

GEMESSENGERS – a card-drafting and pattern-crafting game for 2 to 5 players. Ver 0.3

OBJECTIVE: Assemble the most valuable pieces of jewelry and become the most renowned crafter in the land. Craft a Circlet, a Pendant, and a Scepter with the most valuable gems to earn points.

You will be adding Gemstones to your jewelry projects in your Workshop. You will also be sending Proclamations to the Guild, which will influence the value of the different types of Gemstones when fixed to different positions in your jewelry. Once everyone's jewelry is complete, scores are tallied and tracked. Once each jeweler has completed all 3 of their pieces, the final scores determine the best jeweler!

COMPONENTS:

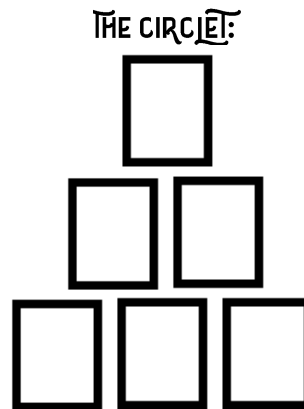
- 7 Proclamation Cards
- 42 Gemstone Cards, Divided Equally Among 7 Suits
- 3 Position Cards (labeled Base, Decoration, and Headstone)
- 2 Player Guide Cards, for reference
- 9 Prestige Tokens

SETUP: Shuffle the Proclamation cards and Gemstone cards together face-down. Deal a hand of 6 cards to each player. These should be kept secret from the other players. Any unused cards are placed in a Draw Pile near the center of the game area.

Place the Position cards in a column at the middle of the play area, in reach and in view of all players. The top card should read Headstone, the middle card is Decoration, and the bottom card of this column is Base. Place a stack of three Prestige tokens next to the left of each Position Card.

JEWELRY PATTERNS:

The first piece of Jewelry that crafters must assemble is a Circlet. It is fashioned by arranging selected Gemstone Cards in a "pyramid" shape of three stacked rows, with one card in the top row, two cards in the middle second row, and three cards in the bottom third row. See this diagram:



PLAY AREAS:

There are two specific areas where you can play cards: your **Workshop**, and the **Guild**. Your Workshop is directly in front of you, and the Guild is where the three Position Cards are shown.

Pick a card from your hand and place it face-down in front of you. The rest of the cards from your hand will be passed to the player on your LEFT. You will be receiving your next hand of cards from the player on your RIGHT.

Once all crafters have a face-down card in front of them, all crafters should reveal their cards.

- **If the card is a Gemstone, place it in your Workshop.** If there's already a Gemstone there, you need to place your new Gemstone in relation to the previous one: *above*, *below*, or *next to*. This helps determine which rows these Gemstones will occupy: the Headstone, Decoration, or Base areas of your jewelry. You may not add cards to your workshop in such a way that they extend outside of the current jewelry pattern, and they must remain in a row relative to their adjacent gems. Gems become fixed in their position when Gemstones indicate the Headstone, Decoration, and Base rows (that is, when you have three distinct rows of cards in your Workshop).
- **If the card is a Proclamation, place it in the Guild.** Choose a row in the Guild, place the Proclamation next to the Position card, and take a Prestige Token from that Position card's stack. If more than one player wants to place a Proclamation, they are placed in numerical order, lowest number first (each card will have a number on it). **The most Proclamations allowed in any one Guild row is 3.**

The next turn begins. Take the cards passed to you from the player on your RIGHT, and draw a card from the Draw Pile so you have a hand of 6 cards. Choose a card from your hand and place it face-down in front of you. Pass your remaining hand to the player on your LEFT. You'll receive your next hand of cards from the player on your RIGHT. Again, place this face-down card in your own Workshop or the Guild, following the guidelines above.

If you've already finished your jewelry but other players are still working on theirs, pass your entire hand (all 6 cards) and draw one of any remaining Prestige Tokens instead. When more than one player has finished their Jewelry, favor the player with the lowest current score when collecting Prestige Tokens (the player with the lowest score collects one first, then the player with the next-highest score, and so on). If there are no Prestige Tokens remaining in the Guild, simply pass your cards.

SCORING: Once everyone's jewelry is complete, determine the value of the jewelry they've created and their final score for that Round. Look to the Guild to determine different values for the Gemstones.

- If there's only one Proclamation in a row of the Guild, then any matching Gemstone in that position in a player's jewelry is worth **4 points each**.
- If there are two Proclamations in a row, then any matching Gemstones in that position are worth **3 points each**.
- If there are three Proclamations in a row, then any matching Gemstones in that position are worth **2 points each**.
- If a Gemstone and its Proclamation do not have matching positions in the Guild (or if their Proclamation isn't found in the Guild at all), that Gemstone is worth **1 point** each.
- Any Prestige Tokens collected by players are worth 1 point each.

