

GEMBOUND

2 – 5 Players | 20-45 Minute Playtime | Ages 13+ | Created by Michael Posada

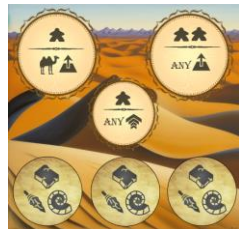
Embark on an adventure where each player commands a rival excavation company delving into the depths of a recently discovered ancient mining civilization! Lead your team of intrepid workers as they unearth hidden treasures and priceless artifacts within the mysterious Mines. Convert these dazzling gems into masterpieces crafted by skilled Artisans to claim Victory Points and establish your dominance in the expedition!

Gembound is played over a series of 3 rounds. During each round, players will take turns using their workers to select various actions. At the end of 3 rounds, the player with the most Victory Points is the winner!

GAME CONTENTS



VP Tracker



Discovery Board



5 Player Cubes



45 Workers in 5 colors



75 Gems in 5 colors



25 Campsite Cards



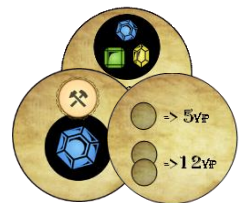
24 Artisan Cards



32 Mine Cards and 5 Starting Mine Cards



2 Camel Tokens and 6 Supply Tokens



12 Archaeology Tiles

PUBLISHER NOTE: The 75 Gems and 6 Supply Tokens may be replaced with a card that tracks the amount of each gem players have and 5 more cubes of each player color to track their total gems. Gems could be included for a deluxe add-on or kickstart extra if too costly for the base game experience.

SETUP



- 1 Give each player 9 Workers in their color as well as 5 Campsite cards (played with the Campsite side face up).
- 2 Shuffle the Mine deck and deal Mines to the center of the table based on the number of players (see the chart to the right). Place a Camel token at each end of the line of Mine cards as shown in the example.
- 3 Place the Gems and Supply Tokens within reach of all players (you may also designate a player to be the “excavator”, who has the role of distributing Gems to players).
- 4 Place the scoreboard to the side of the table with each players score marker placed in ascending order. Turn order in Gembound prioritizes the players in last place.
- 5 Place the Discovery board in the center of the table within reach of all players.
- 6 Shuffle each deck of Artisan Cards and set them to the side.
- 7 Deal a number of Artisan cards from the Level 1, Level 2, or Level 3 deck based on the number of players (see the chart to the right). You are now ready to play Gembound!

Number of Players	Mines
2 Players	5
3 Players	7
4 Players	9
5 Players	10

Artisans Each Round			
<i>A = Level 1 Artisan</i>			
<i>B = Level 2 Artisan</i>			
<i>C = Level 3 Artisan</i>			
Players	Round 1	Round 2	Round 3
2	4A	4B	4C
3	5A	5B	5C
4	6A	6B	6C
5	8A	8B	8C

GOAL OF THE GAME

Players will be scoring Victory Points and making the choice between developing mines, producing gems, or securing a spot at an Artisan – a good balance of all these actions is needed to ensure victory! After 3 rounds, the player with the most Victory Points is the winner!

CARD ANATOMY

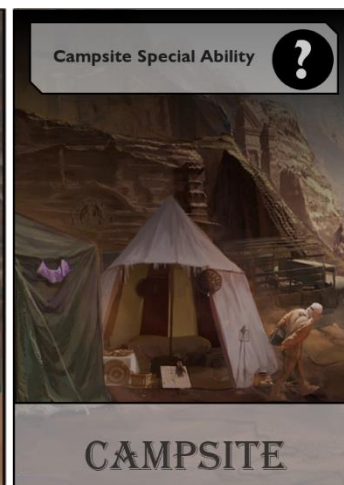
There are three types of cards in Gembound – Campsites, Artisans, and Mines. **Campsite Cards** are your base of operation and provide worker placement spots for your Mine. Campsites also provide a passive bonus ability while face-up. **Artisan Cards** have worker placement spots where you can turn in your Gems for Victory Points at the end of the round. **Mines Cards** are filled with Gems and Artifacts, waiting to be discovered. Let's review each card in greater detail:

Descend Action Spot: On your turn, you may place a single worker on one of the two Descend spaces on your campsite. This allows you to pull down your campsite, revealing the next numbered level of your Mine. You may only Descend twice in the same Mine on the same turn.

