swap changelings, "hire" humans, tear down church bells, kidnap princesses, build their cave, and use troll magic. To succeed, the players must collect resources and move around their trolls to do different actions. The player with the most victory points at the end can crown himself the ultimate troll clan leader.



Game Materials*



1 Village Board, consisting of 6 reversible pieces.



1 Central Board Section (for 2 and 3-player games)



16x Princess Tiles 16x Bell Tiles 16x Gemstone Tiles 16x VP Tiles

64 Cave Tiles



32x Obsidian Stones
20x Gold Bars
12x Diamonds

52 resources



24x Morning cards
24x Evening cards
12x Night cards

60 Turn Cards



5x 5x 4x

14 King's Cards



16x 16x 16x

48 Troll Power Cards



20 King's Cave Tiles



16 Neutral Changelings



12 Princesses



12 Neutral Outposts



13 Humans



12 Bells



16 Cows



1 Troll King



10 Castle Tiles



11 Barn Covers

In Each of the 4 Player Colours
(Yellow, Red, Purple, Teal)



5 Trolls



4 Troll Changelings



4 Outposts



4 Clan Markers



1 Troll Power Marker



1 Player Board



1 Player Aid

*All components are limited.



Game Setup

- 1 Assemble the **Village board** in the middle of the table. Use the correct central board section matching the number of players (showing 2/3/4 mountain exits. Flip as many pieces to their village side as there are players.
- 2 Place the following items on each village section of the board:
 - » 1 random **castle action tile** on each *castle*. discard the unused castle tiles back into the box.
 - » 3 **church bells** by each *church*.
 - » 3 **neutral outposts** at the *foot of the mountain*.
 - » 1 **changeling** in each *town*.
 - » 1 **human** in each *farm*.
- 3 Shuffle all **cave tiles** and make a face down draw pile. Reveal the top 5 tiles and place them as the **cave tile display** on the table.
- 4 Shuffle the **King's tiles** and make a face down draw pile. Reveal the top 5 tiles and place them as the **King's tile display** on the table.
- 5 Shuffle all **troll cards** and make a face down draw pile. Reveal the top 5 cards and place them as the **troll card offer** on the table.
- 6 Sort the **King's cards** according to background colour and shuffle each pile individually. Reveal 1 card from the blue and yellow pile and 2 cards from the red pile. Put the remaining cards back in the box.
- 7 Put all **resources and items (princesses, changelings, humans, cows)** on the forest section of the board.
- 8 Place the **troll king** within easy reach of all players.



4-player setup example

Player Setup

- 1 Each player chooses a **player board** in their favourite colour and places it in front of them.
- 2 Each player board takes the following items:
 - » 4 **outposts** (in your player colour). Place them on the red outlined heptagonal spots.
 - » 4 **changelings** (in your player colour). Place them on the red outlined square spots
 - » 5 **trolls** (in your player colour). Place them next to your player board
 - » 1 **troll power marker**. Place it on the troll power symbol.
 - » 4 **clan markers** (in your player colour). Place them next to your player board
 - » 1 **player aid** (in your player colour).
 - » 2 or 3 **barn covers** (2 if you're the teal player, 3 for all the other colours). Place them on the red outlined barn spaces at the bottom of your board.
- 3 The indicated **resources** on all *excavation sites*. In this example, the teal player places one diamond and 3 obsidian on the designated spaces.
- 4 Every player takes the starting resources as indicated on near their resource field and puts them in their respective spaces: **Humans** on a cauldron of your choice, **resources** go into the resource field, **cows** go into a uncovered barn. If **troll power** is indicated, advance your troll power marker the indicated number of steps.
- 5 Assemble the **round card deck** for each player:
 - » Take all cards according to the villages that are available. In a 4-player game, take all cards. In a 3-player game, take the cards marked with I, II and IV. In a 2-player game, take the cards marked with I, and III.
 - » Sort all cards according to their back into different stacks and shuffle each stack individually.
 - » First of all, for a 2/3/4 player game deal 2/1/0 face-down night cards to each player – put any remaining cards back into the box without looking at them.
 - » Then, on top of the night cards (if any), deal 5 face-down twilight cards to each player. Discard any remaining cards to the box without looking at them.
 - » Finally, On top of the twilight cards, deal 5 facedown day cards to each player. Discard any remaining cards to the box without looking at them.
 - » Each player should now have a stack built out of 5 day, 5 twilight, and (depending on player count) 2 to 0 night cards (top to bottom).
- 6 Take the topmost card from the round deck in your hand.
- 7 Randomly choose a starting player. One way to do this is to decide based who has the biggest ears. You are now ready to play the game.



