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www.packgame.com/gem

THE OBJECT: Players bid on jewels by leveraging assets to become the jeweler with the largest, most valuable collection.

30 Cards:

12 Coin Cards (3 sets of 4)

18 Gem Cards



Containing 6 of each color gem: Sapphire (blue), Ruby (red), Emerald (green), Amethyst (purple), Topaz (orange), 3 Diamonds (white).

SETUP:

1. Choose a dealer to perform the remaining **SETUP** steps.
2. Separate the Coin Cards from the Gem Cards. All players take a 1, 2, and 3 Coin Card and place them in their playing area, coin-side up, with the **INVESTED** (green ?) side up.
3. Shuffle the Gem Cards. Deal out 6 stacks of cards face down from **left to right** according to the number of players.

2 OR 4 players: Deal out stacks of 4, 3, 3, 3, 3, and 2 cards.

3 players: Deal out 6 stacks of 3 cards.

4. The player to the left of the dealer is the starting player and bids first.

SAMPLE SETUP FOR 4 PLAYERS



PLAYING THE GAME: Gem is a set-collecting game in which players must bid successfully in order to accumulate gems. Each round, players will participate in several, **single-bid** (once around) auctions to choose from the Gem Cards. The player who accumulates the most points is the winner. Gems are worth 1 point each at the end of the game. Players with a majority of a gem type will receive additional points.

ROUND SEQUENCE OF PLAY:

Auction Phase:

1. Take the furthest pile on the left and turn the cards face up in the center of the playing area. Align the face up Gem Cards so that all **INVESTED** values are on the same side.
2. The opening bidder makes a bid, "0" or higher, without indicating his Gem Card of interest. In a bidding round, players may only make a single, one-time bid in clockwise order. The bid must be higher than the previous player's bid and must be paid for with available assets. Bids may not exceed what a player is able to pay. A player may "pass" in a single auction and still participate in the next auction within a round.
3. The highest bidder pays the amount bid by rotating Coin and/or Gem Cards he possesses. Only cards with the **INVESTED** (green ?) side up may be used for this purpose. The sum of the **INVESTED** values on the cards just rotated, must equal or exceed the amount bid. There is no change given when a player's payment exceeds the amount bid. Then, the player selects one Gem Card from those available (face up) and places it in front of himself with the **LEVERAGED** (red ?) side up. It is possible for a bid of "0" to win the auction if all other players "pass." **In the final Auction Phase in Round 6, Gem Cards are acquired with the INVESTED (green ?) side up, and may be leveraged immediately.**
4. The next player after the highest bidder (in clockwise order) becomes the opening bidder for the remaining Gem Card(s) and Steps 2 and 3 are repeated until all Gem Cards from the round have been acquired.

"INVESTED" SIDE UP

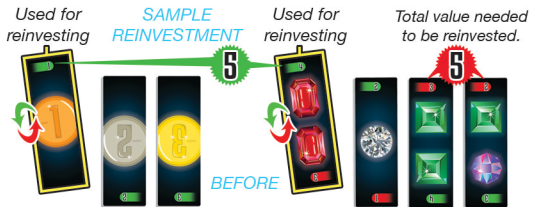
"Invested" value



"Leveraged" value

Reinvestment Phase:

5. Beginning with the player who won the last Gem Card in the auction phase, players **MAY** use any available (green ?) side up) Coin and/or Gem Cards to reinvest (rotate) in any Gem Cards that are **LEVERAGED** (red ?) side up. To pay for this reinvestment, payment cards are rotated to their **LEVERAGED** (red ?) side up creating a sum equal or higher than the reinvestment value. This total amount may be split any way, in order to reinvest in any number of cards this amount will allow. No change is given in the event of overpayment. **During this phase each Gem Card may either be used for reinvesting, OR be invested in, but NOT both.** The next player in clockwise order may now reinvest, and each player after, continuing clockwise.



6. After each player has had an opportunity to reinvest in their collection, all players rotate all Coin Cards to their **INVESTED** position (green ?) side up) thus making them available for the next Round. Repeat the full **SEQUENCE OF PLAY** (Auction/Reinvestment Phases) through Round 6. Likely, some Gem Cards will be **LEVERAGED** (red ?) side up at the end of the game. **LEVERAGED** cards are removed from the game and are **NOT** included in scoring.

GAME END: The game ends after the Reinvestment Phase of Round 6.

SCORING: Each player calculates their score as follows:

- 1 point for each gem on a card that is **INVESTED** (green ?) side up.
- 2 points for each player that **shares** a majority of a gem type.
- 3 points for a player that holds an **exclusive** majority of a gem type.

The player with the most points is the winner. In the case of a tie, the winner is the player with the most gems in play (not **LEVERAGED**.)

SAMPLE SCORING

Gem Total (1 point each):		13
Sapphire (blue): Shared Majority:		2
Emerald (green): Exclusive Majority:		3
Amethyst (purple): Exclusive Majority:		3
Total:		21 points
Player A		
Gem Total (1 point each):		14
Sapphire (blue): Shared Majority:		2
Ruby (red): Exclusive Majority:		3
Topaz (orange): Exclusive Majority:		3
Diamond (white): Exclusive Majority:		3
Total:		25 points
Player B		

GAME DESIGN AND GRAPHIC DESIGN: Chris Handy

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