gem rush

By Jeremy Lennert

If you like Gem Rush, you should try . . .

DARKEST NIGHT

In a kingdom broken under a Necromancer's shadow, the last heroes hatch a plan to save the realm before it is swallowed into darkness! Before the monastery falls, it's up to you and your party to defeat the Necromancer. Can you save the kingdom from peril?

Darkest Night is a fully-cooperative board game for one to four players. Each player takes on the role of one or more of the nine available heroes with their unique abilites, and fights off the evil Necromancer to save the kingdom.

shroud

rogue

Ghost

Fade to Black

Bonus:

+1 in fig

Another

Close Call ④

Roll 1 and take the highest

No effect
Lose 1
Lose 1

e start of yo
spend 1 to
default), or sp
gain 1 (up to default).

spies

Introduction

Gem Rush is a game about digging a magical gem mine; players use the gems they collect to construct new rooms and expand the mine, increasing their wealth in the process.

This game can be played in two ways: as a competitive game where players race to be the first to reach a target number of points (Rush Mode), or as a cooperative game where players work together against a time limit (Crisis Mode).

Rush Mode specific rules are identified by this icon: 🖊️

Crisis Mode specific rules are identified by this icon: ⚒️

Game Components

Parts Inventory

- This rules booklet
- 48 room tiles
- 50 gem cards
- 6 player tokens (minor assembly required)
- 1 first player marker
- 45 victory point tokens in 3 denominations:
    - 21 1-point tokens
    - 15 3-point tokens
    - 9 10-point tokens

If any of these pieces are missing or damaged, please email us at info@victorypointgames.com

Room Tiles: The square cards represent rooms in the mine, and are joined together to build a modular board as you play.

Gem Cards: Each player has a hand of *gem cards*, which represent their available construction materials.

Player Tokens: Each player tracks their location in the mine with one of these rectangular tokens.

Victory Point Tokens: These round tokens are used to track each player's current score. They come in three denominations, worth 1, 3, or 10 points.

🖊️ **First Player Marker:** Serves as a reminder of who took the first turn. This is important for determining when the game ends in Rush Mode.

Component Breakdown

Doors

Room Tile

Victory points

Gem card requirements

Wish Fountain
Name two different gems; reveal 3 cards and keep all with either named gem.

Room ability

Victory Point Tokens

Gem Cards

First Player Marker

Player Tokens

Setting up the Game

1. Choose what type of game (Rush Mode or Crisis Mode) you will be playing.

2. Shuffle the *room tiles* and place the deck face-down in reach of all players. Turn one card face-up and put it in the center of the table; this is the first room of the mine. Each player selects one of the *player tokens* and places it on this card.

3. Shuffle the *gem cards* and deal 4 to each player. Place the remaining *gem cards* face-down in easy reach.

4. Give a *one-victory-point* token to each player, and set the remaining tokens aside to form the Bank.

5. Choose a player to go first and give them the *first player* marker.

Sequence of Play

Each player takes a turn, proceeding in clockwise order, and cycling until the game end condition is reached. *See* **Winning the Game**, pg. 9.

During each turn, a player performs the following steps, in order:

1. **Discard:** If you have more than 4 *gem cards* in your hand, discard cards of your choice until you have only 4.

2. **Move:** Move your *player token* up to 3 steps in the mine (*see* **Movement and Construction**, pg. 5).

3. **Action:** Draw one *gem card* OR use the ability of the room you are currently in.

4. **Burn Cards (Crisis Mode Only):** Draw 2 cards from the gem deck and remove them from the game. If you cannot burn 2 cards, all the players lose.

In Rush Mode, the game will end at the conclusion of the turn if any player has at least 20 points *and* all players have had an equal number of turns (i.e., the player who went first would take the next turn if you continued).
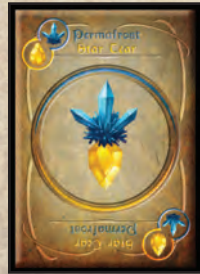
Gem Cards

Gemstones:

🌈 **Diamond Dust**

🔶 **Electrum**

🔻 **Fire Ruby**

⬛ **Obsidian**

❄ **Permafrost**

🔺 **Raw Hope**

🟣 **Soulstone**

🔸 **Star Tear**

Gem cards represent the resources players find in the mine; they can be discarded to pay for construction (*see* **Movement and Construction**, pg. 5) or certain room abilities (*see* **Room Abilities**, pg. 7).

Most cards picture 2 different gemstones; such a card can be counted as **either or both** of those gems. If only one of the gems on the card is useful at the time you discard it, then the other is wasted.

© 2013 Jeremy Lennert and Victory Point Games

Other cards picture 🌈 (*see right*). These are wild cards and each may be counted as any **one** gem type of your choice **when they are discarded**. When you **draw** them, they do not count as other gem types (they only count as 🌈). Also, sometimes construction or room abilities will specifically require a 🌈 ; these requirements cannot be met by any other card.

