

# Lady of the Diamonds - Rules

By Charlie Hoopes

## Overview

Number of Players: 2-5

Ages: 8 - Adult

Time: Short Game: 15 min.

Long Game: 45 min.

### Contents:

54 Cards

7 Title Tiles

5 Treasure Chests

20 Gold Nuggets

11 Pearls (*white*)

### 110 Gems

20 Diamonds (*clear*)

20 Rubies (*red*)

20 Emeralds (*green*)

25 Sapphires (*blue*)

25 Amethyst (*purple*)

Object: Play 10 cards to build the best treasure collection. Earn titles by owning the most of a treasure type. Each title card you hold at the end of the round scores points. You also score points for having a well-rounded gem collection that contains all 5 gem types. Earn the most points to win.

## Set Up

- 1) Give each player a treasure chest tableau.
- 2) Shuffle the deck and deal each player 2 cards.
- 3) Create the Gem Pit:
  - Separate gold, pearls, and each gem color into one pile per type.
  - Arrange the piles to form a loose circle
  - Place the card deck inside this circle of gems/pearls/gold.
  - Draw the four top cards of the deck and lay them face up inside this circle.
- 4) Place the title tiles near the Gem Pit.
- 5) Whoever is wearing the most jewelry goes first. Play moves clockwise to the left.

## How to Play

- 1) On your turn, play one card to add to your treasure chest. A card may add gold, pearls, and/or gems to your treasure chest. There are 5 different gem types: diamonds, emeralds, rubies, sapphires, and amethyst.
- 2) The card you play may be either from:
  - a) your hand,
  - b) a face-up card in the gem pit, or
  - c) the top card from the gem deck.
- 3) - If you play a card from ***your hand***, do not replace it.  
- If you play ***a face-up card*** from the gem pit, take the top card from the deck to restore the gem pit to 4 face-up cards.  
- If you draw from ***the deck***, you must play that card.
- 4) Whenever you play a card, add that many pieces from the treasure surrounding the gem pit to your treasure chest. For example, if you play a card with two rubies, take two rubies and place them on your treasure chest.
- 5) Titles - If you are the first player to add that treasure type to your collection, claim the corresponding title and place it in one of the spots on the top of your treasure chest. You may take a title card held by another player by ***exceeding*** the amount of treasure they have of that type. (Example: your opponent holds the Ruby Baron with a collection of 3 rubies. You would need 4 or more rubies in your treasure chest to take that title card.) If you fill the last spot (marked with a crown) on your chest for a treasure type, the title becomes permanent and cannot be lost.
- 6) Gold - Cards with a single gem also have a gold nugget. Take both the gem and the gold nugget when you play the card.
- 7) Pearls - Pearls are used as wild cards. Whenever you play a pearl card, take the pearls for your treasure chest. ***Then add an equal number of one gem type to your treasure chest.*** Pearls cannot be used to add gold or more pearls.
- 8) After you play a card, place it next to your treasure chest to track the turns. The round ends when everyone has played 10 cards.
- 9) You must play the two cards dealt to your hand. Your choice is when to play them. If you are still holding a card in your hand on turn 10, you must play it. Likewise, if you are still holding both cards on turn 9, you must play both over the final two turns.

- 10) Permanent Titles: If you fill the rightmost spot for a gem, gold, or pearl, the title becomes permanent and may not be lost. A title also becomes permanent if the its supply of that treasure is exhausted. The title holder should slide their last gem/pearl/gold of that type to the rightmost space.
- 11) If you play a card but there are not enough open spots on your treasure chest for the full amount of gems, only take enough gems to fill up to the last spot, and leave the rest for other players.
- 12) If you play a card and the full amount of treasure is not available from the gem pit (rare) , you only earn the gems that are available.
- 13) If playing a card will add nothing to your treasure chest, you may instead take one gem of any type (not pearl or gold).

### Scoring & Winning the Game

- 1) The round ends once everybody has played 10 cards.
- 2) Total the points of all titles you hold.
- 3) Earn +1 bonus point for each permanent title.
- 4) Variety Bonus: Earn +2 points if you own at least 1 diamond, 1 emerald, 1 ruby, 1 sapphire, 1 amethyst and 1 gold. Earn additional points as indicated on the treasure chest if you own 2 or more of each.
- 5) Whoever earned the most points wins.
- 6) In the event of a tie, the tiebreaker goes to whomever holds the most title cards. If still a tie, enjoy the shared victory.

#### Longer Game:

- 1) Record the scores, repeat the set-up for the next round.
- 2) Every round, the first turn moves clockwise to the left.
- 3) Either play a set number of rounds or until a certain score.
- 4) At end of game, tally the points from all round, the high score wins. In the event of a tie, the tiebreaker goes to whomever won the tiebreaker for that final round.

## Advanced Rules

*This version increases competition by decreasing the gem supply.*

- 1) When setting up, place only the following number of gems in the gem pit:

	2 Players	3 Players	4 Players	5 Players
Diamonds	8	11	14	17
Rubies	8	12	16	20
Emeralds	8	12	16	20
Sapphires	10	15	20	25
Amethysts	10	15	20	25

- 2) Use the full amount of pearls and gold in the gem pit.
- 3) Gem supplies will be exhausted more frequently in the advanced game. Rules #10, #12& #13 from the basic game govern what happens when gem types run out. Also, if the supply of a gem is exhausted, the title card becomes permanent (+1 bonus point) for whomever holds it

## Playtester Credits

Playtester Credits: MikeB, JohnW, BeccaM, MichaelM, BonnieN, JayT, DanC, SuzanneZ, BrianB, ChelseaB, NathanK, RandyH, JasonK, LukeP, JordanM, MikeS, DanV, TylerS, AustinS, KeithG, JessicaC, DavidC, AshleyR, EricH, TaraD, BenU, IlyaY, SteveT, TorrenceB, AndyB, Bama, JimmyB, LuisL, AlexiaL, LanceR, NoamB, KarenR, KathleenM, AndrewH, ChristinaH

Junior Playtesters: Celeste, Evelyn, Amelia, Moria, Tierna, Steven, Eric, Nate, Thomas

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