



"Where Strategy Meets Fun and Every Card Counts"

1 PLAYER, 2 PLAYER OR 2 TEAMS OF 2 PLAYERS
AGES 14+

CONTENTS – Gem II Card Deck, Game board, 5 Crystal Game Pieces, Scorecard (Double Sided)

GAME RULES – SINGLE PLAYER

OBJECT OF THE GAME

To score as many points as possible over 5 rounds of play. Each game gives you 5 rounds to set a new personal best.

This game uses a deck of 40 cards that are broken down by 4 suits of 10 cards (Roman Numerals I-X). The suits are Green Emerald, Green Marquis, Red Ruby and Red Heart.

SETUP

Open board, write your name on the scorecard (the single player game is on the front of scorecard) and choose Level 1 or Level 2 (see page 3). Shuffle the deck.

METHOD OF PLAY FOR EACH ROUND:

1. Deal: You will deal the first four cards on the game board in the following manner, starting with the top left of the four center squares (top-left, top-right, bottom-left, bottom-right).
2. Play Your Deal: Play your deal according to the three main moves in the Moving Cards section on page 3. All cards removed off the board will be saved in a pile in the card space to the left of the Jewel Box.
3. Continue: Once you exhaust all possible moves, you will then deal the next four cards in the same manner as before, but the new cards will be placed slightly offset to the outside of any cards below them, so that all cards on the board are visible. You will again 'make your moves', moving cards around and off the board, until there are no moves left. Continue in this manner until there are no cards left in the deck. For each regular round, you will deal 10 times (4 cards in each deal).
4. Dealer Points: The best possible finish at the end of each round is to have 4 X's remaining on the board. This will award you 10 points in the Dealer Points section of the scorecard. Dealer Points are also awarded for any round finishing with 9 or less cards (see page 4). If you finish a round with 10 or more cards on the board, you will not receive any Dealer Points for that round.
5. Card Run Bonus Points: These are determined by the number of cards you remove off the game board after each deal of four cards. If you remove between 5 and 9 cards, you will receive 5 points. If you remove 10 or more cards, you will receive 50 points. You will keep the cards removed for any Runs in the card space to the right of the Jewel Box. Mark your Card Run Bonus Points on your scorecard as you receive them. If you remove less than 5 cards, you do not receive any Card Run Bonus Points for that deal (see Page 4).
6. Bonus Rounds: While the Singles version of this game includes 5 "Regular Rounds" of play, you also have the ability to earn up to five "Bonus Rounds" *within each round*. The first bonus round is earned by finishing up a regular round with only 4 X's left on the board.
 - After winning a regular round with 4 X's, the first Bonus Round will be played. To play, you will remove the 4 X's off the board, which will then make your new high card the IX. You will play the first bonus round with only 36 cards. If you win that Bonus Round, you will then remove the 4 IX's off the board, which will make your new high card the VIII, playing that bonus round with only 32 cards. Your Bonus Rounds will continue in this manner.
 - For every Bonus Round that you win, you will mark your scorecard with a "✓" worth 10 points. You can win up to five Bonus Rounds within each Regular Round (up to 50 Bonus Round Points). If you win all 5 Bonus Rounds, you will mark your scorecard with an "X" in box 6 which will be worth 100 points, in addition to the 50 points already earned (see page 4).
 - Once the first Bonus Round has begun, *if you do not win* with the four high cards of that bonus round, you will count up the points for that lost Bonus Round and put those points into the next Regular Round of the scorecard. That next round is now complete and you will then move onto the following round.
7. Scorecard: When each round ends, you will total-up your scorecard by adding your Dealer Points, Card Run Bonus Points and Bonus Round Points (see page 4).
8. Next Round Begins: Don't forget to shuffle the cards well. Deal the cards and play the next round of the game continuing in the same manner as previously described. The game continues until all five rounds are complete at which time the Grand Total is added up on your scorecard.

MOVING CARDS

There are three basic “Game Moves”. These moves can be used in any combination or order that you choose. Once a move is made and your hand leaves the card, your move is complete and it can't be undone.

Move 1: The Player will look for ‘similar suits’ and remove the lower card in that suit off the board. You can keep removing cards in this manner, even if removing a card leaves less than four piles on the board. You will keep all the cards that you remove in a pile in the card space to the left of the Jewel Box. When dealing, be sure to keep your dealer cards separate from the cards you remove off the board.

► For the two-player game, players must show all moves, therefore you can only remove one card off the board at a time.

Move 2: If one of the four card piles becomes empty, the player can move the top card of any other pile onto the empty pile. As long as there are at least four cards on the board, there should always be four piles. This means that if you have an empty space and a card to move onto it, you must make that move. You can only have an empty space if there are 3 cards or less on the board.

