

Gemz!

Gem-Collecting, Bling-Building FUN!

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Game Contents

63 total cards

48 Gemz Cards

11 of each color:
blue, orange,
green, and red

4 "Wild" Multicolor Gemz Cards

15 Action Cards

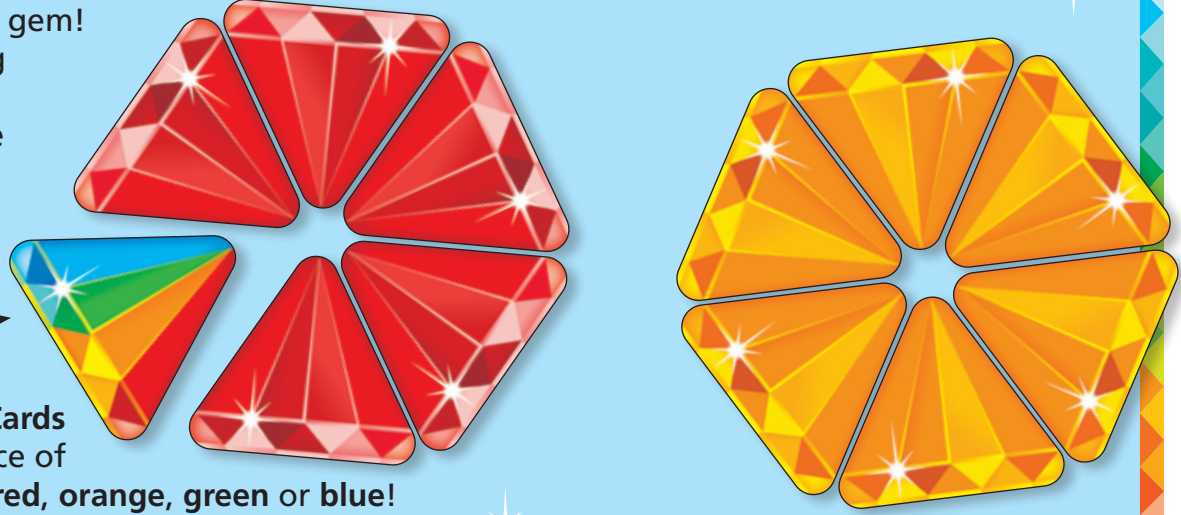
- 4 Lose a card
- 4 Lose a turn
- 7 SWAP!



Object of the Game

This game is a real gem!
Build a jewel using
6 Gemz Cards of a
single color before
your opponents
and WIN!

Multicolor Gemz Cards
can be used in place of
any of the colors: red, orange, green or blue!



Game Setup

Deal 3 Gemz Cards to each player, face up. (If an Action Card is dealt at this time, just place it back in the deck and continue dealing until each player has 3 Gemz Cards.) Place the rest of the deck face down. This is the draw pile.

Note: As the game progresses, place discarded cards into a pile. This will be the discard pile. These cards are not to be used again unless the draw pile runs out. In that case, shuffle the discard pile and use it for a new draw pile.



Discard Pile

Draw Pile

Game Play

Draw cards to make a jewel full of **Gemz**!

1. Lay the 3 **Gemz Cards** you were dealt side-by-side in a semi-circle, like the 3 cards to the right. This is the start of your jewel!
2. The youngest player goes first by drawing one card from the top of the draw pile.

💎 If it's a **Gemz Card**, ca-ching!, add it to your jewel!

💎 You'll lay down every **Gemz Card** you draw until your circle is full (six total). Then, it's up to you to decide to keep or exchange the cards you draw with those in your jewel.

💎 Players may only have six cards total at a time.

💎 If you draw an **Action Card**, follow the instructions below and then discard it.

💎 **Lose a card**: Remove one card from your jewel & put it in the discard pile.

💎 **Lose a turn**: Skip this turn.

💎 **SWAP!**: Time to shine! Swap one of the cards in your jewel with one from another player's jewel.

3. Play continues with the player to the left.
4. Once a card has been placed into the discard pile, it cannot be used again, so choose wisely!
5. Players may use as many **Multicolor Gemz Cards** as they'd like. These are "Wild" cards and replace any **Gemz Card** color.



Game Play Options

Action Card and Wild Card Options

Change the way the **Action Cards** and **Multicolor Gemz Cards** are used to mix up the game play.

Options (for some or all players) include:

💎 For more challenging play, do not use the **SWAP!** and/or **Multicolor Gemz Cards**.

💎 For more challenging play, require player(s) to use one (or two!) **Multicolor Gemz Cards** in their finished jewel.

💎 For less challenging play, don't use the **Lose a card** and **Lose a turn Cards**.

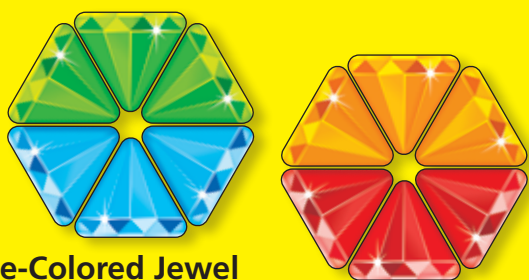
💎 For less challenging play, allow player(s) to switch cards with another player without needing a **SWAP! Card**. Simply make the SWAP instead of drawing from the deck on any turn.

💎 For faster play with a bit of strategy, player(s) draw from the discard pile too.



If you're playing with a group that has a range of ages or skill levels, no worries! Use these ideas to mix up the rules to make it easier or more challenging ... everyone can play together.

When playing with a variety of rules, players simply draw again if they pick a card that does not apply to their rules.



Double-Colored Jewel

For less challenging play, invite player(s) to use **two** colors in their finished jewel like the ones shown above. Player(s) can use **Multicolor Gemz Cards** too!