



## Rules of Play

Ages 10 to Adult  
For 2 or More Players

### HOW TO PLAY 'IN A NUTSHELL':

Players take turns pulling 'gemstones' (glass stones) out of the bag and then placing them on the Grid in the center of the gameboard. They score points if the gemstones are arranged to match the color patterns ('Scoring Combinations') shown around the sides of the board. The first player to reach 20 points wins the game.

### GETTING STARTED:

(a) Players should be seated around the gameboard so that everyone has a 'Scoring Combinations Chart' in front of them (if there are more than four players, continue reading but see 'Notes on Gameplay' at the end). This shows the combinations you can make with the gemstones to score points and is used to keep track of your point total during the game. Each Scoring Combination has a nickname and a point value, ranging from 3 to 10.

(b) Fill the cloth bag with all the gemstones. These come in five colors: amber, red, blue, green and clear. Then *gently* shake the bag to mix the gemstones (*shaking too hard may cause some to chip or break - don't worry, even if some arrive chipped, because there are more than enough included to play*).

(c) Every player takes 4 yellow scoring chips (set aside any extras - a player may ask for more later on if necessary). Then roll the Pyramid Die to see who plays first (highest roll). With this die, the number that appears along the bottom/base of all three sides is the number 'rolled'.

## GAMEPLAY

### (1) The First Player...

If you are the first player, roll the Pyramid Die to see how many gemstones you can take out of the bag and place on the board during this turn: if you roll a '4' you get to take 4 gemstones, roll a '1' and take 1 gemstone, etc.

Let's say you roll a '3'. Stick your hand in the bag and take out your first gemstone - *but only one, and without peeking inside!* Since this is the opening gemstone for the game, you can place it on *any space* on the Grid.

Then stick your hand again inside the bag to take your second gemstone. This, however, must be placed on any one of the spaces that 'touch' (or surround) the space with the gemstone that's already on the board, either sideways or diagonally (see the checkmarks on the figure on the right). This is called the 'Touch Rule'.

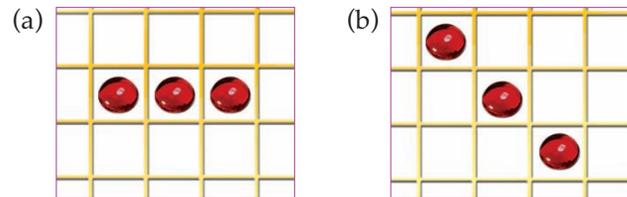


Now take your third gemstone out of the bag and place it on any space that 'touches' *either one* of the two gemstones already on the Grid.

√ **It's Easy To Remember:** (1) Gemstones must always be taken out of the bag one at a time **and** placed on the Grid before the next gemstone is taken out of the bag. (2) A gemstone must always be placed on an empty space that **'touches' any** other gemstones already on the Grid.

**How should you place the gemstones?** It all depends. Sometimes you can form one of the patterns shown on the Scoring Combinations Chart to win points, while other times you'll have to just leave the gemstones on the Grid. Consider these two examples, where the First Player has 3 gemstones to place.

**Example 1.** Your first gemstone is red, which you place somewhere on the Grid. The next gemstone you pull out of the bag is also red, and you place it beside the other red one. You then get extremely lucky because the third gemstone you take out of the bag is also red, which you place beside one of the others (a). You could just as easily have placed your gemstones diagonally (b). **Scoring Combinations are formed in perfectly straight lines sideways or diagonally.** Either way, you form the 'Ruby Trio' shown on your Scoring Combinations chart, which is worth 4 points.

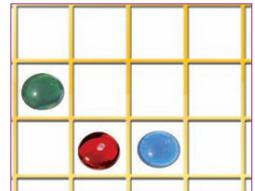


Now put one of your yellow chips on the Ruby Trio icon to show you've made this combination and secured these points (figure right), **then remove the three gemstones and place them back in the bag.** Your turn is over.



**Example 2.** You are, of course, much more likely to select gemstones in a random way. Assume that the first gemstone you take out of the bag is red, which you place anywhere on the Grid. The next gemstone you pull out of the bag is blue, which must be placed on a space beside the red one (the 'Touch' Rule). The third gemstone you take out of the bag is green, which you decide to place on a diagonal space beside the red gemstone (you could also have put it on any space 'touching' the blue gemstone). Your turn is over.

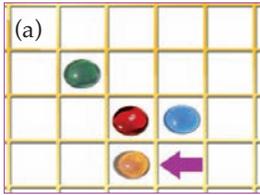
These three gemstones weren't used to complete any scoring combinations, **so they stay on the Grid.** Such gemstones are called 'Loose Ends'. They are now left for others (or perhaps yourself later on) to 'attach to' or 'build on' to form scoring combinations during subsequent turns. You'll soon see how.



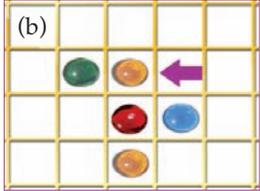
### (2) The Second Player...

