

# Welcome to GEM

A game for the piecepack by Sean Anthony Brady

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2-4 Players, 60 Minutes

Equipment: 1 piecepack

60 glass beads, pennies, poker chips or other markers

4 Printed Player boards (included)

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Thanks for choosing GEM, Gem Extraction Mechanics, for the safe extraction of all gems and other precious stones. We at GEM are extremely excited to tell you about our brand new product the GELP 4000.

What is a GELP 4000 you ask? The Gem Extraction Laser Product or GELP, for short will revolutionize the extraction of gems no matter what part of the galaxy your mining efforts find you in. All you need to do is find some gems, point the GELP 4000 in the right direction, and extraction occurs without any effort on your part.

Since you are a valued customer we will include free a Gem extraction tracking system, made exclusively to work with the GELP 4000. Keep reading to see how this exciting new product can save your company time and money on those hard gem procurement expeditions.

## Objective

Of course the objective of any galactic gem miner is to collect the most, and sometimes most varied number of gems as efficiently as possible. The more gems you grab the more money they are worth.

## Game Setup

All you need to get started mining gems with the new GELP 4000 is:

- A single set of piecepack components
- 60 glass beads or other suitable tokens
- A printed player board for each player

Open the piecepack and grab out 16 of the tiles, it does not matter which ones you grab. Arrange all 16 tiles face down (grid side up) in a 4x4 pattern. This will create a game board

consisting of 8 squares x 8 squares. This grid represents the area you will be mining for gems.

Each player should choose a colored pawn to represent their mining company, and should take the die and 6 coins of the same color/suit, and the matching player board. If you are playing the advanced game each player should also take the piecepack saucer. All other piecepack components can be set off to the side as they will not be needed for this game.

Each player rolls his/her die. The player that rolls the highest (re-roll ties) will be the starting player. All players place their pawn, coins, and die on their player card. Each player should also take a number of glass beads (gems) based on the chart below:

# of Players	# of Beads/gems
4	4
3	5
2	8

Using the gems you grabbed you will start to populate the board. The starting player goes first, placing one of the gems using the normal game rules for placement. However, in this setup phase each tile (4x4 square area) may only have a single gem placed on it. Continue around the table clockwise from the starting player, each player placing one of the starting gems on the board. Once all starting gems are placed the game begins with the starting player taking the first turn.

## Playing the Game

In each round every player, beginning with the starting player, will take a single turn.

The game ends when either there are no more tokens to be played or there are no more spaces to play tokens.

On your turn you can do one of two things:

- Play a single gem from the main supply; or
- Play a single GELP laser from your own supply.

Once you have played your laser or gem, you will check the board to see if a gem extraction occurs. If an extraction does occur, score the extraction. Once the extraction has been scored, or if there was no extraction the next player takes his turn.

### Playing Gems

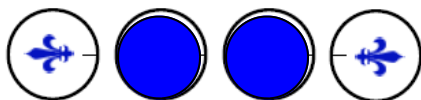
When you play a gem from the main supply you take a single token and place it in any open square on the board.

### Playing a GELP Laser

Each piecepack coin you have represents one of your lasers. You can play your laser into any open space on the board or on top of one of your own lasers you played in a previous turn. Lasers are played face up keeping the value of the laser secret from your opponents.

You will use your extraction lasers to collect gems. Each laser has a line on it indicating the direction that the laser will fire. When you play a laser on the board you will set the laser to fire in any orthogonal direction. Once you have placed your laser you will not be able to change the direction it fires until it is used to extract some gems, so plan carefully.

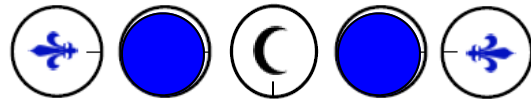
Gem extraction takes place when two of your lasers are set to fire directly towards one another as shown in the example. You must have at least one gem between the two lasers for them to be effective. In the example, blue has played two lasers such that they can collect the two gems between them.



You may play one of your lasers on top of one of your own lasers already in play. This top laser can point in a different direction than the one below it. Only the top most laser can be used for extraction.

### Checking for extraction

An extraction occurs when two of the same players lasers are joined by an unbroken row or column of gems. The lines on the lasers must be pointing directly towards each other for an extraction to occur. If another players laser, or one of your own lasers pointing in the wrong direction is in the way no extraction occurs. In the following example, the black player blocks the scoring attempt by blue.



