



Rules of play

Components

- Game board
- 20 gems – 5 in 4 colours
- 4 player pawns
- 40 VP markers
- 12 trading cards
- 4 player boards
- 1 round marker
- this rule booklet

Setup

Each player chooses pawn and places on score track, on "5". Place round marker on "1" on round track. Take one gem of each colour and put them on price tracks (from -3 to 3) on price level "1" - so each gem has its own track. Take a random gem and place it also on score track with the player pawns. This gem represents the (wealth of the) Smuggler. Place the rest of the gems next to the game board to form the gem pool.

Select a starting player randomly, they will start off by choosing one unique gem from the pool and placing it in front of them. Then in clockwise order, all other players will choose a gem from the pool and also place it in front of them before starting the game. During the game amount and colours of gems owned by players (and in gem pool) is public information. Trading cards are then shuffled, randomly choose four of the trading cards and place next to the game board, visible to all players. Once the starting player has taken their turn, players will take their turns in a clockwise order.

Game turn

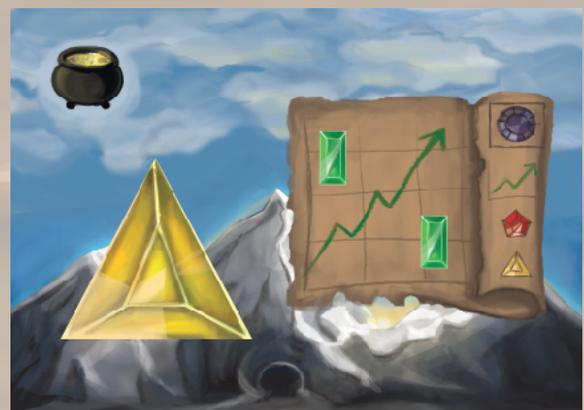
During their turn, the player must choose one of the four trading cards that were placed next to the player board and perform one or both of the actions from the visible (upside) side. Then change gem prices accordingly and flip card over, revealing actions from other side. Each trading card always has (on both sides) one mining action and one selling action. Player can perform both actions, in any order.

Mining – Player takes one gem from the pool and places it on the player board. Each player board can only store 2 gems on their player board (inside the wagons) therefore, if a player has two gems already, a mining action cannot be performed (unless player chooses to perform both actions and sells one gem before mining one).

If the corresponding gem colour is not available in the gem pool, the mining action cannot be performed.



Selling – A player chooses one of their gems and places it in the game box (that gem is now out of the game and not put back in the pool) and then moves their player pawn as many steps according to gem price. Please note that with negative prices you must move backwards but a player cannot move lower than 1 on the score track.



After performing actions, gem prices are changed, according to the trading card instructions, up to 2 steps higher or lower (mining causes prices to decrease, selling to increase). Each time any gem price moves out of price track (higher/lower than maximum values), the Smuggler moves forward on score track instead. The number of steps moved is equal to the number of movements missed (ex. *Red gem is on "3" and its price should increase 2 steps; instead the Smuggler moves forward 2 steps. Blue gem is on "-2" and its price should decrease 2 steps; price of blue gem is lowered to "-3" and the Smuggler moves forward 1 step.*) Then the trading card used by active player, is flipped over (so the actions they used are not visible anymore but the other side is) and it's now the next players turn.

Extra trade

If player is currently on the last place with their pawn **after** performing their action(s), they get an opportunity for extra trade - the player may choose any other player (or Smuggler) and swap one of their gems with another player (or Smuggler's) gem. The other player may not refuse of this trade. If the player on last place has no gems left, they do offer nothing to get a gem; if the other player has no gems left, then the player in last place may just give a gem and receive nothing. NB! Smuggler must always receive a gem with trade.

This extra trade is only available for player in last place. If last place is shared, none of the sharing players gets this opportunity.

Round end

The round ends when a player has no available actions left to perform. When this happens, all gems held by players are automatically sold and victory points are scored: 1st place receives 4 VPs, 2nd place 3VPs, 3rd place 2VPs and 4th place 1 VP.

If there is a tie: players highest-valued gems held at the end of the round are compared and the higher value wins the tie. If equal, the second-highest gems are compared. If this is also equal, all tied players receive the VPs for lowest tied position. (Having no gem is equal to having one with value -4 so if player A has a gem with value -2 but player B has none, player A wins the tie.)

After each round, Smuggler is dealt victory points exactly the same as the players - so it's possible for him to win the game!

If this wasn't the last round, the round marker is moved to next position and new round starts. Gem prices remain in their positions, all gems are returned from the box to the gem pool and one of each colour is taken from the pool for selection. First to select is the player who got the least VPs in previous round with round winner being last to choose. In case any gems are not chosen (when playing with less than 4 players) these are returned to the pool.

Trading cards are shuffled and 4 of them chosen randomly; starting player is the one who won previous round.

Game end

Game ends after the fourth round and whoever has most victory points wins the game! Ties are broken in favour of fourth round finishing order. After each round Smuggler is dealt victory points similar to players - so it's possible for him to win the game!

Solo rules

Game is set up according to the normal rules. Game play alternates between player turn and Smuggler turn.

During player turn player performs the actions according to the normal game rules.

During Smuggler turn Smuggler always tries to perform both Mining and Selling actions. Order of these actions depends of how many gems Smuggler has:

If Smuggler has 0 or 1 gems:

- **Mining (if able):** Smuggler chooses one trading card and performs the Mining action as per normal game rules. If there are multiple gems available, see the tiebreakers below. After performing this action used trading card is discarded and new trading card is drawn as replacement from the bottom of the deck of unused trading cards.

- **Selling (if able):** Smuggler chooses one (any – not necessarily the one replaced) trading card and performs the Selling action as per normal rules (with flipping over the card after performing it).

If Smuggler has 2 gems:

- **Selling (if able):** Smuggler chooses one trading card and performs the Selling action as per normal game rules. If there are multiple gems available to be sold, see the tiebreakers below. After performing this action used trading card is discarded and new trading card is drawn as replacement from the bottom of the deck of unused trading cards.

- **Mining (if able):** Smuggler chooses one (any – not necessarily the one replaced) trading card and performs the Mining action as per normal rules (with flipping over the card after performing it).

If Smuggler cannot perform either of these actions, game ends as per normal rules. If there is only one card left to the unused trading cards deck, shuffle this card and discard together to form the new unused trading cards deck. Smuggler cannot have more than 2 gems.

Tiebreakers

If there are multiple gems to be sold, Smuggler's preferences are:

- moving him forward on the score track (due to gem price moving out of the score track)
- giving the player least benefit (raising player's gem values as little as possible)
- most left-sided trading card

If there are multiple gems to be mined, Smuggler's preferences are:

- having highest value
- lowering Smuggler's gem prices as little as possible
- most left-sided trading card

Game end

Game ends after either Smuggler or player has won two rounds. If this has not happened, new round begins, with Smuggler choosing the highest-valued gem as his starting gem (in case of tie – the most left-sided on the price track).