

Queen's Necklace

GAME RULES





he marketplace near Place Vendôme was bustling. Everywhere, people jostled and pushed, looking for deals, shouting out their bargains. And yet, if you listened just right, you could sometimes hear things more valuable than any ‘bargain’.

Apprentice Jeweler Pascal slipped up near a dressmaker’s booth just in time to hear a quiet exchange. “...And if you can help me out with this, I’m certain I can arrange something for you. You know that we’re always looking for allies in His Majesty’s court, my master and I.”

Henri! It had to be. Pascal used the cover of a heavy bolt of silk to continue listening.

“I believe I could come up with something, yes, to help you out. But will your master help me, in return?” It must be Louis de Luynes. He was currently in the Queen’s favor, some said a bit too much favor, and he could move small mountains (or large hills, rather) if he was sufficiently motivated.

From the soft jingle of ducats passing hands, he was about to be. “My master and I take care of our friends.” Henri was a jeweler’s apprentice, just as Pascal was. The difference, of course, was that Pascal was a skilled tradesman, well on his way to being the best young jeweler in Place Vendôme, and Henri was a clumsy-fingered oaf who needed to bribe his way through life.

Pascal had heard enough. He had his own errands and whispering still to do. He slipped away, his exit hidden by the silk bolt. He wondered for how many others it had served as confessor’s booth. In this city, it was likely more secure than those found in churches.

“Ah, young Pascal. Come to the market for your master?” Speak of the devil...

Pascal nodded. “Yes, Cardinal d’Égreville. There will be another grand order soon....?”

The Cardinal nodded, slow but sure. “There will be, of course, as the Lord wills.”

“As the Lord wills, of course.” Pascal’s eyes slid to the rings bedecking the Cardinal’s hands. “And the Lord’s will says...?”

“Next Monday, I believe. The offering plates stand to be very full this Sunday.”

“Of course, your Holiness.” Pascal bowed out of the meeting quickly. There were gems to buy. The trick was to pick the gems that would be most in fashion next Monday, a skill that required a fortune-teller’s finesse. You had to be ahead of the crowd, or you would be just one jeweler out of many selling ruby earrings, while amber was suddenly the thing to own.

Pascal nodded to a gem dealer. From the corner of his eye, he saw a flash of crimson trailing around the corner. Was that Henri? There was a trend of wearing bright ribbons in your hair at the moment, and Henri was fond of red. If Henri had just been at this dealer’s booth...

Pascal bent low over the diamonds until he could hear the gem-dealer’s fingers drumming. “Very lovely,” Pascal said as he rose. “Too lovely to be true, I’m afraid.” That was one of Henri’s favorite tricks – bribe the forger, slide fake gems into the competition’s hands, and sit back to laugh at their misfortune.

The jewelers of Place Vendôme had a reputation now, and Kings and Queens from all over Europe scurried to buy their goods. And in return, apprentices like Pascal and Henri tripped over themselves to sell those goods and outsell the others. Making the best jewelry was only part of it. You had to make the best deals first, and all of it while avoiding forgeries, too.

The gem dealer glared at Pascal. “You will be back. There is no one else in the marketplace with gems as fine as mine!”

“I may be back.” Not this week, though, he didn’t say aloud. And certainly not when Henri had so recently been by. “Do have a nice day.”

It was going to be a hard day for purchases, if Henri had beaten him to all the tables. If only Master Gauthier hadn’t spent so long talking this morning...

Pascal had one more card up his sleeve, one that he was fairly certain Henri didn’t know about yet. He scanned the busy market. Where was she... there. The smell of exotic perfume wafted across the marketplace, and a jaunty red ostrich feather bounced above the crowd: Marguerite, Lady-in-Waiting to the Queen.

It took Pascal a couple of ell-placed elbows and a few moments to reach her. Marguerite came from a much smaller place than Paris, and she enjoyed being seen; the feather made her easy to track across the marketplace.

“Lady Marguerite.” He bowed deeply over her hand. “I am so pleased to see you here on this lovely day.” He worked in jewels, not in words, but he could still make her smile. Of course, the ducats he was pressing into her hand helped with such things.