Move 3: If any of the cards on the game board are one-digit away from another card AND of the opposite color, the Player can move one of those cards (Player's choice) from one pile to the other pile (for example, if you have a Red V and a Green VI, you can move the Red V onto the Green VI OR the Green VI onto the Red V). *This may be helpful to free up other moves if you have no moves left OR if you think this will 'give you more moves' overall.*

► You cannot use Move 3 to move a card that has no other cards below it (example: you cannot move a card over another card if it will leave an empty space on the board).

GAME LEVELS

Before beginning each new game, the players will decide whether they want to play Level 1 or Level 2 as described here:

- Level 1: In addition to moving any card (I-X) onto a card of an opposite color and one digit away, (as explained in Move 3 above), Level 1 allows you to move X's onto I's and I's onto X's, essentially rolling the numbers over.
- Level 2: You can only move cards I-X onto a card of an opposite color and one digit away, keeping your moves between the I's and X's. You do not have the ability to move X's onto I's and I's onto X's. This level is more limiting and therefore more challenging.

SCORING A ROUND

After each round, the player will add up their combined Dealer Points, Card Run Bonus Points, and Bonus Round Points on their scorecard as follows

Dealer Points are scored based on the following chart:

Cards Remaining	Points
4	10
5	5
6	4
7	3
8	2
9	1
10+	0

Card Run Bonus Points are scored as follows:

Card Runs 5-9 = 5 pts (enter /)
Card Runs 10+ = 50 pts (enter *)

Bonus Round Points are scored as follows:

Bonus Round = 10 pts (enter ✓)
5 ✓'s earn an X in box six, X = 100 pts

1 PLAYER SAMPLE SCORECARD

1 Player Game - Name _____



GEM II
THE GAME



Choose Level

1 2

Dealer Points
(cards remaining end of round)

4 Cards = 10 Points
 5 Cards = 5 Points
 6 Cards = 4 Points
 7 Cards = 3 Points
 8 Cards = 2 Points
 9 Cards = 1 Point
 10+ Cards = 0 Points

Bonus Points

Card Runs 5-9 = 5 pts (enter /) Card Runs 10+ = 50 pts (enter *)

Bonus Rounds = 10 pts (enter ✓)

5 ✓'s earn an X in box six, X = 100 pts

Round	Dealer Points	Card Run Bonus Points / or *					Bonus Round Points ✓	Total Bonus Points		Total Points
								Card Run Bonus	Bonus Round	
1								Card Run Bonus	Bonus Round	
2								Card Run Bonus	Bonus Round	
3								Card Run Bonus	Bonus Round	
4								Card Run Bonus	Bonus Round	
5								Card Run Bonus	Bonus Round	
GRAND TOTAL	X									

GAME RULES - TWO PLAYER OR TEAMS

OBJECT OF THE GAME

Each Player (or Team of 2) attempts to score the highest total points over 6 rounds of play.

► Throughout these directions, we will assume that “Player” means “Player or Team”, “Dealer” means “Dealer or Team”, “Opponent” means “Opponent or Team”

SETUP

1. For 2 Players, opponents sit directly across from each other with the game board in between them. For 4 Players (2 teams of 2), teammates sit next to each other and directly across from their opponents with the game board in between them.
2. Decide if you will be using a timer (see page 7).
3. Each Player will receive a scorecard where they will add their name and choose if they will be playing Level 1 or Level 2 (see page 3). The 2-player game is on the back of the Scorecard.
4. Flip a coin to determine which Player will be “Dealer” first. The Player that is not dealing is called the “Receiver”. Players will alternate being Dealer or Receiver for each round. Each Player will deal 3 rounds, so there is no advantage to dealing first. Since only the Dealer of the round will earn Dealer Points, the Dealer will put a line through the Dealer Points Box in rounds 2, 4 and 6. The Receiver will put a line through the Dealer Points Box in rounds 1, 3 and 5.
5. Place the 5 game jewels on the board as follows: Since the Receiver always goes first, place the largest jewel in the ‘Player Turn Oval’ of the Receiver. Then place 2 jewels in each player’s Jewel Box (one under the area marked Betting Jewel and the other under the area marked Penalty Jewel). These Jewels are not interchangeable.