Production Action Spot: On your turn, you may place a single worker on the Produce space on your campsite. This will give you a number of Gems equal to the amount and type currently revealed in your Mine (you cannot Produce Artifacts).



Back of Campsite



Front of Campsite

Campsite Ability: Each Campsite provides you with a special passive ability as long as it's face-up on your board. Using a Campsite as a Mine causes you to lose this ability.

Craft Action Spot: On your turn, you may place a single worker on any available Craft space at an Artisan. This will give you a number of VP equal to the space you chose as long as you can turn in the required Gems at the end of the round.

Artisan Level: Shows which round this Artisan card is associated with. There are 8 cards in each of the three Artisan decks.



Lv1 Artisan Card

Required Gems: The gems you need to turn into the supply at the end of the round to gain the bonus from your Craft Worker Placement Spot. If multiple Craft spots are claimed by the same player, they must pay the required gems for each of their workers.

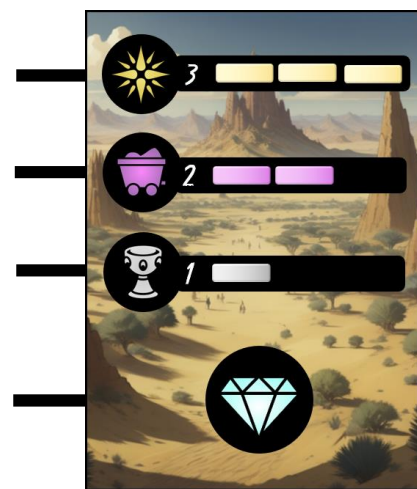
Bonus Star Gem(s): When resolving an Artisan, you may optionally turn in bonus gem(s). If you choose to do so, gain the VP listed at the bottom of the card.

Rare Gems: On a scale of 1-3, this metric determines how many Rare Gems you will find in this Mine (Diamonds and Rubies). The higher the

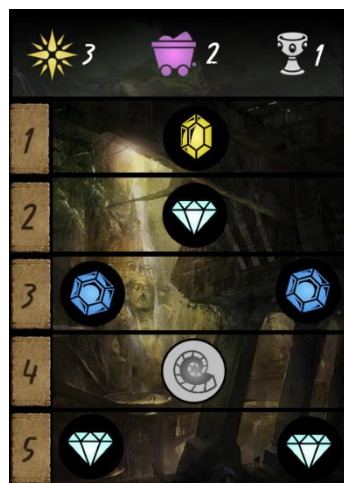
Common Gems: On a scale of 1-3, this metric determines how many Common Gems you will find in this Mine (Emeralds, Sapphires, and Topaz). The higher the number, the more gems.

Artifacts: On a scale of 1-3, this metric determines how many Artifacts you will find in this Mine (Tablet, Fossil, Spear). The higher the number, the more Artifacts. Score points at the end of the game for collections of Artifacts.

Guaranteed Discovery: This Mine is guaranteed to have the displayed Gem or Artifact on one of its 5 levels. Mines can also be upgraded, attaching the Guaranteed Discovery portion of the Mine to another.



Mine Card Back



Mine Card Front

Stat Distribution: The topmost section of a Mine card shows the numerical values for Rare Gems, Common Gems, and Artifacts. This information can influence your decision to Descend that Mine further or invest in another Mine.

Mine Depths: Mines have 5 levels to them – when you first acquire a Mine, it automatically starts at Level 1. Placing a worker at this Mine's Campsite on the Descend space allows you to pull down your Campsite card, revealing the next numbered level (only reveal a single level this way). You cannot Descend into a Mine if you have uncovered all 5 levels. Mines contain Rare Gems, Common Gems, and Artifacts.

EXPLORE PHASE

Gembound is played over a series of 3 rounds. Each round consists of 2 Phases – the Explore Phase, and the Artisan Phase. At the beginning of the game, randomly choose the starting player order, placing Player Cubes in ascending order on the VP Tracker equal to the number of players.

NOTE: Players take their turns in reverse order of their Victory Points. The player in last place goes first, followed by the second to last player, and so forth. If two or more players occupy the same space on the VP Tracker, the player on the bottom is in the lead.