One hand fluttered to her face while her other hand dropped the coins in her purse. “And you, Apprentice Pascal. Do you come to tell me of the lovely jewels you are creating for me?”

“I do, of course, but I’m afraid I might need your—” The thwump of a blowgun, far too near, silenced Pascal. Had they been aiming at him?

No, but far too close. The Lady-in-Waiting coughed blood into her handkerchief and tumbled to the ground, a poison dart sticking from her back. As Pascal gathered Marguerite in his arms, he caught sight of Henri slipping through the crowd.

He’d sent an assassin. Last week it had been thieves. Now forgers and assassins. Pascal glared at the place Henri had been. Next week, things would be different.



“It’s a pity,” Pascal’s Master, Jeweler Gauthier, complained, as Pascal finished detailing his day. “It used to be, an honest jeweler could make a living creating good, high-quality jewelry. It used to be you would sell a couple pieces at a time, maybe, but you knew they were the best pieces out there. Now, now everything has changed. Now, now the jewelers of Place Vendome have a reputation, and thus, we have the attention of Kings and Queens all over Europe.” Master Gauthier tutted.

“But isn’t that good, M. Gauthier? The Kings and Queens, the courtiers and the hangers-on, they are all wearing Gauthier.”

“They are all wearing Place Vendôme. There is a difference, you see, and the difference is in whose pocket the ducats go at the end of the day.”

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NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.

Game Components

111 CARDS:



62 Gem cards

7 Accessory cards



1 Queen's Necklace card



38 Character cards



3 Merchant cards

8 TILES:



4 Gem tiles (Diamond, Ruby, Emerald and Amber)



4 Rarity tiles

4 PLAYER MARKERS



5 COST MARKERS



4 SCORE MARKERS



THE QUEEN'S NECKLACE TOKEN



1 GAME BOARD



Game overview

Assuming the role of one of the King's Jewelers, each player, through the course of three years of apprenticeship, competes to craft and sell the most desirable jewels in the kingdom. At the end of each year, the Merchant announces a sale and the jewelers decide which of their creations they want to sell. The jeweler who earns the most prestige from their jewel sales after three years is awarded a title of nobility, and a place at the King's Court! To succeed, each jeweler must balance the use of their limited funds between buying expensive new gems; purchasing the favors of The King, Queen and other important members of the court; or hiring shadier characters.

Setup

At the beginning of the game, follow the steps below:

SET UP THE GAME BOARD

- Unfold the game board and place it in the center of the play area within reach of all players.
- Each player takes a Player marker of the color of their choice and puts it in front of him or herself.
- Each player places his corresponding Score marker in the position "0" of the Victory Point track on the game board. These markers will be used to track each player's victory points throughout the game.

ORGANIZE TILES

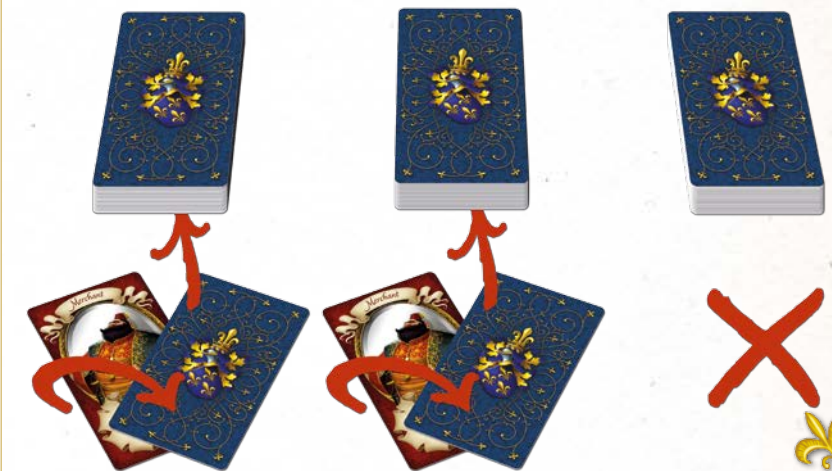
- Shuffle the 4 Gem tiles and randomly place one, face up, below each Fashion position on the game board.
- Stack the four blue Rarity tiles, and put them aside until the first Jewel Sale.



