# Setup

|  |  |  |
| --- | --- | --- |
| 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