Player board and terminology

Before we dive into explaining the rules to your simple little brains, us experienced trolls need to go over a few important concepts and terms we will use in this document; if you want to become a better troll, you had better pay attention. Sharpen your quills, because here we go!

The most important component in the game is without a doubt your **player board**. It is divided into a number of zones that we are going to clarify. First of all, there are the 3 main **caverns** on the player board. **The mining cavern, the building cavern, and the troll power cavern.** You will send out your trolls and even some abducted humans there to perform actions. Your trolls will eventually move from cavern to cavern, and you'll have to think carefully as to where they go, so you can maximise your actions.

more excavation sites as you play along. These excavation sites will house the three main resources of the game: **obsidian, gold, and diamond.** When you collect these resources, they go into your **resource field**, which is located in the top right corner of your playing board.

Your player board, cave network and pretty much everything that's in front of you is called the **play area**. We will refer to this a few times in this rulebook, so keep that in the back of your little head.



In the left part of the board, you will see some indentations where cave tiles and King's tiles will fit. You will expand what is called your **cave network** by placing all kinds of different cave tiles to the left of your play board. You must always make sure that the new tile is placed alongside the edge of an already placed tile. The first tile you will place is the one highlighted here in **red**. But after that, you're free to expand your cave network as you wish.

Since the cave tiles are pentagon-shaped, you won't be able to make a "perfect" network, but that is normal. It's part of the challenge of the game to build the most efficient cave network possible.

Speaking of **cave tiles**, you will notice that they all have one half of what is called an **excavation site** on one or more of the sites. Another essential part of the game is to try and connect two identical ones, so you can create

Note that almost each game component present on the village board will have to be placed into your play area. Princesses, church bells, neutral changelings and neutral outposts must all be placed in a appropriate **storage spot**. Whereas cows must be placed in a constructed **barn**.

We will explain later in detail where each component is stored when we go over the actions in more detail. But for now, notice that to make your life a bit easier, we offered each of you trolls **1 storage spot for a neutral changeling, a neutral outpost and a church bell in the top left corner of your player board.** But if used up, you're on your own. So you'd better start getting troll cards and expanding your cave network if you want to play the game right! Now, it's better to place them on spots you've obtained during the game, but we wanted to cut you a bit of slack. For now ...

Gameplay

The game is played over the course of 12 to 10 rounds, depending on the number of players. Each round every player in clockwise turn order runs through the following phases:

1. Reveal round card.
2. Move a troll and perform actions.
3. Move another troll and perform actions.
4. Draw round card.

Phases in detail

1. Reveal round card

Reveal the round card from your hand and do the following:

- 1 Place the indicated item on the indicated village board. In case of a princess, it is possible the castle spot is occupied and no new princess can be placed.
- 2 Move the Troll King to the indicated cavern on your player board or to the indicated village board. The Troll King does not take up an empty slot in the area he goes to.



By moving one of your trolls as active player you gain action points (AP) to spend in the area you just moved your troll to. You get as many action points as the amount of trolls, humans, outposts and/or Troll King present there.

Example: *Jarno* places his Troll in his Building cavern 1. There are already 2 of his trolls present there, and a human 2. And he also just moved the Troll King to this cavern in phase 1 3. So he has a total of $3+1+1 = 5$ Action Points (AP) to spend. He decides to Build an Outpost (cost : 3 AP and 1 Cow 4), and Build 2 Cave Tiles (cost: 2 AP and 1 Obsidian 5).



2. Move a troll and perform actions

You must move your troll to one of the three caverns on **your** player board or to one of the villages on the central board. The troll **must** move, it can't stay in the same area. Always move a troll to an empty **cauldron** in the area. If there is no empty cauldron available your troll cannot move to that area.