Example: This year, Diamonds are most in fashion, followed by Emeralds, Amber and Rubies.

PREPARE THE DRAW PILE

- Take the deck of cards, set aside the 3 Merchant cards and thoroughly shuffle the remaining cards.
 - Deal 4 cards to each player. The players' hands of cards must be kept hidden from other players throughout the game.
- Note:** If a player is dealt an Astrologer, Courtier (Female), Lady-in-Waiting or Fortune Teller, he discards it and draws another card to replace it. The discarded card is then shuffled back into the remaining cards.
- Divide the remaining cards into three facedown piles, approximately equal in size.



- Insert a Merchant card at the bottom of two of these piles.
- Stack these three piles, keeping at the bottom the pile that doesn't have a Merchant card.





F. Take 5 cards from the bottom of the newly formed pile, shuffle the third Merchant card among them and insert these 6 cards back at the bottom of the pile. This is the Draw Pile, and it must be placed next to the game board.

G. Draw the five top cards from the Draw Pile and place them face up on the game board, in the designated spaces.

H. Place a Cost marker on the top number in the upper right corner of each of the 5 face-up cards. The number indicated with the Cost marker is the card's current cost.

DETERMINE FIRST PLAYER

Randomly determine the First Player (for instance, the player who is wearing the nicest jewelry).



A game all set-up and ready to begin.



Anatomy of a card

- A. **Name:** the card's name.
- B. **Type:** whether this card is Influence (blue), Immediate (purple), Reaction (orange), Sale (gray) or an Interrupt (red).
- C. **Cost track:** indicates the costs of this card. The Cost marker's position indicates the card's current cost.
- D. **Discard:** when the Cost marker reaches this position, this card is discarded and replaced by a new one from the Draw Pile.
- E. **Special Effect:** Any special effects that a card might have.
- F. **Flavor Text:** Adds characterization, but has no effects in the game.

Fashion & rarity



- A. **Ranking Position:** used throughout the game to rank Fashion and Rarity.
- B. **Victory Point value:** the amount of Victory Points that this Fashion or Rarity Ranking Position grants.

Game turn

Each player plays in turn, going clockwise. A players' turn is divided into three consecutive phases and each player must complete all phases before play passes to the next player.

- 1- Influence
- 2- Card Purchase
- 3- Devaluation

Players keep taking turns one after another until a Merchant card is drawn, triggering an immediate Jewel Sale (see page 11).

1 – INFLUENCE

The current player may play from his hand as many Influence cards (the blue cards) as he wishes. A player can only play Influence cards that he had in hand at the beginning of his turn. When an Influence card is played, its effect takes place immediately and the card is discarded. For detailed information on the effects of the various cards, see the Cards section on page 16.

2 – CARD PURCHASE

During this phase, the current player has a budget of 10 ducats (the kingdom's currency) to purchase cards from the five cards displayed face up on the game board. The cost to purchase a card is the number on the card in which the Cost marker currently stands. Players must buy at least one card during their turn. If the player doesn't spend all 10 ducats, the remainder is lost and cannot be saved for the next turn.



Example: With his 10 ducats the player may purchase:
The Ring card (9 ducats)

The Confessor and the Banker (2+8=10 ducats)

The 1 Emerald and either the 2 Rubies or the Confessor (6+4=10 ducats or 6+2=8 ducats)

3 – DEVALUATION

Once the player has completed his purchase, move the Cost marker on each card still on the game board down one position in its Cost track. These cards will cost less for the next player.

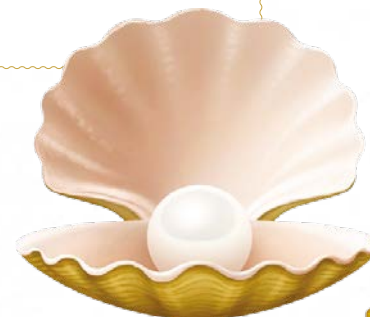
If a marker is moved to the Discard position of a card's Cost track (the bottom position marked with an X), that card is discarded.



