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
   a. Take 3 different gems
   b. Take 2 of same gem ONLY if 4 available
   c. Buy a card from hand or market (refill)
      i. Cost: bottom-right
      ii. Benefit: top-right
      iii. Prestige: top-left
   d. 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