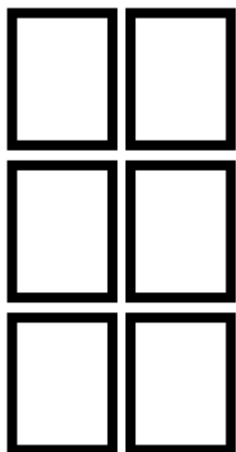
To sum up: Gemstones will be worth 4/3/2/1 points each, depending on their position and that of their Proclamation, and Prestige Tokens are always worth 1 point each.

Add up your score and record it on a score sheet. Announce to all players everyone's scores, return Prestige Tokens to the Guild, and begin the next Round.

CONTINUING THE GAME: In subsequent Rounds, repeat the process of drafting and placing cards for your other jewelry, but with the following changes (this info is also displayed on the Player Guide Cards):

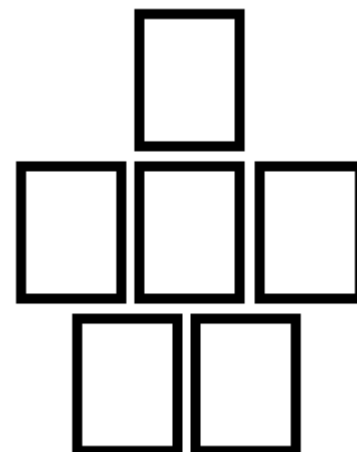
THE PENDANT (ROUND 2)

Pass cards to your RIGHT, and receive your next hand from your LEFT. The pattern and scoring is as follows:



THE SCEPTER (ROUND 3)

Pass cards to your LEFT again, and receive your next hand from your RIGHT. The pattern and scoring is as follows:

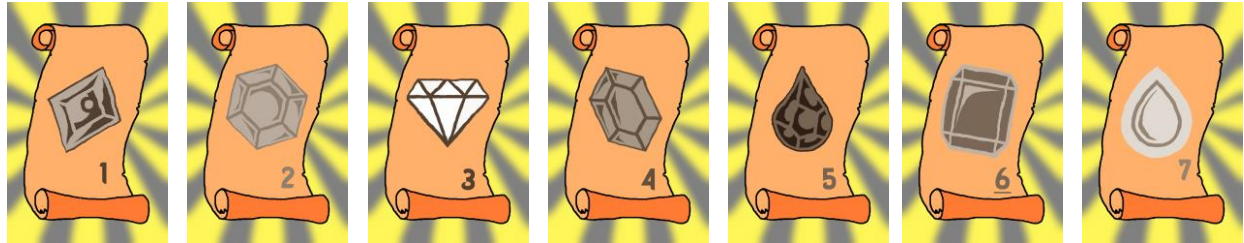


FINAL SCORING: After 3 Rounds, the crafter with the highest total score wins. Tied players share the victory.

GEMSTONE CARDS: These are played in your Workshop, and are used to craft the Jewelry for that Round.

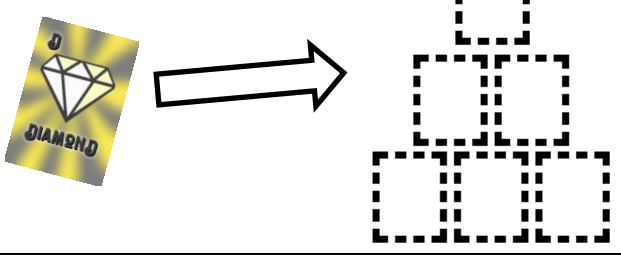


PROCLAMATION CARDS: These are placed in the Guild, and influence the value of Gemstone Cards.



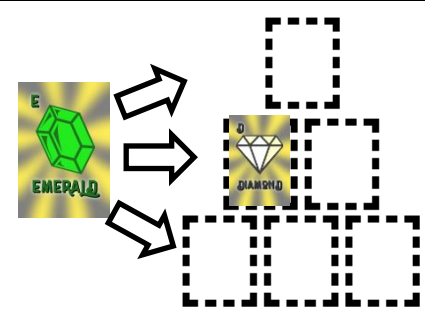
EXAMPLE: Adding Gemstones to your Workshop

In this example, it is the first round of Round 1, and you want to add a Gemstone to your Circlet. You've chosen a Diamond from your hand, and will place it in your workshop in any location.

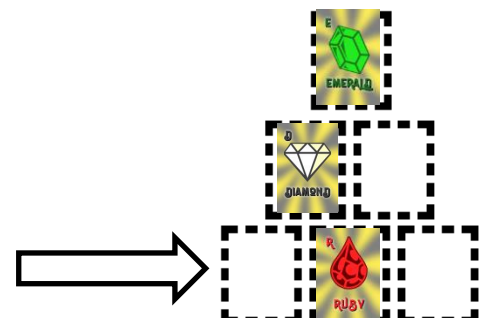


When placing your second Gemstone – an Emerald – into your Workshop, it must be above, below, or next to your previously-placed Diamond. You still have some flexibility, but notice that your Jewelry will start taking shape as you place more cards.