If the placement of a gem causes 2 different players to extract at the same time each player should reveal the values of both of the lasers that caused the extraction. Add the values of your lasers, the player with the highest power lasers scores the extraction. If the power levels are tied, the player who played the gem which caused the extraction wins. (see the end of the rules for an example)

### Scoring an Extraction

When an extraction occurs, the player who is extracting Gems takes back the two lasers involved in the extraction and all of the gems in between the two lasers. The lasers are returned to his supply and can be placed again on his next turn.

The gems that are collected are then scored. In the basic game you score points based on the number of gems you extracted. Using the table below move your pawn up the scoring area of your player board a number of points equal to the score for the number of gems you collected. When your score goes above 10 use one of the beads you collected to mark the 10's digit on your player board .

1 Gem	+1 Point
2 Gems	+2 Points
3 Gems	+3 Points
4 Gems	+5 Points
5 Gems	+8 Points
6 Gems	+12 Points

Using your die, mark the longest chain section of the player board based on the number of gems you extracted. For example, if on your first extraction you collect 3 gems mark the 3 with your die. If a few turns later you extract 4 gems move the die on the longest chain track to the 4. If your future collections are not greater than 4 you leave the marker where it is.

### Final Scoring

When the game is over, either when the last gem is played on the board, or when no more items can be played on the board, a final scoring is done to determine the winner. In the basic game points are awarded for having the most gems total and for having collected the longest chain. Everyone counts the total number of gems they have collected. Using the chart below award points for the players with the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> most gems. The player with the longest chain (as marked on the player board ) will also receive bonus points.

Most Gems Collected	+10 Points
2nd Most Gems Collected	+5 Points
3rd Most Gems Collected	+3 Points
Longest Chain	+5 Points

If there is a tie for most gems collected both players get the next lower award. For example, if 2 players each collect 18 gems and tie for the most collected they both receive 5 points. The next highest would receive 3 points and the 4<sup>th</sup> player (in a 4 player game) would receive none. In the case of a tie for the longest chain all players in the tie receive the full 5 points.

### And the Winner is...

The player with the highest number of victory points after the final scoring is the winner.

### Advanced Rules

Set-up and game play for the advanced rules are pretty much the same as for the basic game. In the advanced rules though you will need to make sure that the beads you have available are 15 each of 4 different colors.

In the advanced game you will have an additional action that you can perform one time during the game. Using the piecepack saucer (provided in Mesomorph piecepacks or another suitable marker) you can place a shield on the board. Shields can be placed on any space on the board.

If you place a shield on a space that already has a laser that laser is immediately returned to the controlling players supply. If you place a shield on top of an existing gem you receive 1 point, but the gem is placed off to the side out of the game (not counting towards your total score at the end).

Shields block lasers, and are unmovable for the remainder of the game. A lasers beam can never cross a shield.



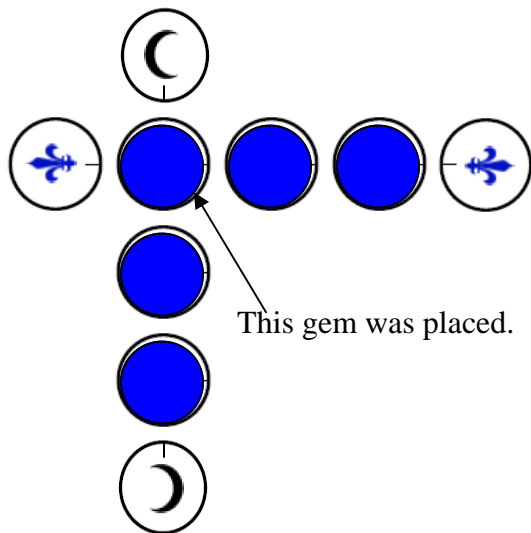
In this example the shield blocks the 2 lasers from performing an extraction.

In addition to the normal scoring, you score bonus points for extracting like colored sets of gems in the advanced game. Using the following table, score bonus points, in addition to those scored in the base game, for extracting sets of gems with the characteristics defined below.

Set of three Each Gem a different color	+5
Set of four Each Gem a different color	+10
Set of three All gems the same color	+3
Set of four All gems the same color	+5
Set of Five All gems the same color	+8

In the final scoring of the game, the player that has collected the most number of each color of gem gets a +5 point bonus. If players tie for the most in a particular color each player gets the +5 point bonus.

### Multiple Extractions



In a situation where placing a gem causes two players to score at the same time as shown in this example. Each player reveals the combined strength of there lasers, adds them together, and the player with the highest total wins. If in this case black has a 3 and a 5 laser and blue has a 3 and a null laser, black will win the extraction. Black takes his 2 lasers and the three gems between them from the board and scores the extraction.

The blue players lasers and the other 2 gems in the row stay on the board.