

MR. DIAMOND

Ravensburger® game no. 26 068 3

For 2 – 8 players, age 8 and up

Author: Gunter Baars

Design: ARGOS/W. Nydegger

Text: Uli Vogel



Contents:

7 cards to grab

If you are lucky these will bring you diamonds!

26 loose diamonds

All players want to claim these!

The playboard with its 16 attached diamonds

These diamonds cannot be claimed!

42 ring cards

Place your claimed diamonds on these to assign value.

To assemble the diamonds:



The paper disk has to be placed with the silver side, facing upwards.



16 diamonds are pressed onto the pegs that are attached to the playboard.

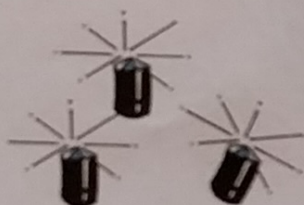


The purpose of the game

or

who can become Mr. Diamond?

The loose diamonds on the playboard are claimed by the players and placed on their ring cards. The player with the most valuable diamonds wins!



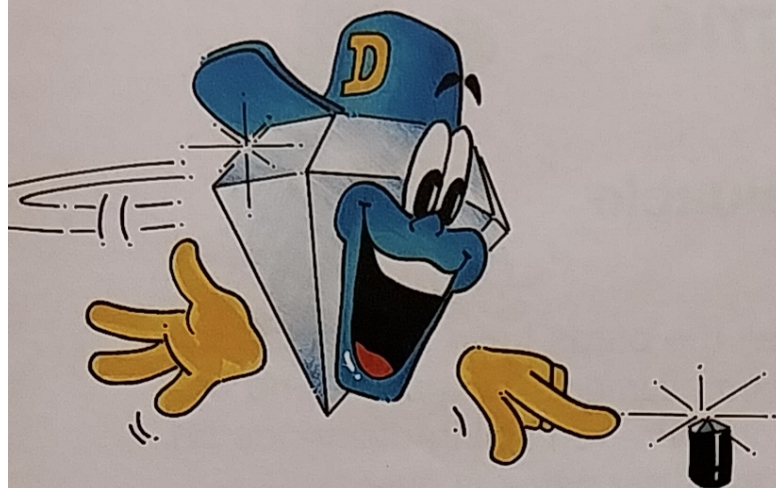
Before you begin

or

close your eyes and mix well:

In order to begin, the diamonds must be placed on the board. 16 diamonds are attached to the playboard. Now the 26 loose diamonds should be placed randomly among them. When this is done, a player turns the board around a few times to mix things up a bit. All players, including the turner, should close their eyes when this is done! The grab cards and the ring cards are shuffled together and placed face down in one stack next to the playboard.





Game play

or

how to collect your diamonds:

The youngest player may begin. On your turn draw the top card from the deck and put it in front of you, in full view of the other players. If the card is a ring card, it's time to claim a diamond. Grab any one of the diamonds on the board and try to claim it. If you are lucky and it is a loose diamond, place it on the ring in the middle of your card. The value indicated on the card is the value of this ring.

If the diamond grabbed does not detach from the board, too bad, your turn is over. The drawn ring card remains empty and is kept in front of you. An empty ring card has no value.

A diamond may not be placed on cards that were previously drawn, even if these empty cards have higher indicated values.

Only one card is drawn per turn. If a grab card is turned up, it's time to grab a diamond! The player who draws a grab card can take a diamond from any other player and place it on one of his or her empty ring cards. But, you may only grab another player's diamond if the ring from which you grab the diamond has the same value as your empty ring card on which you place it.

For example, if you take a diamond from a \$ 3,000 ring card, it may only be placed on an empty \$ 3,000 ring card you already possess.

If the grab card cannot be used, the player puts it out of the game and draws another card (the same, of course, would be done if the first card drawn in the game is a grab card).

End of the game

or

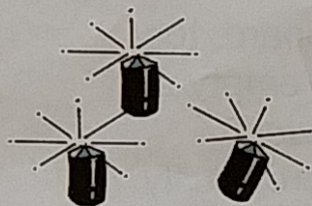
who has the most valuable diamonds?



The game is over when either all the cards have been used or all the loose diamonds have been claimed. Toward the end of the game, it's a good idea to count the remaining diamonds on the board. If there are only 16, then the game is over.

Players now count their diamonds. Every complete ring, that is, a card with a diamond, is worth the value indicated on the card. Ring cards with no diamonds have no value.

You can also play a variation that has the ring cards without diamonds having the same **NEGATIVE** value as that on the card, which could be quite bad news for some players!



= \$ 3 000



= 0

The winner,

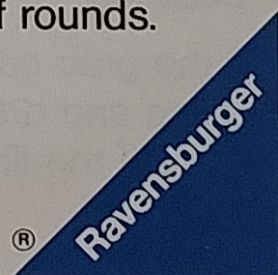
or

Mr. Diamond,

is the player who has the most valuable diamonds after one round, or after a previously determined amount of rounds.

© 1994 Ravensburger Spieleverlag

Ravensburger Spieleverlag
Postfach 18 60 · 88188 Ravensburg



220425