GEMTRIX
CARD GAME

AGE 7+   **PLAYERS** 2-6

CONTENT

54 cards as follows:

- 9 blue gem cards
- 9 green gem cards
- 9 orange gem cards
- 9 pink gem cards
- 9 purple gem cards
- 9 red gem cards

All cards have points (2, 4 or 6) or bonus that double (x2) or triple (x3) the score.

OBJECT OF THE GAME

Fast Game: you have to collect *Trixes* (3 gems of a kind). The player with more *Trixes* at the end of the game wins.

Tournament Mode: you have to collect *Trixes* (3 gems of a kind), but each *Trix* scores points (each card has points or bonus). First player to score 150 points, wins the tournament.

HOW TO PLAY

1. Players have to make *Trixes* (3 gems of a kind).

2. The game starts with the draw pile top card turned over, making the discard pile. That will be the first card available for the game.

3. Players can exchange one of their cards with the card available on the discard pile. For that, players pick up the card and then place one of their cards on the discard pile. That will be the card available for the next player.

4. If a player doesn't want the card available in the discard pile, he can turn one new card from the draw pile into the discard pile. That card can also be exchanged for one of that player's cards.

5. The available card in the discard pile and the new card turned over from the draw pile, can have no interest to the player. In this case, the player can pass his turn.

6. When a player makes a *Trix*, then he places the *Trix* on the table (aside him) and draws 3 new cards from the draw pile (having always 6 cards in his hand).

7. *Trixes* can only be claimed without exchanging a card. If a player exchanges a card his turn is over. If a player can make a *Trix* with the exchanged card, he can't claim the *Trix* because his turn is over. He must wait for his turn again.

8. When a player has a *Trix* in his hand, without exchanging a card, he can claim the *Trix*. By clamming the *Trix*, the player must draw 3 cards from the draw pile.

9. A player can make another *Trix* after drawing the 3 cards (2 *Trixes* in a roll). Why? Because the player did not exchanged a card or passed his turn yet. The player's turn only ends when he exchanges a card or passes his turn.

10. Players that have a *Trix* in the beginning of the game, must wait for their turn to claim the *Trix*.

11. When the draw pile ends, the discard pile is shuffled in order to make a new draw pile. First card in the new draw pile is turned over, making a new discard pile.

12. The game ends when there are no more cards in the draw pile and in the discard pile or when all players pass their turn.

13. A player can make a *Trix* with the last cards available in the game. Example: a player that makes a *Trix* at the end of the game, will pick up the 3 last cards available. That player can make a new *Trix* with that last cards, ending the game with only 3 or no cards in his hand.

STARTING THE GAME

1. Choose the first player to deal the cards.

2. Deal 6 cards to each player.

3. Stack the remaining cards face down to be used during the game (making the draw pile).

4. Turn over the top card of the pile to start the game (making the discard pile).

5. The player to the dealer's right goes first and the game keeps going anticlockwise.

COUNTING POINTS

Fast Game: in a fast game, points are only accounted when there is a tie in the number of *Trixes* players achieved. In this case, players count the total points in their *Trixes*, but the bonuses cards aren't accounted.

Example: a player that has 4 *Trixes* with 2|2|x3; 2|4|6; 4|2|x2; 6|4|x3; scores 32 points. Only the points are accounted for. Bonuses are discarded in a fast game.

Tournament Mode: in tournament mode, points are accounted *Trix* by *Trix*. Bonuses are applied to the *Trix* and not to the total score. When there are 2 bonuses in the same *Trix*, only the highest bonus is accounted. If there are two numbers and a bonus, the accounting is made by making the sum and then applying the multiplication of the bonus.

Example: a player that has 2 *Trixes* with 4|x2|x3 and 2|6|x3, scores 12 (4 x 3 − only the highest bonus is accounted = 12) and 24 (2 + 6 = 8; 8 x 3 = 24), totaling 36 points.

If you have a *Trix* only with bonuses, that *Trix* scores zero points because there are no points to double or triple.

Conforms to the safety
requirements of ASTM F963