

3 DISCARD A GEMSTONE

Choose a gemstone you wish to discard from your minecart and release it from the top of the chute.



4 DRAW A SPECIAL CARD

Take the top special card from the draw pile. The hand limit is 4 cards. If after drawing special cards you exceed the hand limit, you must discard as many cards of your choice as necessary to stay within the limit.



Note: If there are no special cards left in the draw pile then shuffle the discard pile to form a new draw pile.

5 PLAY A SPECIAL CARD

You may spend an action to play a special card during your turn. Some special cards can be played during another player's turn and don't require you to spend an action.



Notes:

- Special cards to be played during another player's turn must be played immediately after the indicated action.
- When one of the players plays a special card to cancel the effect of another special card, both cards are discarded and the player who played the initial special card does not apply its effect. However, the player may respond by playing the "Cancel the effect of the special card that has just been played" card to trump the special card of the other player (without spending an action). This way, the cancel cards cancel each other out, and the player applies the effect of the initial special card.

END OF THE GAME

The game ends immediately when one of the players reaches the "20" space of the scoring track. This player becomes the winner!



SPECIAL CARD EFFECTS

PLAY DURING YOUR TURN:



Swap 1 jewelry card without gemstones with another player or the market. You may immediately set a stone in this jewelry piece without spending an action.

x2



Swap 1 gemstone from your minecart for a gemstone from another minecart.

x2



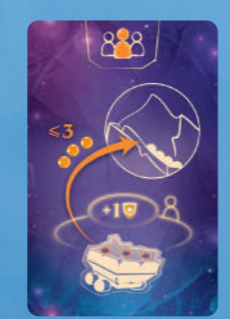
Take a gemstone from another player's incompleting jewelry piece and place it in your minecart. That player receives 1♥.

x2



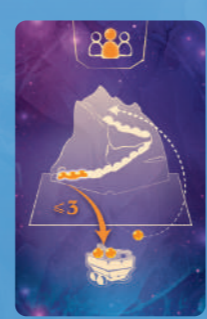
Draw 3 special cards.

x2



Discard up to 3 gemstones from any minecart (including your own). The owner of the minecart receives 1♥.

x4



Take up to 3 gemstones from the mine entrance: discard 1 gemstone and place the rest in your minecart (or discard them).

x6



Take up to 2 gemstones from another player's minecart and place them in your minecart. That player receives 1♥.

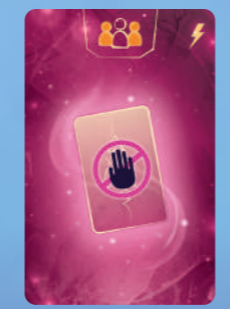
x2



Set up to 2 gemstones from your minecart

x2

PLAY DURING ANY PLAYER'S TURN (INDICATED BY THE ⚡ SYMBOL, NO ACTION REQUIRED):



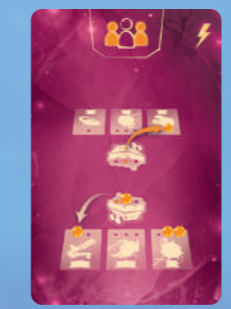
Cancel the effect of the special card that has just been played.

x4



If another player takes a gemstone as a result of the "Take a gemstone" action, take a gemstone as well.

x4



If another player sets a gemstone as a result of the "Set a gemstone" action, set a gemstone as well.

x4

PLAYER'S TURN

On your turn, you *must* perform 2 action (either *different or the same* action twice) *in any order*:

1. TAKE A GEMSTONE
2. SET A GEMSTONE
3. DISCARD A GEMSTONE FROM YOUR MINECART
4. DRAW A SPECIAL CARD
5. PLAY A SPECIAL CARD

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GAME RULES

2-4 players
 20-40 min
 10+

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COMPONENTS



- 1 3D pop-up game board
- 34 special cards
Play special cards to gain advantage over your opponents.



- 4 player pawns

- 40 gemstones
(10 of each color: yellow, red, blue & green)
Procure precious gemstones from the magical self-replenishing mine to store in your minecart.



- 4 minecart tiles

- 36 jewelry tiles
(17 tiles with a brown background & 19 tiles with a blue background)
Fulfill orders by setting stones from your minecart in various jewelry pieces.

AIM OF THE GAME

Become the most prolific jeweler by crafting exquisite jewelry pieces with precious gemstones.

SETUP

- Open the **3D game board** and place it in the middle of the table.
Note: Before the game, gently bend the game board outwards to make sure it lays flat on the table.
- Each player takes a **player pawn** and places it on the starting space of the scoring track on the game board.
- Each player takes a **minecart tile** of the same color as their player pawn. Place your minecart tile in front of you.
- Release the **gemstones** one by one from the top of the chute that is part of the 3D game board in a random order. The gemstones should roll down the chute and stop at the bottom of the mountain, next to the entrance to the magic mine.
Note: If at any point the gemstones get stuck, lightly tap the 3D mountain or gently push the gemstones with your fingers to dislodge them.
- Select the first player at random. Starting with the first player, in clockwise order, each player takes 1 gemstone from the very bottom of the chute. The players place their gemstone in one of the three available spaces in their **minecart**.
- Shuffle the **special cards** and deal 1 card face down to each player (the players always keep their special cards hidden from their opponents). Place the rest of the special cards on the table in a face-down pile.
- Shuffle the **jewelry tiles**. Deal 5 tiles face down to each player: the players choose 3 tiles and place them in a row below their minecart. The remaining tiles are shuffled back with the rest: place the pile face down on the table and then reveal 4 tiles in a row next to the pile to form the **market**.