Place any discarded *gem cards* face-up in a stack next to the deck. When the deck is empty, reshuffle the discards to form a new deck (⚔ in Crisis Mode, make sure to reshuffle only the **discarded** cards, not the **burned** cards).

⛏ In Rush Mode, players may only discard *gem cards* when required to do so (for construction, to use a room's ability, or to reduce their hand to 4 cards at the start of their turn), and may only discard cards that contribute to the requirements. Players are entitled to know how many cards each other player has, but do not get to see which cards they have.

⚔ In Crisis Mode, players may discard *gem cards* from their hand at any time, including during another player's turn (you receive no benefits for cards discarded this way, except that it puts the cards back into circulation; this may be necessary so that you can burn cards). Since all players are allied, it is recommended to keep your hand face-up for everyone to see.

Movement and Construction

Movement always occurs one step at a time, in one of the four orthogonal directions *(see right)*.

A player can move out of their current *room tile* in the direction of any door shown on the edge of that tile. They may not move in a direction if their current room tile shows a solid wall in that direction.

If there is an adjacent *room tile* in that direction, the player simply puts their *player token* in that room. That room does not necessarily need to have a door pointing back the way the player came; if it does not, then the player has used a one-way passage and cannot go back the same way.

If there is not yet an adjacent room tile in that direction, the player must construct a new room as part of their movement.
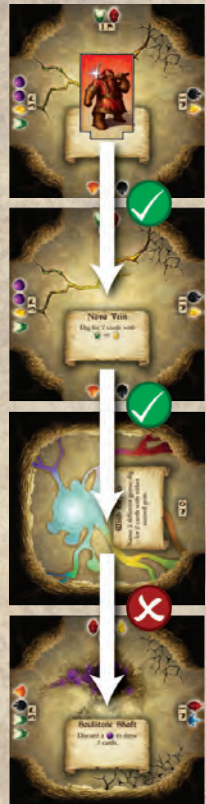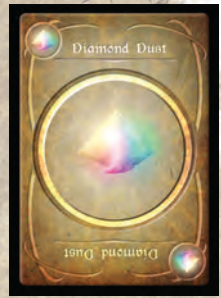
Construction

To construct a new room, perform all the following steps:

1. Discard any combination of *gem cards* from your hand that includes all the gems pictured on the door you are moving through. If you do not have *gem cards* meeting this condition, you cannot move in that direction.

2. Draw a new *room tile* from the deck and place it face-up adjacent to the door you moved through. The new room must have a door pointing back the way you came, but otherwise may be rotated as you choose.

3. Place your *player token* in the new room.

4. Take a number of *victory point tokens* (⚑) from the Bank equal to the amount shown on the door you passed through (making change if necessary).

Note that you only discard *gem cards* and score points when your movement requires construction; moving to a room that already exists does not require any cards and does not score points.

Constructing a new room still only counts as a single movement step; any remaining movement can still be used after construction. In some cases, it is possible to construct more than one room in a single turn.

Construction Example:

Suppose you are in the *Fire Ruby Vein* and choose to move to the right. The door shows 1 🖤, 2 💎, and 1 🔥.
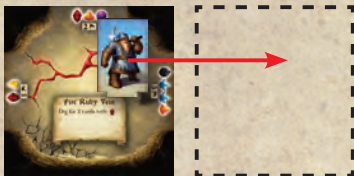
You discard one card showing a 🖤 and a 🔥, one card showing a 💎 and a 🔴, and one card showing a 💎 and a 💛. (The 🔴 and 💛 are wasted, but both cards are needed to cover the 2 💎.)

Gems

You draw a new *room tile*, which happens to be the *Diamond Vein*, which has 2 doors. You can rotate the *Diamond Vein* so that its doors point left and up or left and down, but you cannot use either of the other two rotations because they do not include a door pointing back the way you came.

You place your *player token* in the *Diamond Vein* room and score 3 points (3⚑).

ROOM ABILITIES

Each *room tile* has a special ability that players can use as their action (*see* **Sequence of Play**, pg. 4) while in that room. Most abilities provide ways of acquiring *gem cards*.

Ability Terminology

Dig: To *dig* for cards means to reveal cards from the deck until you find ones meeting certain conditions, put those ones in your hand, and discard the others. *See* **Room Examples**, pg. 8.

Discard: *Discarding* a gem means discarding a card that includes that gem (🔮 may be discarded in lieu of any gem type). *See* **Room Examples**, pg. 8.

Draw: *Drawn* cards come from the *gem card* deck and are placed in your hand. You are not required to show them to anyone.

Name a Gem: *Naming a gem* means you get to choose which type of gem is used by the ability. You can name any of the 8 types of gemstones in the game, including 🔮 . *See* **Room Examples**, pg. 8.

