JEWELS RULES

PLAYERS 2-5
DURATION 45 min
AGE 12+

1. COMPONENTS

150 cards (+1 Bonus, only for Kickstarter Backers):

- 72 Resource Cards
- 64 Encounter Cards (+1 Bonus)
- 10 Event Cards
- 5 Reminder Cards

84 Coins (20, 10, 5, 1)
5 Player Meeples
1 Dice D8
1 Turn Counter
1 Rules Booklet

2. OBJECT OF THE GAME

In Jewels you're going to play as a rich Merchant of Gems and Jewels travelling the legendary Kingdom of Marylia. You'll travel from City to City buying Gold and Gems, polishing them into beautiful garnets or refining them into marvelous Jewels.
At the end of the game the player the richest Player wins.

3. SETUP

With your favorite method pick the first Player of the turn and assign him the Turn Counter.
Every Player picks a different colored meeple.

Deal 3 Resource Cards and 25 Coins per Player.

Place the Resource and the Encounter Decks lined up in a column.

Place the Event Deck in a easily reachable spot on the table.
During the game place a Discard Pile near every Deck.

Draw 7 cards from the Resource Deck and 7 from the Encounter Deck and place them on the table forming a row for each Deck.

Even in this phase any Encounter with a triggered effect is going to be activated. So, if an Encounter that makes every player draw a card when it comes to play, every player will start with one card more in the hand.

Now you should be facing 7 columns divided in 2 rows.
The top row is formed by the Encounters, there are 3 different types:

1. **Buyers** who will buy Gems and Jewels;
2. **Mercenaries** that offer different services for a price;
3. **Monsters** that siege Cities, stealing their Resources;

The bottom row is formed by Resources that can be bought from each City.

Every column represents a City, the 7 Cities form the Kingdom of Marylia.
The Cities are numbered from 1 to 7, from left to right. Throw the dice and place your meeple in the corresponding City, if you throw an 8 rethrow the dice.

4. **CARD TYPES**

RESOURCES:

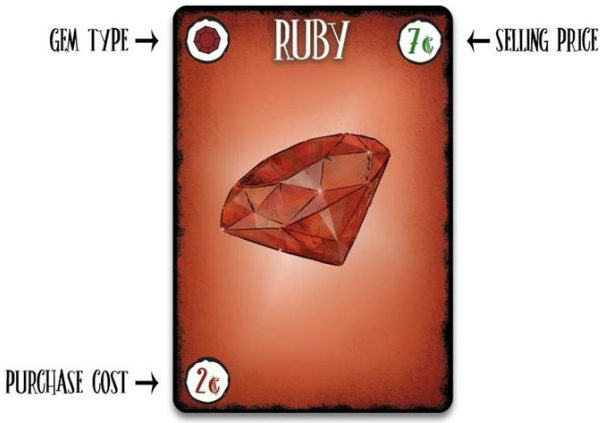
represents the Resource type (Gem, Gold).

represents the Purchase Cost of a Resource.

represents the Selling Price of a Resource.

There are 7 different Resource types.

GEMS
Gems can be sold or used to craft Jewels.



GOLD
It's the basic Resource to craft Jewels, you need at least 1 Gold to craft a Jewel.

ENCOUNTERS

Buyer

Mercenary

Monster

Objects sellable to a Buyer, different Gems or Jewels

When an Encounter enters the Kingdom, place 3 Coins on top of it

When an Encounter enters the Kingdom, apply the described effect

When an Encounter leaves the Kingdom, apply the described effect

Interacting with this Encounter requires a dice

Interacting with this Encounter allows you to draw from the Resources Deck

MERCENARIES AND BUYERS

Players can interact with encounters they meet in cities through the Interact Action.

Mercenaries offer many different services, Buyers buy Gems and Jewels from the Players. Every time a Player interacts with a Mercenary or a Buyer, the card is placed in the Discard Pile. If the card has Coins on it the Player earns them.

MONSTERS

Monsters follow the same rules as the other Encounters, except:

1. If there is a Resource in the City this is added to the Monster's Treasure when it comes into play
2. Every time a new Resource comes into play in a City sieged by a Monster, add it to his Treasure
3. When a Player defeats a Monster he earns the Treasure, then the Monster is discarded

JEWELS

Jewels are not a card, but a Set composed by Resource Cards.
Jewels are always composed by at least 1 Gold card and a variable number of Gems. Check Paragraph 7 (**ACTIONS**) for crafting and selling rules.

6. TURN EXECUTION AND PLAYER'S ROUND

Starting from the first player clockwise, every Turn, every Player has a Round. In his Round a Player can execute 3 of 6 Actions. After completing his Actions the Player's Round is over and the next Player's Round starts. The same Action can be repeated multiple times, but without exceeding the maximum number of Actions a Player has for his Round.
The Active Player is the one currently playing his Round.
A Player can have no more than 6 cards in his hand by the end of his Round. If a card's effect makes the Player draw a card outside his Round, he won't have to discard anything even if he has more than 6 cards.

Any time a card's effect makes a Player draw a card he will draw it from the Resource

Deck.