Example: After the Purchase phase, three cards remain on the game board and the Devaluation takes place: the Banker now costs 8, down from 10; the Assassin costs 3, down from 5; and the Earrings are discarded.

After moving the Cost markers, draw new cards from the top of the Draw Pile to fill any empty card slots on the game board. Then, place a Cost marker on the topmost position of the Cost track of each of the new cards.

Discarded cards are always placed face up in a pile that should be kept off to the side. Discarded cards are out of the game and are never reshuffled into the Draw Pile.



Jewel sale

When a Merchant card is drawn, a Jewel Sale immediately takes place. Place the Merchant card next to the current player to mark whose turn was interrupted by the sale. After the sale is complete, the player with the Merchant card resumes his turn from where it was interrupted. Discard the Merchant card, and draw new cards from the top of the Draw Pile to fill any remaining card slots on the game board. Place a Cost marker on the topmost position of the Cost track of the new cards.

Note: If a Merchant card is drawn through the effect of an Astrologer card, the game stops as described above. After the sale is complete, the current player draws a new card to replace it and resumes his turn normally.

There are three Jewel Sales, one for each year of apprenticeship. During each sale, players try to sell to the King's court some of the jewels they produced during the year. However, only the jeweler displaying the most gems of a specific gem type wins that jewel sale and collects any Victory Points.

During a Jewel Sale, players will display the jewels of their choice in rows of gem cards and other associated cards. There are three steps to a Jewel Sale, detailed below.

1 – DISPLAYING THE JEWELS

The players are focused on crafting the single nicest piece of jewelry for each given gem type. Each player may display up to four different jewels in each sale.

Each individual jewel consists of one or more gem cards of a single type, and it may also contain any number of other Sale (gray) cards like accessories and characters.

Each player secretly combines the Sale cards to create the jewels he wants to display. A player does not have to display all of his Sale cards, and may even choose to display no cards at all.

When combining Sale cards to create jewels, the players should conceal the number of cards and the number of different jewels that they will display. Players should stack the card piles that comprise their jewels one over another, alternating one pile face up and one pile face down to clearly separate which Sale cards belongs in each pile. The piles of the jewels that will be displayed in this sale must be placed face down on the table, in front of each player.



Example: A player chooses to display 3 jewels for this Sale.

All players simultaneously reveal all cards they want to display for sale in front of themselves face up, with each jewel in a different row.



Example: The player's displayed jewels are:

An Emerald jewel with 3 Emeralds;

A Diamond jewel with 4 Diamonds and a Ring accessory;

A Ruby jewel with 1 Ruby and a King played with it.



2 – RARITY

After all displayed cards have been revealed, players count the total number of gems of each type on the cards displayed by all players (note that some gem cards contain more than one gem). The Rarity tiles are then placed below the gem tiles on the game board:

- The 1st Rarity tile is placed below the tile of the rarest gem (the gem type with the lowest total amount of gems displayed cumulatively by all players)
- The 2nd Rarity tile is placed below the tile of the second most rare gem.
- The 3rd Rarity tile is placed below the tile of the third most rare gem
- The 4th Rarity tile is placed below the tile of the least rare gem.

If zero gems of any type of gem are displayed, that gem type will be considered the rarest.

If multiple gems types are displayed in identical quantities, the rarest of them will be the gem that occupies the higher (leftmost) Fashion Ranking Position on the game board.



Example: After all players reveal their jewels, Rarity is defined as follows:

Amber is the rarest, with 3 total gems displayed;

Diamond is the second most rare: it's tied with Ruby with 4 total gems displayed but it occupies a higher Fashion Ranking Position;

Ruby is the third most rare, with 4 total gems displayed and a lower Fashion Ranking Position in comparison with Diamond;

Emerald is the least rare, with 5 total gems displayed.

Fashion 1 st +3	Fashion 2 nd +2	Fashion 3 rd +1	Fashion 4 th +0
2 nd +2	4 th +1	1 st +3	3 rd +1

Example: The Rarity tiles are placed accordingly: 1st Rarity below Amber, 2nd Rarity below Diamond, 3rd Rarity below Ruby, and 4th Rarity below Emerald.