Cauldron

Every area and the possible actions to perform there will be detailed later. **At the end of this phase, refill all displays if needed.**

3. Move another troll and perform actions

Repeat phase 2. You are not allowed to move the same troll you just moved in phase 2. **Refill all displays if needed.**

4. Draw round card

Draw the top card of your round card deck in preparation of next round. If your deck is empty this was your last round in the game and you can **proceed to final scoring.**

Exception: you can move a troll to a village that has no empty cauldron. In such case push away a troll of one of your opponents. Your opponent must move this troll to any cauldron in their caverns.



Actions in detail

We are going to explain all actions now, based on their location. As a general rule, everything left of the ⚡ symbol is the cost, and everything to the right of it is the benefit you get. The troll symbol (👤) refers to the number of Action points needed to perform this action (see previous page).

In your **caverns**, this will be your own trolls, as well as humans and the Troll King.

In the **villages**, this will be your own trolls, as well as your outposts and the Troll King. But there are also certain actions in the village where **EACH troll present will count as an AP**. So yes, that means that your opponents' trolls will help you perform these actions. On your player aid, you can easily identify these actions if the costs indicates a 👤.

1. Mining cavern actions



Mine diamond(s)



Cost : 3 AP.

When mining a diamond, you move the indicated amount of resources from excavation sites in your cave network to your resource field.



Excavation site

Note: In the beginning of the game, you can only mine 1 Diamond per action. But by building outposts later in the game (see next page) the action can be upgraded to mine 2 diamonds instead of 1 for the same amount of AP.

Example: Anna places her Troll in his Mining cavern, and that brings her total to 3 AP (1). She decides to mine 2 diamonds since she removed her outpost there in a previous round (2). She removes 2 of her diamonds in her cave network and places them in her resource field (3).



Mine gold bar(s)



Cost : 2 AP.

This action is identical to the mine diamond(s) action, but with gold bars.

Mine obsidian stone(s)



Cost : 1 AP.

This action is identical to the mine diamond(s) action, but with obsidian stones.

Activate a King's tile



Cost : 1 AP. Note that you can only activate ONE King's tile per phase. This means you can activate 2 King's actions per round. This can be the same King's action twice.

To activate a King's tile, choose one of your King's tiles in your play area (either the one on your player board, or any other tile you've added to your cave network) and perform the action mentioned on it.

Note: Not every King's tile has an action you can use, some have passive abilities. Refer to the appendix on page 13 for the full list of King's tiles' effects.

Example: Thor decides to activate one of his King's tiles by spending 1 of his AP in his Mining cavern. He activates the King's tile in his mine, which earns him two troll power (1). He advances his troll power marker two steps (2).



2. Building cavern actions



Build an outpost







Cost : 3 AP and 1 cow.

To build an outpost, take one of the outposts in your colour from one of your caverns and use it to replace a neutral outpost in a village. The neutral outpost **needs to be placed in a free heptagonal outpost spot in your play area**. If you don't have such a space available you cannot perform this action.

By building an outpost you either receive 2 troll power or upgrade 1 of the mining actions in your mining cavern.

When placing the neutral outpost, if there is a reward depicted in the heptagonal outpost spot, you receive the reward.

 An outpost built on a village board **counts as a troll of YOUR colour** for calculating the AP you get when moving a troll there.

Example: *Anna* decides to build an Outpost. She spends the cow and 3 AP and places the outpost covering the "mine gold" icon on the board in on village II . She swaps it with a neutral outpost, which she places in her cave network . She may now refill one type of resource spaces for this. She decides to refill her obsidian mining spaces and adds 3 obsidian to her caves .



Build 2 cave tiles



Cost : 2 AP and 1 obsidian.

Choose and place up to 2 cave tiles from the supply in your cave network. There 4 different types of caves:



Church bell cave tiles:
these allow you to build a Cow enclosure, and offer a space to store a church bell (see next page)



Princess cave tiles:
these provide a warm bed to welcome a princess (see next page)



Resource cave tiles:
these provide two obsidian excavation spaces, and one space for a neutral outpost. When built, immediately place two obsidian on the central excavation spaces.



