EDELSTEINSUCHE

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Players: 2 - 4
Age: 7+
Time: ca. 15 minutes

Game components:
20 Gem cards
4 Prospector cards
1 Rule sheet

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Game idea:

Each player specializes in one type of gems and tries to acquire a complete series of gems of this type.

Aim of the game:

You want to find a complete series of your type of gem and display them open-faced in a row, in ascending order from 1 to 5. If you achieve this first, you win instantly. See Images 4b and 4c.

Gem cards:

There are four types of gems: Opals, Rubies, Sapphires and Emeralds. For each kind of gem there are cards of values **1, 2, 3, 4 and 5 showing this number of gems**.

Prospector cards:

For each kind of gem there is a prospector (Dwarf), those cards are separated from the Gem cards.
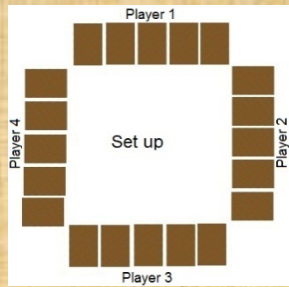

Image 1

Preparations:

A dealer is determined. He shuffles the four Prospector cards and deals one face-down to each player. In a game of two and three players the surplus Prospector cards are not needed and are set aside.

Then the dealer shuffles the Gem cards and lays out a face-down **row of five Gem cards** in front of each player, see Image 1.

Attention! In a **game** of **two** and **three players** you also place **four rows** of cards for one or two avatar opponents.

Each player checks his Prospector card and replaces it face-down.

Each player also **checks** the **Gem cards one by one** and puts them back to their **positions**, face down. He can check his face-down Gem cards any time!

The Game:

The player to the left of the dealer begins and you play in clockwise direction.

You draw a Gem card from a row of any other player and look at the card. Then you you can:

- Put this Gem card face-down at any position in your row, it is irrelevant if it is a gem of your type or not.
  - **Attention:** If it is a card of your own type you can choose to put the card openly in the position indicated by the number of gems on the card.
  - **Info:** **You cannot reveal Gem cards in your own row,** you can only display cards openly that you took from an opponent's row.

In both cases you put the card that was ousted from your row by one of those actions on the empty position in the opponent's row.

- **Unique move:** Once and **only once in the game** you can reveal your Prospector card at the start of your turn and draw up to three Gem cards from opponents to place them.

Image 2

Image 2a

Image 2b

Player 1 in Image 2 draws the card indicated by the **green** arrow.
He looks at the card; as he **cannot** or **does** not want to display it openly he puts it face-down into the middle of his row. See **red** arrow in Image 2a
The Gem card from this position is put face-down into the empty position of Player 2, see **blue** arrow in Image 2b.
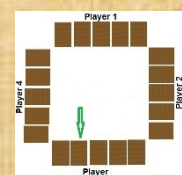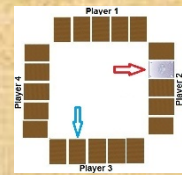

Image 3

Image 3a

Image 3b

Player 2 in Image 3 draws the card indicated by the **green** arrow.
He looks at the card: **Sapphire 4**, see Image 3a.
He is the **Prospector** for sapphires and wants to display this card openly; he puts it in the correct position in the row, see red arrow in Image 3b.
Then Player 2 puts the Gem card, previously in Position 4 in his row, into the empty position at Player 3, see blue arrow in Image 3b.

Image 4

Image 4a

Image 4b

Unique Move: Player 3 is the **Prospector for emeralds**, he has already revealed **2 Emerald cards**, see Image 4.

He has located his missing three Emerald cards, but did not display them, but placed them first face down in his row and later face down to other players. He has memorized their positions.

Image 4c

So he knows the positions of his 3 missing Emerald cards and reveals his Prospector card, see Image 4a.

He can now draw up to three cards and display them openly or place them face-down in his row. As he wants to win the game, he puts them openly on their correct positions, see Images 4b and 4c.

Tournament play:

You play several rounds. At the end of each round each player notes the number of missing as penalty points. After the agreed number of rounds you win with fewest points. In case of a tie all involved players win together.