3 – SELLING JEWELS

For each gem type, only the player with the greatest number of gems of this type displayed completes the sale and collects any Victory Points. If two or more players tie for the most gems of a particular gem type, all tied players sell their jewels normally.

The amount of Victory Points a player receives is the sum of the Victory Point values of Fashion and Rarity, shown above and below the respective gem tile on the game board. Move each player's Score marker on the Victory Point track according to the amount of Victory Points each player earned. Note that the quantity of gems a jewel contains is irrelevant to the amount of Victory Points that jewel grants.



Example: During this Jewel Sale, Player A scores 12 VPs and Player B scores 4 VPs.

Player A: 2 VPs for the Emerald jewel + 10 VPs for the Diamond jewel (the Ring's effect grants 2 sales of the associated jewel)

Player B: 4 VPs for the Amber jewel; the sale of the Ruby jewel is cancelled by Player A's King card.

After the sale, all displayed cards are discarded, regardless of whether the jewel was sold or not. The Rarity tiles are set aside for the next sale, and the game resumes from where it was interrupted by the Merchant card.

End of the game

After the third Jewel Sale is completed, the player with the most Victory Points wins the game.





The cards

INFLUENCE CARDS (BLUE)

Blue character cards are indicated by their blue markings and title. These cards must be played at the start of their owner's turn, during the Influence phase.



Assassin (1 card): *The Assassin knows the most efficient way to have someone repelled from the court.*

Choose another player and a character card (rings, earrings, pearl and necklace are not characters, and neither is the Magpie). The chosen player must discard a character card of the chosen type. If he has none, he must show you his hand. The Assassin can target a Courtier or Lady in Waiting that is face up in front of a player.



Chamberlain (2 cards): *The Chamberlain puts things in order.*

Move two Cost markers one space down, or one Cost marker two spaces down. If this effect moves a card's cost marker to the Discard position on the cost track, that card is discarded and replaced by a new card from the top of the Draw Pile. If a Merchant card is drawn, a Jewel Sale takes place immediately. After the Jewel Sale, draw the top card from the Draw Pile to replace the card that was discarded.



Confessor (2 cards): *You shouldn't hide anything from him...*

Look at all the cards in the hand of another player of your choice.



Courtier - Male (2 cards): *The Courtier can help you get influence in the court - if he has any.*

You have three extra ducats this turn to purchase cards. You can buy cards for a total value of up to 13 ducats (or 16 ducats if you play two Male Courtiers).



Forger (2 cards): *Be careful - some stones look too good to be true.*

Choose another player and a gem type. That player must discard a gem card of this type. If he has none, he must show you his hand.



Favorite (2 cards): *She decides what is in - and out - of fashion at the King's court.*

Choose one of the four gem tiles and place it below the first (leftmost) Fashion Ranking Position on the game board. Shift the other gem type tiles to the right without changing their relative order.



Thief (4 cards): *Missing something? Maybe it is not too late, just ask the Thief...*

Choose an opponent and draw a card at random from his hand. Keep the stolen card in your hand, unless it is a Musketeer card. If you steal the Queen's Necklace card, the owner must give you both the Queen's Necklace token and the card.

IMMEDIATE CARDS (PURPLE)

These cards are indicated by their purple markings and title, and must be played immediately after a player purchases it. The Courtier and the Lady-in-Waiting are not discarded; rather, they are kept in front of the player after being played.



Astrologer (3 cards): *Everyone at the King's court wants to know what is written in the stars - would you like to know your immediate future too?*

Discard this card immediately after purchasing it. Draw the top card from the Draw Pile and place it directly in your hand, without revealing it to the other players. If you draw a Merchant card, a Jewel Sale takes

place immediately. After the Jewel Sale, draw the top card from the Draw Pile and place it in your hand.

If you draw another Astrologer card, discard it and draw the next card from the Draw Pile.



