

Game End

The game ends when one of the following two conditions is met:

 **A player reaches the target score**

Target score	2-3 players.....	10,000 points
	4-6 players.....	7,000 points

The player who reaches the target score wins the game.

 **The deck runs out of tiles**

When a player flips up the last tile in the deck the game ends immediately. Each player adds the points of the tiles in front of them, and the player with the most points wins.

In case of a tie all tied players share the victory.



株式会社 ハナヤマ

〒101-0025 東京都千代田区神田佐久間町1-25
秋葉原鴻池ビル6F

ハナヤマ お客様相談センター

〒272-0803 千葉県市川市奉免町68

フリーダイヤル: 0120-910-922 (通話料無料)

〈受付時間〉月～金 10～12時 / 13～17時
(祝・祭日・夏期・冬期休暇を除く)

<https://www.hanayamatoys.co.jp>

©2024 HANAYAMA CO., LTD.

メールでのお問合せは
こちら→



JELLY
JELLY
GAMES

ゲームデザイン: ギュンター・バース

アートワーク: 別府さい

べっふ
へんしゅうしらさかしょう あぎやまこうりょう
編集: 白坂翔、秋山昂亮



Instructions Manual



Number of players: 2-6
Playtime: About 15 minutes
Ages 6 and up

Game Overview

Don't be fooled by the fake diamonds and get the real thing!
Acquire diamonds and use them to complete the jewelry and gain points.

You can also steal jewelry from other players.

The player with the most points at the end of the game wins.



Components

Game Board x1

Diamond Stickers x44 (includes 2 spares)

Diamond bases x42

Jewelry Tiles x16:

(1,000 points x7, 2,000 points x5, 3,000 points x2, Steal x2)

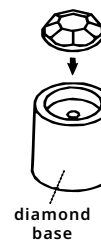
Rulebook x1

Before Your First Play

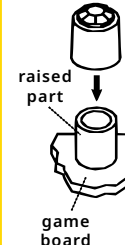
Attach the diamond stickers to the 42 diamond bases (Figure 1)*. Then attach 16 diamonds to the protruding parts of the game board (Figure 2). Apply pressure if needed until their bottoms touch the board.

*Two spare stickers are included.

(Figure 1)



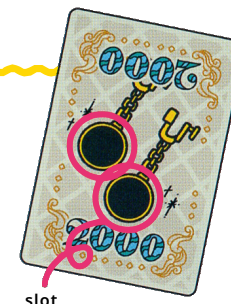
(Figure 2)



Jewelry Tiles

Each jewelry tile has a number of circular slots that need to be filled with diamonds to complete the jewelry. The player who places the final diamond will acquire the tile and receive the points written on it.

Higher scoring tiles and steal tiles require multiple diamonds to complete.



slot

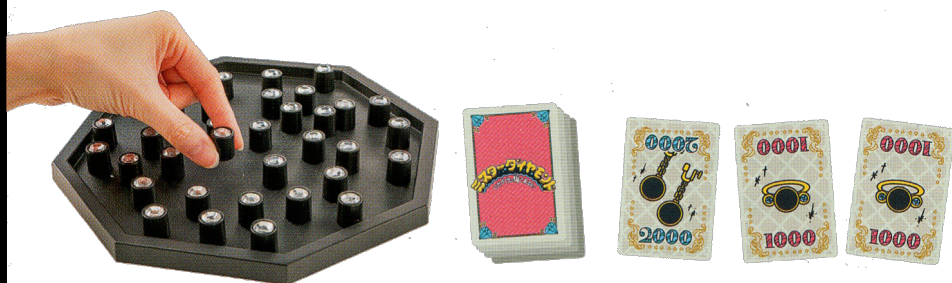
Game Setup

Place the 26 loose diamonds upright randomly on the game board. These are considered "real diamonds," with the fixed diamonds being "fake diamonds."

Players should close their eyes during randomization so that no one knows which diamonds are real.

Shuffle all jewelry tiles face down to create a deck. Flip three tiles face up next to the deck.

You are now ready to play.



How to Play

The youngest player starts the game. The game goes clockwise from the starting player. On your turn you try to pick up a real diamond without touching any other diamonds.

Once you have picked up a real diamond, you place it on an empty slot on one of the face up tiles next to the deck.

If there are still empty slots on the tile you placed the diamond on you continue taking diamonds.

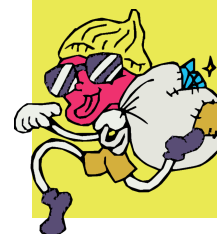


Your turn ends when one of the following three conditions is met:

1. All the slots on a tile are filled

Acquire the tile and place it in front of you. Then flip up a tile from the deck to replace it (so that there are always three face up tiles).

*When you acquire a steal tile, you can steal one tile that is in front of another player and acquire it for yourself. If there are no tiles in front of other players you cannot steal any.



The steal tile remains in front of you.



steal tile

2. You have touched a fake diamond

Your turn ends immediately. If you have placed diamonds on a tile that is still incomplete the diamonds remain on the tile until any player completes it.

If a fake diamond falls off the board please reattach it to the protruding part.

3. You have touched two or more diamonds at the same time

Your turn ends immediately. If one of them is a real diamond that you have just picked up return it to the place you took it from.