METHOD OF PLAY FOR EACH ROUND

1. The Dealer will lay out four cards on the game board in the following manner, starting with the top left of the four center squares (top-left, top-right, bottom-left, bottom-right).
2. The Receiver will then play their turn using the game moves we learned earlier (page 3). All cards removed off the board will be saved by the Receiver in the card space to the left of the Jewel Box. When the Receiver has exhausted all moves, they will slide the Player Turn Jewel to the Dealer’s Player Turn Oval, which lets the Dealer know that it is now their turn.
3. The Dealer will lay out the next four cards in the same manner as before, but the new cards will be placed slightly offset to the outside of any cards below them, so that all cards on the board are visible.
4. The Dealer will then play their turn using the game moves we learned earlier (see page 3). All cards removed off the board will be saved by the Dealer in the card space to the left of the Jewel Box. The Dealer will be careful to keep these cards separate from the cards they are dealing. When the Dealer has exhausted all moves, they will slide the Player Turn Jewel back to the Receiver.
5. The Dealer will then lay out the next four cards for the Receiver’s turn and play will continue in this manner until the Dealer has completed all 10 deals (40 cards). The Dealer must always announce when there are 8 cards left in their hand (see page 10, Legally Obstructing).
6. At that time, the round is over and each Player will fill out their scorecard.
7. For each round that follows, the two players swap roles. The Dealer from Round 1 will now be the Receiver of Round 2 (the Player Turn Jewel goes in their Oval at the start of the round). Note that in each round, the Receiver will always take the first move and the Dealer will always take the last move.
8. Dealer points are only awarded to the Dealer of each round. The best possible Dealer finish is to have 4 X’s remaining on the board at the end of each round. This will earn 100 Dealer Points for that round. Dealer Points are also awarded for any round finishing with 9 cards or less (see page 10).
9. All Players will have the ability to earn “Player Points”, “Card Run Betting Points” and “Penalty Points” (see page 10).
10. The game continues until all 6 rounds are complete. The Grand Total Score determine the winner of Gem II The Game.
 - If you are playing teams, moves will be rotated between all four players, in a direction that will never have the same team taking two turns in a row or the same team player taking two turns in a row. Teammates are not allowed to help each-other with the moves they’ll be making.

TIMERS

Advanced Players have the option of using a timer to limit the time between each deal. This becomes a “pressure cooker” for all Players. A one or two-minute timer on a smart phone works perfectly. If a Player doesn’t finish completing their moves within the time limit, their Opponent will take over their turn (getting a new time limit for themselves). That same Opponent will keep their following regular turn, which also comes with a new time limit. When you are finishing your Opponent’s turn, the Player Turn Jewel will remain in the original Player Turn circle. Once you finish their turn, then you slide the Jewel to your own Player Turn circle to take your regular turn.

PLACING BETS

Players can score additional points by “Placing Bets” on their own moves.

- After the Dealer places down each set of 4 cards, the Player whose turn it is has a chance to place a bet on the number of cards that they'll be removing on that deal. The number of cards removed is called a “Card Run”.
- The Player can either bet on a “5 Card Run” (5-9 cards removed) or a “10 Card Run” (10 or more cards removed).
- To place the bet, the Player must move their Betting Jewel to the applicable Betting Circle before beginning their turn (after the deal and before making any moves).
- If the Player bets on a 5 Card Run and removes at least 5 cards, they will earn 25 points. If the Player bets on a 10 Card Run and removes 10 or more cards, they will earn 100 points (see scoring on page 10).
- Players should keep the cards removed for any bets they won in the card space to the right of the Jewel Box.
- If the Player does not remove the number of cards that they bet on, their Opponent will win 25 points if the bet was for a 5 Card Run, and 50 points if the bet was for a 10 Card Run. In addition to receiving these points, the Opponent will also receive the Betting Jewel from the Player that lost their bet. The Player who lost the bet will not be able to make any other bets for the remainder of that round, unless they win their Betting Jewel back. The Player with 2 betting jewels will now be able to use both of them for the remainder of the round.
- All Betting Points won during a round will be immediately marked on the scorecard as the round progresses. When a new round begins, each player starts over with one betting jewel and one penalty jewel in place.

CALLING PENALTIES:

Players can score additional points by “Calling Penalties” against their opponents. There are 5 penalties that can be called (see page 9).

- If you correctly call a Penalty on your Opponent, you will earn Penalty Points.
- To call a Penalty on your Opponent, place your Penalty Jewel in the Penalty Box and state the Penalty you are calling. The Penalty must be called as soon as the Penalty is made and before the next move is taken.
- If you correctly call a Penalty on your Opponent, they will lose the remainder of their turn, allowing you to finish their turn before taking your regular turn.
- If the Player who made the Penalty was making a Bet at that time, the Penalty Caller will keep that Player's Betting Jewel (placing it in their own Jewel Box). This leaves the penalized Player with no future Betting Jewel (unless they should win their lost Jewel back). The Player with two Betting Jewels will now be able to use both of them.
- If you call a Penalty incorrectly, your Opponent will keep your Penalty Jewel and wins the same number of points that you would have won if the Penalty would have been called correctly. You will not be able to call any Penalties for the rest of the round, unless you win your Penalty Jewel back. Your Opponent will then complete the rest of their turn.