During the Explore Phase, players will be taking turns placing one of their workers to perform 1 of 5 available actions:

- Discover a Mine (Costs 1 or 2 Workers)
- Descend a Mine (Costs 1 Worker)
- Upgrade a Mine (Costs 1 Worker)
- Produce Gems (Costs 1 Worker)
- Claim an Artisan (Costs 1 Worker)

Only 1 Action may be taken per turn. Once all players have exhausted all their Workers, move onto the Artisan Phase. Let's review each Action in more detail:

DISCOVER A MINE

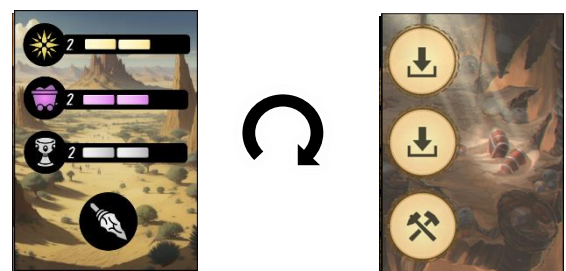
All players begin the game with a starting Mine and must discover more! When choosing this Action, a player takes 1 Worker and place them on the Discovery Board to Discover a Mine that is adjacent to a Camel. They may instead choose to place 2 Workers to Discover **any** Mine in play. After picking a Mine, shift the Camel so that it is adjacent to the next Mine (or shift all Mines to fill the empty space if you took from the middle).



After Discovering a Mine, **DO NOT LOOK AT ITS CONTENTS**. Instead, follow the steps listed below to set up your newly discovered Mine for an expedition:

NOTE: Every Action Spot can hold exactly 1 Worker, except for the Discovery Board, which can hold any number of Workers.

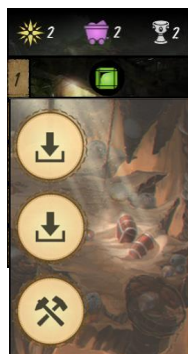
- 1 Place your Mine directly on top of a Campsite card, covering it completely.



- 2 Flip both cards over together - you should now see all the worker placement spots on your Campsite while fully covering the Mine card.

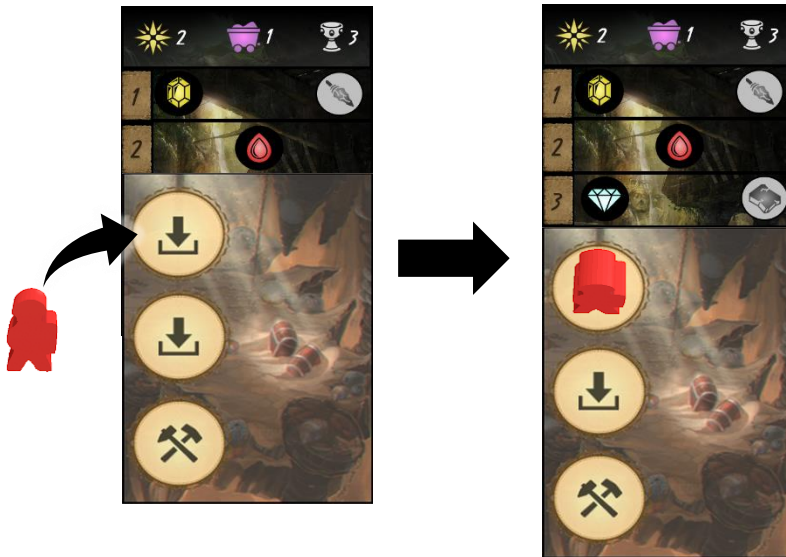
NOTE: When Discovering a Mine, you may choose to discard any Mine you already have and replace it with the new Mine

- 3 Slide your Campsite down to only reveal the Mines Stat Distribution and it's first level. You're Mine is now ready and your turn is over.



DESCEND A MINE

Take this Action to further explore a Mine, uncovering more Gems and Artifacts! To Descend a Mine, take 1 of your Workers and place them on an empty Descend space at one of your Campsites. Next, you will pull down that Campsite card to only reveal the next Level of that Mine.



In this example, Kevin has a Mine at Level 2 that he wants to Descend further. On his turn, Kevin takes 1 of his Workers and places it on the Descend space of his Campsite. This allows him to pull down his campsite, revealing the next Level of the Mine, uncovering a Diamond and Tablet!

