# Setup

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| --- | --- | --- |
| Players | Gems | Gold |
| 4 | All | All |
| 3 | 5 ea. | All |
| 2 | 4 ea. | All |

* 4 of each level to card market (cards = “Developments”)
* Noble tiles: Players + 1
* Youngest is first player

# Turn Structure

1. Take an action
   1. Take 3 different gems
   2. Take 2 of same gem ONLY if 4 available
   3. Buy a card from hand or market (refill)
      1. Cost: bottom-right
      2. Benefit: top-right
      3. Prestige: top-left
   4. Reserve a card from market (refill) or deck.  
      Then take a gold if one is available.
2. Win one tile only based on tableau cards (not chips)
3. Discard down to 10 chips

# End Game Trigger

* 15+ Prestige: other players get a final turn
* Tiebreaker: fewest cards in tableau