For example, if you place your Emerald next to the Diamond, then these two Gemstones will not be your Headstone, but may be your Decoration or Base. Or if you place the Emerald above the Diamond, then the Diamond must be in either your Decoration or Base.



In this example, if you place your third Gemstone – a Ruby – below your Diamond, then all three rows are “locked in.” Your Headstone is an Emerald, while a Diamond is in the Decoration and the Ruby is in the Base. Other cards can still be added to the Decoration row (one more slot) and Base row (two more slots).

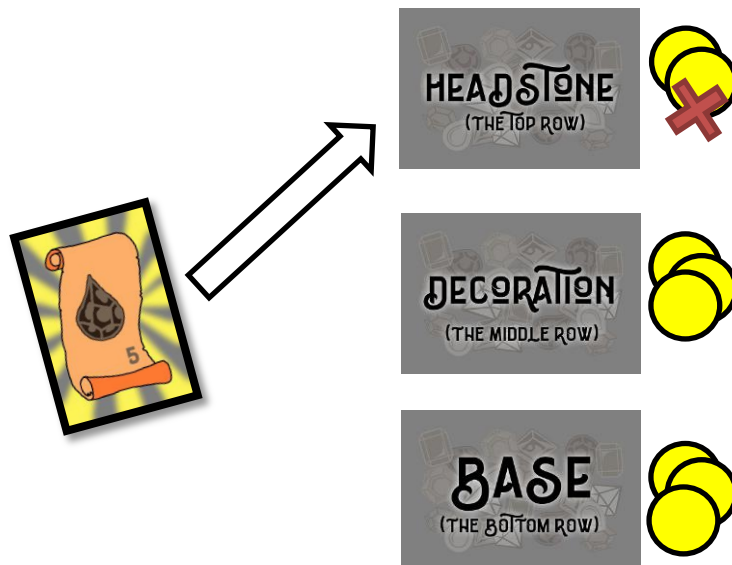


EXAMPLE: Adding Proclamations to the Guild

When you want to play a Proclamation, you need to choose where that Gemstone will have more value: as a Headstone, Decoration, or Base. If there are Prestige Tokens remaining, you will collect one from that row's supply when you do this.

In this example, you choose to add the Ruby's Proclamation to the Headstone row in the Guild. This means that right now, Rubies will be worth 4 points each as long as they are in a Headstone slot. In other areas of the Jewelry, they'll only be worth 1 point each.

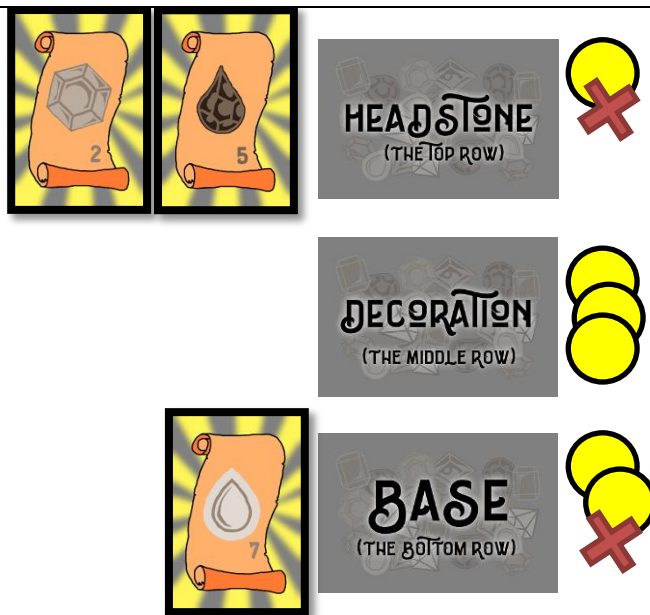
To end your turn, you take and keep a Prestige Token from the Headstone supply stack. This will be worth 1 point at the end of the Round.



On the next turn, two players add Proclamations to the Guild. They are placed lowest-number first. The Citrine is placed first (and that player takes a Prestige Token, then the Topaz is placed (and that player takes a Prestige Token).

Note that now, both Rubies and Citrines will be worth 3 points each when in the Headstone but 1 point each in other positions, and the Topaz will be worth 4 points each when in the Base, but 1 point each in other positions.

More Proclamations can be added to the Guild, which will further change the value of each Gemstone. Craft with care...!



Do you have questions about this game? Do you have feedback, critique, or suggestions? Please contact me via email at editor@let-off.com . Thank you!

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