Courtier - Female (2 cards): *The Courtier can help you get influence in the court – if she has any.*

Place this card face up in front of you immediately after purchasing it. From your next turn onwards, you will receive one extra ducat every turn to purchase cards.



Fortune Teller (1 card): *If only she really knew what fortune will bring...*

Discard this card immediately after purchasing it. Draw cards from the Draw Pile, one at a time. As long as you draw a gem, ring, earrings, or necklace card, you can keep drawing. You may stop when desired to take all the drawn cards in your hand. If you draw any other card, discard all drawn cards. If you draw a Merchant card, a Jewel Sale takes place immediately.



Lady-in-Waiting (1 card): *Guess what she is waiting for...*

Place this card face up in front of you immediately after purchasing it. From now on, you may take in your hand any card that would be discarded through Devaluation.

REACTION CARDS (ORANGE)

These cards are indicated by their orange markings and title, are kept in hand and can be played at different times during the game.



Alchemist (1 card): *Though the Alchemist didn't succeed in transmuting lead into gold yet, he has achieved some interesting results with gems...*

The Alchemist card must be played during a sale, immediately after the cards displayed by all the players have been revealed. The Alchemist allows you to transmute one of your Ruby, Emerald or Diamond card into another type of gem of your choice (except Amber). To do this, move the chosen gem card from one jewel to another jewel. The Alchemist cannot affect Amber, nor can he change a gem into Amber. When an Alchemist is played, Rarity is calculated and set after the Alchemist's effect takes place.



Cardinal (1 card): *The power of the Church – no sales on a Holy day.*

The Cardinal can only be played when a Merchant card is drawn during another player's turn. The decision to use a Cardinal or not is announced in clockwise order, starting with the first player on the left of the current player. If the Cardinal is played, the Jewel Sale is delayed and will take place at the end of the next turn of the Cardinal's owner. Place the Merchant to the left of the Cardinal's owner as a reminder.

Note: *If the Cardinal is played on the third Merchant, the Draw Pile can be exhausted before the game is over. In this case, the game continues normally until the third sale, and the cards bought by the players are not replaced when the Draw Pile runs out.*



Intriguer (1 card): *See the plans within plans.*

Play this card when a character card (rings, earrings, pearl and necklace are not characters, and neither is the Magpie) is drawn from the Draw Pile during the Devaluation phase. Take the chosen card into your hand, and then draw the top card from the Draw Pile to replace it. The Intriguer has no effect on characters that are played outside of the Devaluation phase (Thief, Courtier, Assassin, etc).



Magpie (1 card): *Five for silver, Six for gold.*

Play this card after any player has finished his turn and before the next player begins his turn. Discard a gem, ring or earrings card from the five cards displayed on the game board. The next card from the top of the Draw Pile is drawn to replace it.



Musketeer (4 cards): *All for one and one for all!*

The Musketeer can be used in one of three different ways.

If a player plays a Thief and draws a Musketeer from your hand, the Thief has been caught in the act. The Thief and the Musketeer are both discarded, and you can draw a card at random from the hand of the player who was attempting to steal from you (but if you draw a Musketeer the same rules apply.)

If a player plays a Forger or Assassin against you, you can counter it by playing a Musketeer. Both cards are discarded.

During the Influence phase, a player can play three Musketeers together to take the Necklace card and Queen's Necklace token from its current owner, or from the cards in display. In the latter case, the Queen's Necklace card is replaced by a new card from the Draw Pile.



Queen (1 card): *Better not try to resist the Queen's caprice.*

Play this card when a gem card is drawn from the Draw Pile during the Devaluation phase. Take the chosen card in your hand, and replace it with a new card from the top of the Draw Pile.

SALE CARDS (GRAY)

These cards are indicated by their gray markings and title, and are played face down during a sale. Gem cards played by a player during a sale must be sorted by gem type (Diamond, Emerald, Ruby, Amber).