► Penalty Points won by Players will be immediately marked on the scorecard throughout the round.

► It is very important that during a successful Penalty call, the Player Turn Jewel is kept in the original player's “Player Turn Oval” until after the Penalty Caller is finished taking the *original* Player's turn. After the Penalty Caller finishes making the last move, the Player Turn Jewel will then be moved and the Penalty Caller will take their regular turn.

THE PENALTIES ARE AS FOLLOWS:

- 1. Pass Turn Penalty (5 Points):** Forgetting to pass your turn by moving the Player Turn Jewel to your Opponent's Player Turn Oval after your move is completed.
- 2. Wrong Move Penalty (25 Points):** Making a ‘wrong move’
 - Example A: removing a card off the board that is not due to come off.
 - Example B: moving a card over another card that is not one number away and of an opposite color.
 - Example C: if two or more cards are due to come off the board and they are taken at the same time, rather than one by one.
- 3. Missed Move Penalty (25 Points):** If a Player thinks that they have completed all of their moves and they pass the Player Turn Jewel, but their Opponent notices that a move was missed.
- 4. Incorrect Deal Penalty (25 Points):** It is the Dealer's responsibility to deal the cards correctly. If the Dealer makes any of the following errors, they will receive a Penalty
 - Example A: If the dealer mistakenly deals two cards at once.
 - Example B: If there are less than four cards left in the last deal of a round. Note: If this should happen, the Dealer still has the ability to make the moves in that last deal, however the Dealer will not be eligible for their 4 X's (100-point bonus).
 - Example C: If the Dealer isn't the last player to have their turn in a round. If this should occur, the off-move Player will finish out the last moves of the round and be eligible for the Dealer Points.

5. **Last Round "4X" Penalty (100 points):** If a round ends with only 4 cards left on the board, but they are not all X's, the Player that is holding the X, receives a 100 Point Penalty. The Penalty Points are awarded to their Opponent.
- ▶ If this is noticed by an Opposing Player, that Opposing Player will have the option of calling the Penalty immediately, thus ending that round, or not calling the Penalty and playing out the round while attempting to get more points for themselves.
 - ▶ If a Player realizes that they have made this Penalty, they have the option of calling this Penalty on themselves immediately, ending that round and preventing their Opponent from earning more round points.

LEGALLY OBSTRUCTING

Some advanced players might find it advantageous to try to legally obstruct their Opponent's moves on their Opponent's next turn. This would be most helpful when you are the Receiver trying to prevent the Dealer from ending the round with 4 X's earning 100 Dealer Points in that round. Remember, the Dealer must always announce when there are only eight cards left in hand. This will give the Receiver warning that their last turn is coming up and if there was a possibility to legally obstruct any moves, now is the time to do it. If the dealer does not announce there are eight cards left before dealing the hand, and they win the final round, their 100 point win will be reduced to 50.

SCORING A ROUND

In each round, Players will keep their own scores. Only the Dealer of the round will have the possibility of earning "Dealer Points". All players can score "Player Points", "Card Run Betting Points" and "Penalty Points". Points are scored as follows:

- **Dealer Points** are scored based on the following chart:

Cards Remaining	Points
4	100
5	50
6	40
7	30
8	20
9	10
10+	0

- **Player Points** are scored by adding up the cards that each player is holding at the end of each round. Players score 5 points for each card (ex: 15 cards at the end of the round, scores 75 player points).
- **Card Run Betting Points** are scored as follows:

Card Run Bet	Points	Failed Bet Penalty
5-9	25	25
10+	100	50

- **Penalty Points:** When your opponent receives a Penalty, you score the points.

Penalty	Penalty Points
Pass Turn	5
Wrong Move	25
Missed Move	25
Incorrect Card Deal	25
Last Round " 4 X"	100

2 PLAYER/TEAMS SAMPLE SCORECARD

2 Player Game Dealer/Team Name- Round 1,3,5 _____
 (or Teams) Dealer/Team Name- Round 2,4,6 _____



Choose Level	
1	2

Dealer Points (cards remaining at end of round)
4 Cards = 100 Points
5 Cards = 50 Points
6 Cards = 40 Points
7 Cards = 30 Points
8 Cards = 20 Points
9 Cards = 10 Point
10+ Cards = 0 Points

Card Run Betting Points
5 Card Run = 25 Pts (loss = 25)
10 Card Run = 100 Pts (loss = 50)

Round	Dealer Points	Player Points (5 pts per card in hand)	Card Run Betting Points		Penalty Points		Total Points
1	40	125	25	25			215
2	-----	70					70
3	40	75					115
4	-----	70					70
5	40	85	25				150
6	-----	100	25				125
GRAND TOTAL							745

NOTES:

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