Victory cave tiles:
these provide victory points at the end of the game. Careful: these only have ONE entrance/exit, and you may NEVER build two identical Victory cave tiles!

When you place these in your cave network, please keep in mind the following rules:

- » Excavation sites for resources do not need to match, but in case they don't you will not be able to use them to replenish or to mine any resource.
- » A cave tile cannot overlap other cave tiles or the player board.
- » There can be no "dead end", i.e. an opening at one end of a connection and a wall on the other end. This is especially important when you build Victory cave tiles.

Refresh cave tile display



Cost : 1 AP.

Replace all remaining cave tiles in the display by discarding them into a discard pile and form a new display by revealing the five top cave tiles from the draw pile.

Activate a King's tile



See page 8.



3. Power cavern actions



Replenish excavation sites

Cost : 2 AP and 1 troll power.

Choose gems, gold or stones. Replenish all excavation sites of the **chosen** resource in your cave network (e.g.: replenish all gold excavation sites).

Example: **Jarno** places a Troll in his Power cave. Since he has a human already present there, as well as one troll, and the Troll king that just placed here in phase 1, that brings his total to 4 AP. He decides to perform the "Replenish excavation sites" action twice.



First, he decides to replenish all of his obsidian excavation sites.

Finally, he refills of his diamond excavation sites.



Get troll power

Cost : 2 AP.

Advance your troll power marker by 2/3/4 steps. At the beginning of the game, this action will yield 2 troll power, but as you send your troll babies into the village (see "Village Actions"), you will improve this action to receive 3 or 4 troll power, respectively.

Buy a troll card

Cost : 1 AP, 1 troll power, and 1 cow.

Choose and play a troll card from the offer. Place the card next to your player board and receive the indicated bonus (if any).

Note: Some cards will not give you an immediate bonus, but rather some VP at the end of the game, and some offer extra spots to store outposts, church bells and princesses (see next page).

Each card has one or more square *changing spot(s)* to place neutral changelings and an animal totem (snake, bat, or toad) which is used to claim King's cards (see later) and/or VP at the end of the game.



Refresh troll card display

Cost : 2 AP and 1 obsidian.

Replace all remaining troll cards in the display by discarding them into a discard pile and form a new display by revealing the five top troll cards from the draw pile.

Example: **Thor** has 3AP to spend in the troll power cavern. First, he buys a troll card and places it next to his player board. He now takes a gold from the supply.

He then decides to first refresh the troll card display, since he doesn't like the current selection. He discards the four cards on display, and adds 5 new cards faceup to form a new display. Finally, he buys a second troll card from the new display. He places it next to his player board and will receive 1 VP for each princess cave tile at the end of the game.



Activate a King's tile

See page 8.

4. Village actions

Important: Village actions can only be performed if the required item (princess, church bell, changeling, human or cow) is present on the village board AND you have an appropriate free spot available to move the item to.



Capture a princess and gain a King's action tile

Cost : 5 AP, 2 troll power, and 1 diamond.

To capture a princess you need to have an empty *princess bed* in your cave network or on a troll card.

When capturing a princess you also obtain a King's tile from the offer. Choose one and place it in your cave network the same way you would place a regular cave tile.



Princess bed spot

Example: Frida decides to capture a princess. She sends one of her trolls to the village number IV (1). She already has an outpost and a troll there, and there are two trolls from Jarno present there (2), which means she has the required 5 AP for this action (since capturing a princess is an action with the symbol, it means Jarno's trolls give her AP for this action). She pays 2 troll power and 1 diamond, captures the princess, and places it in her cave (3) where a warm bad awaits the princess. She now chooses a King's tile from the display and adds it to her cave network, following the usual rules (4).



Tear down church bell



Cost : 4 AP and 3 obsidian.

Remove a church bell from the board and place it in a free round *church bell spot* in your play area. Receive any bonus indicated in the round spot immediately when covering it with a church bell.



Church bell spot

Perform the castle action



Cost : 3 AP.

During setup, each castle received an action tile which can be activated by choosing this action.

After spending all action points return ALL your trolls present in the village to your player board. Choose freely which caverns you want to return the trolls to.