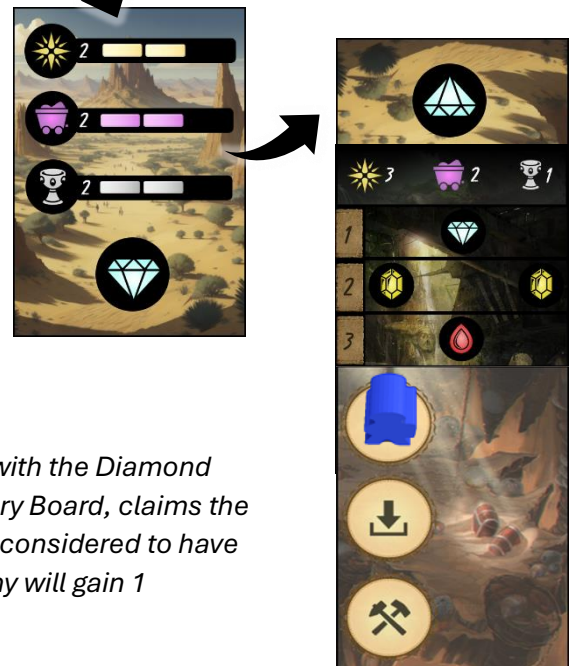
There is still one Descend space at this Campsite, which means Kevin can choose to take this Action again on a later turn this round.

UPGRADE A MINE

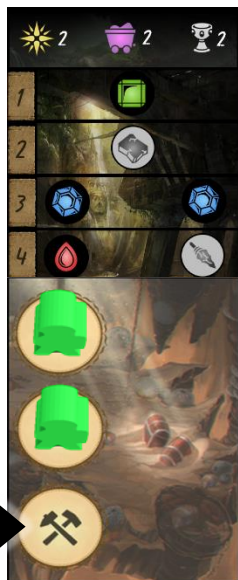


To Upgrade a Mine, place 1 Worker to the Discovery Board, then choose and take **any Mine** in play. Instead of placing this Mine on top of a new Campsite, you will instead tuck it underneath an existing Mine/Campsite you already own. The Artifact or Gem present in that Mine's Guaranteed Discovery space is now considered to be in the depths of your Mine. As long as your Upgrade Rewards Mine is still face-up in play, also gain 1 Gem of that respective type when you upgrade your Mine or 2VP if an Artifact was chosen this way.

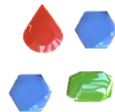
In this example, Tiffany chooses to upgrade one of her existing Mines with the Diamond Mine in the center of the play area. She sends 1 Worker to the Discovery Board, claims the chosen Mine, and tucks it underneath her campsite. That Mine is now considered to have an additional Diamond in it whenever she Produces! In addition, Tiffany will gain 1 Diamond right away for taking this Action.



PRODUCE GEMS



Players will need to produce Gems from their Mine to turn them into Artisans and score Victory Points! To produce Gems, place 1 Worker on an empty Production space at one of your Campsites. You will gain **all Gems** shown in the discovered levels of your Mine, adding them to your supply (Artifacts cannot be produced). There is no limit to the number of Gems a player may hold, however they are by default not worth any additional Victory Points at the end of the game. Artifacts in your Mine do not produce anything, but rather are collected for end game scoring and to unlock Archaeology Tiles.



In this example, Cory has already Descended twice this round and wants to produce everything in his Mine. Cory sends 1 Worker to the Production Action Spot and gains 1 Emerald, 2 Sapphire, and 1 Ruby, placing them in his Supply.

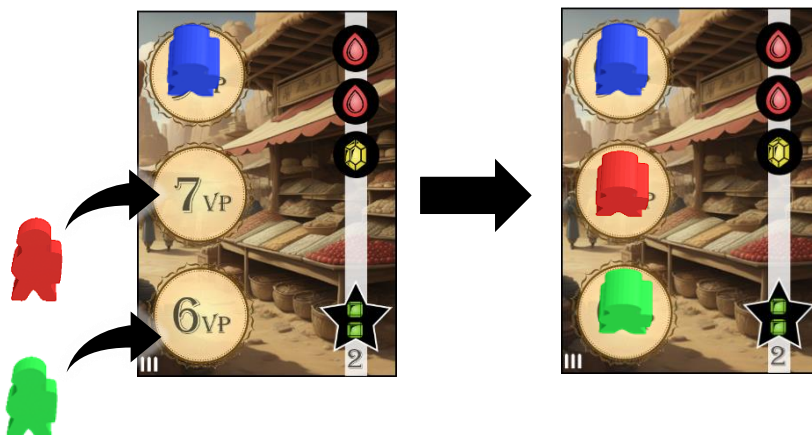
CLAIM AN ARTISAN

Claiming Artisans is the main way to earn Victory Points and to trade in the Gems that you have collected throughout your expedition. To claim an Artisan, place 1 of your Workers on any empty Craft Action Spot on an Artisan card. **You do not need to have the required gems to place at the Artisan.**