GEM CARDS:



Ruby (2 cards) (4 red hearts, 8 red hearts)



Emerald (2 cards) (4 green squares, 8 green squares)



Diamond (2 cards) (4 blue diamonds, 8 blue diamonds)



Amber (20 cards) (orange diamonds)

These cards determine the different gems that you use to make your jewels. The more gems of a given type you have on the cards you display, the nicer the jewel you will craft with these gems. On the other hand, the more gems of a given type there are in the cards displayed during the sale, the less rare (and the less valuable) this gem is. It is thus desirable to have the majority of gems on display for the gem types with the lowest overall number of gems.



Ring (5 cards):

If you play one or more Ring cards with some of your gem cards, you have found a way to craft accessories of this kind. This is of interest only if you can sell them (which only happens if you display the most gems of this type on the Jewel Sale). Otherwise, the Ring card is discarded with no effects. For each Ring card associated with a gem type of which you have a majority in display, you sell an additional jewel of that type. Therefore, playing one Ring card on a winning sale doubles the amount of points received; two Ring cards triples it, and so on.



Earrings (1 card):

The Earrings work as two rings played with the same gem type.



Pearl (1 card):

The Rarity of the jewel with which the Pearl is played is increased by one step. Shift the other gem type tiles to the right without changing their relative order.



King (3 cards): *The King never pays.*

The King cancels the sale of the specific jewel it is played with. The player who has the most gems of this type on his cards cannot sell his jewel and collects no points. When the Jewel Sale ends, the gem cards cancelled by a King are discarded just like any other gem card played during the sale. Each player can only play a maximum of one King in any given sale.



Queen's Necklace (1 card): *Only the Queen's necklace will appease the King.*

The Queen's Necklace card must be played with a gem card during a Jewel Sale, and it protects the jewel it is played with from the effects of King cards.

If the Queen's Necklace and one or more Kings have been played on the same gem type, the following two benefits are granted:

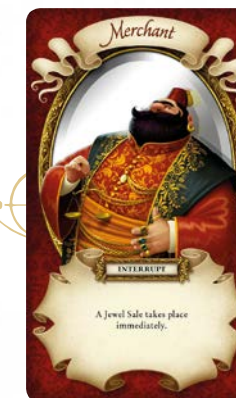
- The effect of these Kings is cancelled and the player who has displayed the most gems of this type (regardless of whether he is the owner of the Queen's Necklace or not) wins the sale and collects the corresponding victory points.
- Furthermore, the Kings' owner(s) must pay a tribute of 5 points to the owner of the Queen's Necklace. 5 points are subtracted from their current score and added to the score of the owner of the Necklace (but a player can't go below 0 points). After the sale, both the necklace card and the necklace token are discarded.



Banker (2 cards):

Regardless of the jewel he is played with, the Banker adds 1 point to each jewel you sell in this Jewel Sale.

INTERRUPT CARDS (RED)



Merchant (3 cards):

When a Merchant is drawn, a Jewel Sale takes place immediately. After the Jewel Sale, the Merchant card is replaced by the next card in the Draw Pile.



Rules summary

SETUP

Set aside the 3 Merchant cards, deal 4 cards to each player, then place the Merchant cards back in their appropriate positions.

GAME TURN

1– Influence

Play as many Influence cards from hand as desired.

2– Card Purchase

Purchase cards from the game board, up to a total of 10 ducats.

3– Devaluation

Move the Cost marker on each card still on the game board down one position. Fill any empty card slots with the top cards from the Draw Pile.

Whenever a Merchant card is drawn, a **Jewel Sale** immediately takes place.

JEWEL SALE

1 – Displaying Jewels

Combine Sale cards to create jewels, stacking card piles one over another, alternating one pile face up and one face down. Place piles on the table.

2 – Rarity

Count the total number of gems displayed, then place Rarity tiles accordingly.

3 – Selling Jewels

Only the player with the greatest number of gems of each type completes the sale. The amount of VPs earned is the sum of the Victory Point values of Fashion and Rarity shown above and below the gem tiles.

END OF THE GAME

After the third sale, the player with the most Victory Points wins the game.

GEM CARDS DISTRIBUTION

Ruby (2 cards , 4 , 8 )

Emerald (2 cards , 4 , 8 )

Diamond (2 cards , 4 , 8 )

Amber (20 cards )