Reveal & Keep: *Revealed* cards come from the *gem card* deck and are shown to all players. Any cards the ability instructs you to *keep* are added to your hand; the rest are discarded. *See* **Room Examples**, pg. 8.

Special Moves

Some rooms' abilities are listed as special moves; this means you can use that ability in lieu of a movement step OR as an action.

Special Move Example: With the first move of your turn, you construct a new room, which happens to be the *Portal*, which says "Special Move: Move to any constructed room." For your second move, you use this ability to teleport to a distant room. As your action for the turn, you use the ability from the room you just moved to.

Room Examples

Dig Example: The *Permafrost Vein* says "Dig for 2 cards with 🗡". You begin revealing cards from the top of the deck, and see a (🗡 🛡) , (⚫ 🔥) , (⚪) , and then (🟣 🗡). Since you have now seen 2 cards with 🗡, you add those 2 cards to your hand and discard the other two.

Discard Example: The *Soulstone Shaft* says "Discard a 🟣 to draw 3 cards." You discard a (🗡 🟣) card from your hand, then draw 3 cards from the deck.

Name a Gem Example: The *Wish Geyser* says "Name 2 different gems; dig for 2 cards with either named gem." You choose to name 🟣 and 🗡, then begin revealing cards. You see (⚪) , (🔴 ⚫) , (🔥 🔺) , (🟣 🗡) , (🛡 ⚫) , then (🔺). You place the (🟣 🗡) and (🔥 🟣) cards into your hand and discard the rest.

Reveal & Keep Example: The *Electrum Well* says "Reveal 4 cards; keep those with 🛡 plus one card of your choice." You flip over the top 4 cards from the deck, allowing all players to see they are (⚫ 🟣) , (🛡 🗡) , (🔺 🛡) , and (⚪). You add the (🛡 🗡) and (🔥 🛡) to your hand, and also one of the other two cards (your choice which). The remaining card is discarded.

Winning the Game

Rush Mode

"Hey, have you heard? Darmus just struck diamond under Blue Hill. The scryers are saying there're veins of everything you can imagine running thick through that place. Whoever can mine it out first stands to make a mint..."

In Rush Mode, the players are competing to be the first to make their fortune in the new mine. The game ends at the conclusion of a round when any player has at least **20 points** (note that the game continues until all players have had an equal number of turns). The player with the most points wins.

Crisis Mode

"Don't just stand there! Some fool cracked the wrong wall down in Deephollow, and the tunnels are flooding with magma! The gemsmiths are working on schematics for a machine to contain it, but they're going to need the largest pile of minerals you've ever seen to complete it, and we've not much time!"

In Crisis Mode, all the players work together to reach a collective target number of points before time runs out. The number of points required depends on how difficult a game you want:

Difficulty	Points Required
Apprentice	35
Journeyman	40
Artisan	45
Master	50

Each player will *burn* 2 cards from the deck at the end of their turn (*see* **Sequence of Play**, pg. 4). If the sum of all players' points ever equals or exceeds the target number, all the players win. If there are not enough cards to burn, all the players lose.

Gem Types

Diamond Dust

Diamonds are brilliant and clear, yet in their sparkle can be seen every color of the spectrum. They are like crystal goblets, able to contain magical energies without occluding or tainting them, and they are used as a storage mechanism for all sorts of exotic power.

Electrum

Veins of this rubbery material are often found running underneath ley lines. It has powerful conductive properties, and is often used to convey power between various locations.

Fire Ruby

Fire rubies are produced when the earth cracks and bleeds. These lustrous gemstones possess a singular fire, which can be tapped by illuminating them from just the right angle. They are the primary source of heat in most arcane machinery.

Obsidian

This dark mineral is the residue left behind when magic is destroyed. It symbolizes decay, but also the cycle of change and renewal, and serves as an important catalyst in many alchemical reactions.

Permafrost

This smooth, slippery coating is often found covering stalactites in underground caverns. It resembles ice, but does not melt at any known temperature. It is used as a lubricant and a heat sink.

Raw Hope

Hope's a funny thing; it has tremendous inertia, yet those who carry it are not weighed down. It can be found welling up in the most unexpected places, and its unique kinetic properties are exploited to make tools and machine parts that are light but massive.

Soulstone

These spherical crystals draw hungrily at their surroundings, and can trap part of the vital energy of living things that die nearby. Those found deep underground are often inert, but ones hidden near the surface are potent power sources for sorcerous rituals.

Star Tear

When the earth was born, the stars wept for joy. Their tears fell into the earth's cradle and were preserved in its crust for years beyond reckoning, where they can still be found today. Like the stars they came from, the tears shine brightly in dark places, and an experienced spelunker can use them to find north even while deep underground.