During the Artisan phase, if you have a Worker at an Artisan, check that you have the Gemstones to meet that Artisans requirement. If you do, remove your Worker and gain Victory Points equal to the value printed in your Craft Action Spot. If you cannot meet the main requirement of an Artisan, you may optionally take the Bonus Action instead. If you cannot claim **any** bonus from that Artisan, remove your Worker from the Action Spot.

Whether you scored points from an Artisan or not, you may always optionally turn in the Bonus Gem reward at the bottom of an Artisan card, gaining extra Victory Points. If you have a Worker at an Artisan, you may always turn in the bonus gem reward.

NOTE: Claiming Artisans happens during the Explore Phase. Workers are removed and resolved during the Artisan Phase.



In this example, Tiffany, Kevin and Cory have all placed a Worker on the same Artisan. During the Artisan Phase, they will score their Workers in turn order. Each player will pay 2 Rubies and 1 Topaz, gaining a different amount of VP based on their position within the Action Spots. Tiffany was first, gaining 9 VP, while Cory was the last to arrive, only scoring 6 VP for the same 3 Gems.

*Tiffany, Kevin and Cory each also have the option to pay 2 Emeralds and gain 2 VP. They may do this in addition to **or** instead of the main requirement.*

ARTISAN PHASE

After each player has placed all their Workers, the Artisan Phase begins – during this phase, players will turn in Gems to score Victory Points! Starting with the player in last place, they may resolve their placed Workers in any order of their choice. To resolve a Worker, remove it from the Action Spot on the Artisan card and pay the listed Gems to the Supply. If you do, gain the VP printed on the Action Spot by moving your Player Cube that many spaces on the VP Tracker. In addition, you may optionally turn in the rewards of the Bonus Gem in the bottom right-hand corner of an Artisan to gain additional Victory Points. Continue doing this for each player in turn order (from last place to first place) until all players have resolved their Artisans.

Once all players have resolved their Artisans, move into the next Round. If that was the end of Round 3, move on to end game scoring instead!

ARTIFACTS

As you descend and explore Mines, you will unearth different Artifacts. Collecting a set of these Artifacts awards you with an Archaeology Tile, while collecting multiples of the same type will award extra Victory Points. There are 3 different types of Artifacts – **Fossils**, **Spears**, and **Tablets**.

Artifacts are not produced like gems, but rather are static rewards that you collect as you progress through your descent into the Mines. Collecting a set of all 3 Artifacts allows you to draw 1 of the 3 available Archaeology Tiles on the Discovery Board, giving you a passive bonus for the remainder of the game. Players may optionally draw a random tile from the top of the stack if they do not want any of the three available. A list of all these Archaeology tiles can be found below.

In addition, at the end of the game, players will score 1VP for each Artifact that they have 2 or more copies of. For example, if a player had 1 Fossil, 3 Spears, and 2 Tablets, that player would gain 5 extra Victory Points, 3 for the Spears and 2 for the Tablets. This player would not gain points for Fossils as they only had one.



Fossil



Tablet



Spear



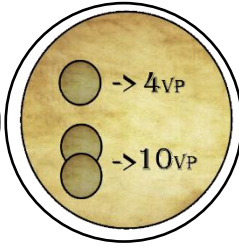
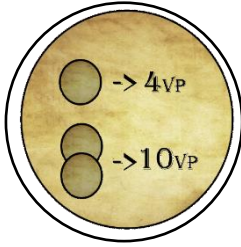
These Archaeology Tiles allow you to use a Diamond, a Ruby, or two of the same Gems as a Gem of any type, giving players additional options when completing Artisan Requests.



Whenever you use a worker to Produce a Mine, also gain an Emerald, a Topaz, or an Emerald depending on which Archaeology tile you have collected.