Swap changelings



Cost : 2 AP, 2 troll power, and 2 gold OR 1 diamond.

Remove a troll changeling from your player board and move it to the village. Remove a human changeling from the village and place it on a free square *changeling spot* in your play area. Receive the bonus indicated on the square spot you placed the changeling on.



Changeling spot

Depending on where you took your changeling, you get either:

- » a cow;
- » an extra space to store troll power;
- » an extra troll power when performing the action in the Power cavern.



Hire a human



Cost : 2 AP, 1 troll power, and 1 gold.

Take a human from the village board and place it in one of your caverns on a cauldron. From now on the human counts as a troll when counting AP for that cavern.

Note: You cannot move a human like you move your trolls, this requires a specific action:



Steal a cow



Cost : 1 AP.

Take a cow from the supply and place it in one of your available barns.

Note: You have a total of 4 barns, so can never own more than 4 cows at any given time.



Barn



Free action: complete a King's card challenge

Anytime during your turn when you have completed the task on 1 of the King's cards you may immediately score it. **This does not cost you any AP.**

Announce you are doing so, and place one of your clan markers on the appropriate King's card. Then, choose a King's tile from the display and place it in your cave network following the normal rules for cave tile placement.

The King's tile you just placed in your cave network can **immediately be used**, even with the remaining AP in this phase.



Example: Frida placed a troll in her building grotto. She has 4 AP, and decide to build an outpost. Since this is the third Outpost she built, she has now completed one of the King's Cards' Challenges. She places one of her clan markers on the card.



She can now build a king's tile into her cave network. She places it in her cave network, and then, with her 4th and final AP, she immediately activates it and receives 2 troll power.

End of the game

The game is over when every player has had run out of round cards.

The final score is counted as follows:



Churches, changelings & outposts: 15 VP for each set of 3 different items, 9 VP for 2 different items and 4 VP for each remaining item.



Princesses: 7 VP per princess



King's tiles: 3 VP per tile



Humans: 1 VP per human



Blue cave tiles: variable



Troll cards: variable

The player that scores most VP wins the game. In case of a tie, the player who has most princesses wins the game. If this still results in a draw, the tied players share the victory.

Credits

GAME DESIGN: Franz Couderc · ARTWORK: Nastya Lehn · PROJECT MANAGER: Rudy Seuntjens · GAME DEVELOPMENT: Seb Van Deun · ART DIRECTION: Rafaël Theunis · EDITOR: Rafaël Theunis
 PROOFREADERS: Simon Weinberg · QUALITY CONTROL: Eefje Gielis · LOGISTICS: Wim Goossens, Eefje Gielis

If there is any issue with this product, please contact the vendor where you purchased this game, or contact our customer service at gamebrewer.com/customer-service



Appendix

King's tiles

	Action: Move two of your trolls from cauldron to cauldron		Action: Refill ONE type of excavation site.
	Action: Move one of your trolls and one of your humans from cauldron to cauldron. Humans can only move from cavern to cavern. You may NOT place them in a village.		Ongoing: This tile add 4 excavation sites for obsidian to your cave network. When you add it to your cave network, add 1 obsidian to each excavation site, like you would when you add a resource cave tile.
	Action: Move up to three of your humans from cauldron to cauldron. Humans can only move from cavern to cavern. You may NOT place them in a village.		Ongoing: This tile add 3 excavation sites for gold to your cave network. When you add it to your cave network, add 1 gold to each excavation site, like you would when you add a resource cave tile.
	Action: Receive 2 troll power		Ongoing: This tile add 2 excavation sites for diamond to your cave network. When you add it to your cave network, add 1 diamond to each excavation site, like you would when you add a resource cave tile.
	Action: Take two cows from the supply and place them in a barn.		Ongoing: This tile adds 2 changeling spots to your cave network.
	Action: Take 3 obsidian stones from your excavation sites.		Ongoing: This tile add 1 changeling and 1 outpost building spot to your cave network.
	Action: Take 2 gold from your excavation sites.		Ongoing: This tile add 1 changeling spot and 1 church bell spot to your cave network.
	Action: Take 1 diamond from the your excavation sites.		Ongoing: This tile adds 2 church bell spot to your cave network.
	Action: Build a cave tile.		Ongoing: This tile adds 1 outpost building spot and 1 church bell spot to your cave network.
	Action: Take a troll card form the display.		Passive: At the end of the game, having this tile in your cave network will count as having 1 bat, 1 snake and 1 toad troll card for final scoring.