Setup example for a 3-player game

PLAYING THE GAME

The players take turns in clockwise order, starting with the first player.

On your turn, you **must** perform 2 actions (either *different* or *the same* action twice) in any order:

1. TAKE A GEMSTONE
2. SET A GEMSTONE
3. DISCARD A GEMSTONE FROM YOUR MINECART
4. DRAW A SPECIAL CARD
5. PLAY A SPECIAL CARD

IMPORTANT! All actions must be carried out immediately and in full. You cannot perform your second action before completing your first action.

1 TAKE A GEMSTONE

Take a gemstone from the mine (the very bottom of the chute). No matter how many gemstones you obtain from the magical mine, their supply will never run dry.

The gemstone is then placed in your minecart (one of the 3 holes of the minecart tile). You can store no more than 3 gemstones at a time in your minecart. If there are already 3 gemstones in your minecart, you cannot take another gemstone (even due to the effects of some special cards).

Notes:

- Even if you choose to perform this action twice in a row, you must take gemstones one at a time.
- If you accidentally take 2 gemstones instead of 1, return the second gemstone to the top of the chute.

2 SET A GEMSTONE

To set a gemstone, you must take it from your minecart and place it in an empty hole in one of your jewelry tiles. A jewelry piece must be set with gemstones that are matching the colors indicated on the tile. You can set gemstones in a jewelry piece in any order.

Some jewelry pieces may be set with gemstones of any color (represented by the multi-colored gemstones on the jewelry tiles). However, all gemstones in such jewelry piece must be of the **same color**.

If the jewelry piece is complete, you may discard it at any point during your turn and receive the victory points indicated on the tile.

✦ If the completed jewelry piece has gemstones of different colors (tiles with a **brown** background), you must discard it and score the indicated number of victory points before the end of your turn.

EXAMPLE:

Andrew has completed a jewelry piece with a brown background, so he must discard it before the end of his turn and receive 3 points.



✦ If the completed jewelry piece has gemstones of one color (tiles with a **blue** background), you can choose not to discard it immediately and attempt to complete another jewelry piece with gemstones of the same color to receive bonus points (if indicated) for the set.

EXAMPLE:

Andrew has completed a bracelet using red gemstones. However, he decides not to discard the tile in order to attempt to score bonus points. On his next turn, he completes a ring (also with a red gemstone). He discards both tiles and scores 5 victory points (2 points per each jewelry piece and 1 bonus point for the set).



After discarding the tile, move your pawn the corresponding number of spaces forward on the scoring track.

Take the gemstones used to complete the jewelry piece and release them one by one from the top of the chute.

If your pawn stops at or crosses one of the special spaces on the scoring track (5, 10 & 15), all players whose pawns have not yet reached this space receive a special card as a bonus.

Note: due to some special card effects, it is possible to complete a jewelry piece during another player's turn. However, you cannot discard it and receive victory points until it's your turn again!

EXAMPLE:

Andrew has completed a jewelry piece. He discards it and receives the number of victory points indicated on the tile (3).



Andrew moves his pawn the corresponding number of spaces on the scoring track and crosses a special space ("5") in the process. *Anna* has not reached the "5" space on the scoring track yet so she takes a special card from the draw pile. *Paul's* pawn, however, is standing on the "5" space, so he does not receive a special card.



Replace the discarded jewelry tile with one of the tiles available on the market (the empty market space is immediately filled with a new tile from the draw pile).

REMEMBER! Even though special cards give a certain advantage, it's far more important for the victory to move along the scoring track.

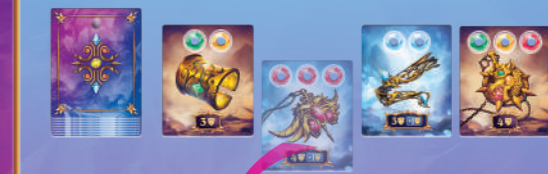
Notes:

- Taking a tile from the market instead of a discarded tile is not considered an action.
- If there are no tiles left in the draw pile next to the market, shuffle the discard pile to form a new draw pile.

If you don't like any of the tiles available on the market, you may discard and then replace as many tiles from the market as you must take.

EXAMPLE:

Paul has completed a jewelry piece. He must replace the discarded tile with a tile from the market. However, he is not satisfied with his choice of tiles, so he decides to discard one tile from the market and replace it with a new one from the draw pile.



Paul then decides to take the tile he has just revealed and places it in front of him. Then *Paul* fills the empty space on the market with a new tile from the draw pile.

REMEMBER! There must always be 3 jewelry tiles in front of you — no more and no less!