The Second Player (to the left of the First Player - always move clockwise) then rolls the Pyramid Die. Assume that a '4' is rolled, so that 4 gemstones can be taken from the bag (one at a time). Where should they be placed? It all depends on what these gemstones are, and what gemstones are already on the Grid (the 'Loose Ends'). Consider Example 3.

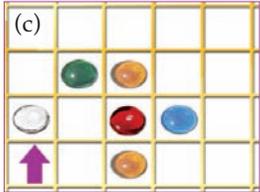
**Example 3.** Start from where the First Player left off in Example 2, with three *Loose Ends* (the red, blue and green gemstones) on the Grid.



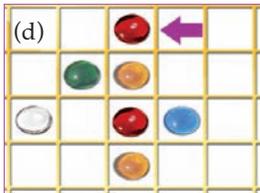
Say that you (the Second Player) first take an amber gemstone from the bag, which you place beside the red gemstone that's already on the board (a).



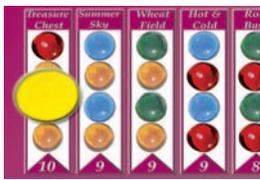
The second gemstone you take is also amber, so you place it on the other side of the red gemstone because you can see a possible combination forming (b).



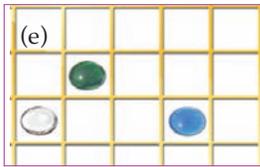
The third gemstone you pull out is clear, which doesn't seem to be useful yet so you just place it on the diagonal space beside the green gemstone (c). (You could have put it somewhere else, to touch another gemstone, since it doesn't matter.)



The fourth gemstone you take from the bag, however, is red. If you place it beside either one of the two amber gemstones, you have formed the 'Treasure Chest' Scoring Combination (d), worth 10 points.



Now put a chip on the 'Treasure Chest' icon to show you have formed this combination (figure left).



Then remove all four gemstones comprising the combination (two red and two amber) and place them back in the bag, but leave all of the other gemstones (blue, green, clear) on the Grid - they are still *Loose Ends* (e). Your turn is over.

### (3) Play Continues...

Play continues with everyone taking turns rolling the Die and placing gemstones on the Grid, making sure that the 'Touch Rule' is always followed. You'll soon notice the gemstones clustering together in greater numbers. Keep trying to spot the emerging patterns so that you are ready when your turn comes around (there's a 'Simple Rule of Thumb' to help you under *Notes on Gameplay (a)*). Every time you form a Scoring Combination, you place a yellow chip on the corresponding icon and then remove all the gemstones that formed that combination from the Grid and put them back into the bag. *The only gemstones ever left on the Grid are Loose Ends.*

**\*The first person to score 20 or more points wins the game\***

*Example:*

This player wins the game with 22 points (8+7+4+3), having formed four Scoring Combinations.



### NOTES ON GAMEPLAY

**(a) \*\*Simple Rule of Thumb for Scoring Combinations:** You don't have to worry about memorizing Scoring Combinations! Here's a simple rule to remember:

Any three gemstones of the same color in a straight line win you points, and any four gemstones with two alternating colors (blue-green-blue-green, red-amber-red-amber, etc) in a straight line win you points. **Just think 'three in a row' and 'four (alternating colors) in a row'. That's it!**

**(b) Leaving 'Loose Ends':** Most gemstones placed on the Grid during the game, especially early on, will initially serve as Loose Ends. *But be careful: the Loose Ends you leave during your turn may help the very next player.* For instance, say you try to line up three blue gemstones in a row, but fail to do so. Leaving even two blue gemstones side-by-side when your turn is over means the next player has a good chance of forming a 'Sapphire Trio' (by taking just one blue gemstone from the bag and placing it beside the two which you left). *It's a balancing act trying to form combinations while making sure that you don't help opponents!*

**(c) 'Back-Stabbing' An Opponent:** What happens if you form a scoring combination that an opponent had already formed earlier? *After you place a yellow scoring chip on the icon on your Scoring Combinations Chart, the other player must remove the yellow chip off their own chart! Two players cannot claim points for the same Scoring Combination at the same time.* So if you place a yellow chip on the icon for 'Gold Trio' on your chart, the other player must remove their own chip off their 'Gold Trio' icon. You have this combination now (though you may lose it to someone else later!), and the 4 points that go with it. **This is also a key strategic option:** if an opponent is close to reaching the 20+ points needed to win the game, look at what combinations they have made and try to form them if you can. You'll benefit two in ways: (i) you gain those points and (ii) your opponent loses them (thereby reducing their total points).

**(d) Multiple Scoring:** The moment you form a scoring combination you remove the corresponding gemstones from the Grid and place them back into the bag. But if your turn isn't over (i.e. you still have more gemstones to take from the bag and place on the board), you get to continue. So it's possible that you may form yet more scoring combinations with other gemstones during your same turn.

**(e) Two Combinations:** In the unlikely event that you place a gemstone on the Grid and form 2 different combinations, you only score points for one (you choose which one).

**(f) More than 4 Players:** A fifth player who wants to join in will have to share a Scoring Combinations Chart with someone else. But instead of also using yellow scoring chips (which would be confusing), they should place coins (dimes, etc) over the icons on the chart. The same applies if there is a sixth player.