Castle Tile Actions



Refill ONE type of excavation site.



Move up to three of your humans from cauldron to cauldron. Humans can only move from cavern to cavern. You may NOT place them in a village.



Move two of your trolls from cauldron to cauldron.



Take 2 obsidian stones from the supply.



Take 1 obsidian stone and 1 cow from the supply (and place the latter in a barn).



Take two cows from the supply and place them in a barn.



Take 1 gold from the supply.



Take 1 diamond from the supply.



Get 2 troll power.



Build a cave tile.

Victory Cave Tiles



Get 1 VP at the end of the game for each bat troll card you own.



Get 1 VP at the end of the game for each toad troll card you own.



Get 1 VP at the end of the game for each snake troll card you own.



Get 1 VP at the end of the game for each diamond you have left in your resource field.



Get 1 VP at the end of the game for each pair of gold bars you have left in your resource field.



Get 1 VP at the end of the game for each pair of obsidian stones you have left in your resource field.



Get 1 VP at the end of the game for each cow in your barns.



Get 1 VP at the end of the game for each pair of humans on your player board.



Troll Cards

Most troll cards are self-explanatory, but we wanted to highlight the cards that yield you VP at the end of the game:



Get 1 VP at the end of the game for each King's tile in your cave network.



Get 1 VP at the end of the game for each 2 completed diamond excavation sites in your cave network (including the ones preprinted on your player board, if any).



Get 1 VP at the end of the game for each 2 completed gold excavation sites in your cave network (including the ones preprinted on your player board, if any).



Get 1 VP at the end of the game for each church bell cave tile in your cave network.



Get 1 VP at the end of the game for each princess cave tile in your cave network.



Get 1 VP at the end of the game for each troll power you still have.



Get 1 VP at the end of the game for each victory cave tile in your cave network.



Get 1 VP at the end of the game for each 4 cave tiles in your cave network (excluding King's tiles).



Get 1 VP at the end of the game for each 3 completed obsidian excavation sites in your cave network (including the ones preprinted on your player board).

King's Cards

Blue Cards: To complete this challenge, you must have built the indicated cave tiles in your cave network:

- » 3 Princess cave tiles
- » 3 Resource cave tiles
- » 3 Church bells
- » 3 Victory cave tiles
- » 7 Cave tiles (**note: this excludes any King's tiles**)



Yellow cards: To complete this challenge, you must have the indicated troll cards in your play area:

- » 3 bat troll cards
- » 3 snake troll cards
- » 3 toad troll cards
- » 1 troll card of each type
- » 5 troll cards



Red cards: To complete this challenge, you must have the indicated items in your play area:

- » 3 outposts
- » 3 neutral changelings
- » 3 church bells
- » 5 humans



Iconography

	Your troll		Perform a Castle action		Refill ONE type of excavation site
	Move one of your trolls to one of your caverns or village.		Princess		Receive a troll power
	One of your trolls or an opponent's		Church bell		Victory points
	The Troll King		take a Cow		Cave tile
	Move the Troll King		Place in the Mining cavern		Church bell cave tile
	A human		Place in the Building cavern		Princess cave tile
	Move one of the humans in your caverns to another cavern on your player board.		Place in the Troll power cavern		Resource cave tile
	Your troll changeling		Place in the Village		Victory cave tile
	A neutral changeling		Receive a obsidian stone from the supply		King's tile
	Swap changelings		Take all the obsidian stones from your excavation sites		Troll card
	Your outpost		Obsidian stone excavation site		Bat troll card
	Build/place		Receive a gold from the supply		Snake troll card
	Place on the board		Take all the obsidian stones from your excavation sites		Toad troll card
	Swap/flip and reveal		Obsidian stone excavation site		Turn card
	Refresh		Receive a diamond from the supply		Cauldron
	Take from the village board/display		Take all the diamonds from your excavation sites		Build a barn
			Diamond excavation site		End of the game