7. ACTIONS

1. TRAVEL

The Player can move between Cities. Moving in an adjacent City costs nothing, for each additional City the Player must pay 1 Coin to the Bank. For example moving across 4 Cities costs 3 Coins, moving from City 1 to City 7, and viceversa, costs 6 Coins. Travelling always costs 1 Action, but the Player can choose if moving by 2 Cities and spend 1 Action and 1 Coin or just 2 Actions, without wasting any coin.

2. BUY

The Player can buy a Resource from the City he's staying in by paying its Purchase Cost to the Bank, adding the card to his hand.

3. CRAFT

The Player can craft Gems or Jewels (a Set of Gold and Gems) by placing them on the table. Gems and Jewels can't be sold without being crafted first. Gems and Jewels can't be sold during the same Round they were crafted.
There are 6 different combinations to Craft a Jewel.
Ring: 1 Gold + 3 Identical Gems, **OR** 1 Couple of identical Gems and 1 different
Bracelet: 1 Gold + 4 Identical Gems, **OR** 2 Different Couples of Gems
Necklace: 2 Gold + 5 Identical Gems, **OR** 1 Tris of Identical and 1 Couple of Identical Gems
For example a Ring composed of 3 Diamonds has a value of 26 Coins (8 + 8 + 8 for the Diamonds and + 2 for the Gold) + 10 Bonus because it's composed by 3 identical Gems for a total of 36 Coins.
All the combinations are summarized on the Reminder Card.

4. INTERACT

Every Encounter has its own rules written on the card.
Interacting with Buyers means selling a Gem or a Jewel to them. When Gems or Jewels are sold, the cards are placed in the Discard Pile. The Player earns the value of the card when selling Gems, or the sum of the cards' values when selling Jewels. The Player also earns the coins placed on top of the Buyer.

Interacting with Mercenaries means making use of their different effects. Even in this case the card is discarded.
Interacting with Monsters means trying to defeat them to earn their treasure. Monsters are discarded after being defeated by a Player.

5. **REFILL**

If a Player is staying in a City without Resources and/or Encounters, he can draw a card from the corresponding Deck and place it in the City. If both cards are missing the Player can fill both empty spaces with just one Action.

6. **EARN A COIN**

Take 1 Coin from the Bank and add it to your Reserve.

8. **AUCTION OFF**

If an Active Player is buying a Resource or selling a Gem or a Jewel in a City where other Players are staying, the latter can choose to pay 1 Coin and Auction Off as a Free Action.

1. **Buying:** All the Players involved in the Auction hide a certain amount of Coins in their closed hand and open it at the same time. The Player who offered the highest amount pays the Bank and earns the card, the other Players take back their offer. In case of draw the Auction is always won by the Active Player.
2. **Selling:** All the Players involved in the Auction hide a certain amount of Coins in their closed hand and open it at the same time. The Player who offered the highest amount pays the Bank and earns the right to sell the Gem or Jewel, the other Players take back their offer. In case of draw the Auction is always won by the Active Player.

If the Active Player doesn't win an Auction the Buy or Interact Action is not spent.

N.B.
With the Auction Off mechanic the Players can Buy or Sell a Gem or Jewel during another Player turn, so Actions are not wasted in the process.

9. **END OF THE TURN AND START OF THE NEXT TURN**

The Turn ends when all the Players completed their Round. In this phase the Player with the Turn Counter passes it to the next Player and the next Turn starts, this phase is not executed during the first Turn of the Game.

START OF THE TURN

The start of the Turn is divided in 3 different Phases:

1. **CHANGE**

Throw the dice and discard Encounters and Resources from the corresponding City. If the result is 8 or a City without Encounter and Resources draw an Event and apply his effects.

2. **MARKET FLUCTUATION**

Place 1 Coin on top of every Buyer in the Kingdom.

3. **RENEWAL**

Starting with the Encounter row, from left to right, refill the empty Cities by drawing from the corresponding Deck. Apply any effects the cards may have when they come into play.

10. **END OF THE GAME**

During the Renewal Phase is not possible to refill an empty City the last Turn of the game starts. At the end of this Turn every Player counts his Coins. Crafted Gems and Jewels are counted toward the total with their Selling Price halved and rounded down, Gems forming Jewels are counted individually.

11. VARIANT FOR 2 PLAYERS

In a game with just 2 Players the Turn won't contain both Players' Rounds but will coincide with them. This implies that the Phase of start of the Turn is executed after every Player's Round, so that every City is Refilled at the beginning of a Player's Round.

12. TIPS AND STRATEGY

Even if Jewels is a game for everyone it contains many strategy elements to take advantage of to win a match that a Player will learn game after game.

As you noticed the Kingdom is Refilled after each Turn, this implies that the first Player of the Turn has an advantage on the others since the Cities are all populated by different cards to choose from.

Your strategy needs to take in account if your Round comes first, second, third, etc. You can always solve the lack of options with the Refill Action that allows you to Refill a City without Encounters and/or Resources.

Placing your Meeple in a strategic City at the end of your Round is essential: with the Auction Off mechanic you might Buy or Sell during another Player's Round without wasting your Actions.

Crafting Jewels with an high Selling Price is the best road to follow because it permits you to sell an entire Set of Gold and Gems with just one Action. Though it's not the only strategy, single Gems can often let you earn more Coins if there are lots of Coins on top of the Buyer.

So, most of the times, the winner might not be the one that Crafts and Sells the best Jewels, but the one that manages to make the most of single Gems not used to Craft Jewels.