These Archaeology tiles provide you with additional Victory Points at the end of the game depending on how many leftover Gems you have. Two of any Basic Gems are worth 1 Victory Points, while one Rare gem is also worth 1 Victory Point.



These Archaeology tiles provide you with additional Victory Points at the end of the game. Collecting both of these Tiles provides extra Victory Points.



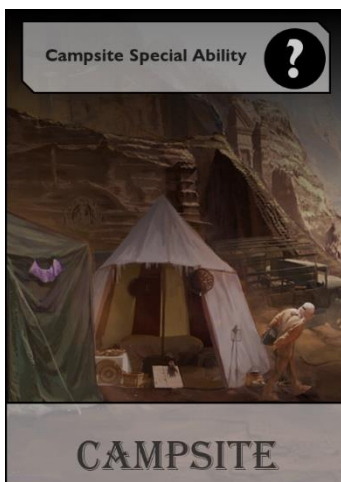
Collecting this Archaeology Tile allows you to turn in Bonus Stars at Artisans Twice instead of once.



Collecting this Archaeology Tile provides +1 additional VP from completing Bonus Stars on Artisans. This effect can stack with your Campsite Ability.

CAMPSITE ABILITIES

Whenever you build a new Mine, it must cover one of your Campsites. Any Campsite that has not been covered by a Mine will provide the player with a passive bonus if it's uncovered. **Building a Mine over a Campsite will cause you to immediately lose its bonus ability.** The 5 different Campsite abilities are as follows:



Gain +1 Additional VP from completing Bonus Stars on Artisans



At the end of the round, you may trade 2 gems of the same type to gain +3VP



Gain +1 Worker this round (lose a Worker in your Supply when covered by a Mine)



Whenever you Upgrade a Mine, gain 1 Gem of the Upgraded type, or gain +2 VP if it was an Artifact.



Whenever you gain an Archaeology Tile, you may choose any 1 in play or any 1 Tile in the stack.

ROUND CHANGE

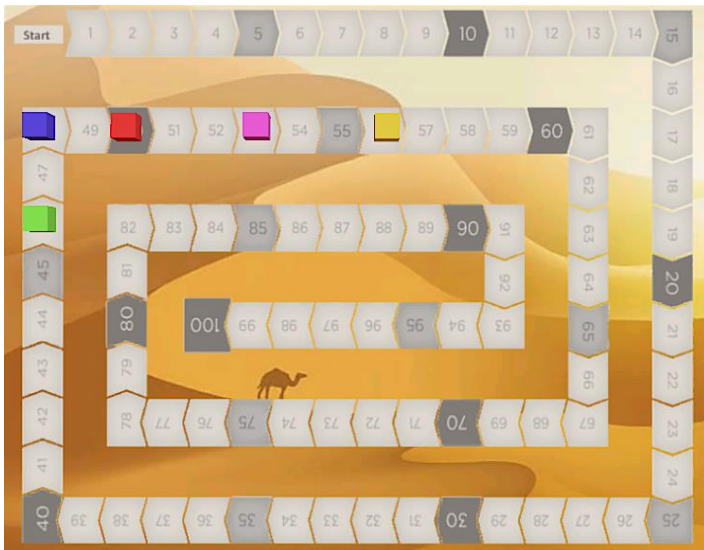
At the end of Round 1 and Round 2, follow the steps below to prepare for the next round:

- 1 Return all Workers back to each player.
- 2 Discard **ALL** Artisan cards then deal out a new amount based on the chart to the right.
- 3 Collect and discard all Mine cards in the center row, dealing out a new amount based on the chart to the right while ensuring the Camels are at the opposite ends of the row.

Number of Players	Mines
2 Players	5
3 Players	7
4 Players	9
5 Players	10

Artisans Each Round			
A = Level 1 Artisan			
B = Level 2 Artisan			
C = Level 3 Artisan			
Players	Round 1	Round 2	Round 3
2	4A	4B	4C
3	5A	5B	5C
4	6A	6B	6C
5	8A	8B	8C

GAME END



After 3 Rounds, the game is over! When each player has finished scoring their Artisans, all players will score 1VP for each Artifact they have 2 or more of. Having a single Artifact of one type does not score any points. The player with the most Victory Points is the winner!

NOTE: If multiple players occupy the same space at the end of the game, the player at the bottom of the stack is in the lead.

CONTACT

Michael Posada | Michaelbposada@gmail.com | 954.612.8664