

Diamond Rush!

Flavour

Test your speed, precision, and ability to flaunt, as you fight your opponent in a head-to-head fisticuffs. Steal your opponents Life Stones by successfully attacking your opponent, or by blocking their incoming attack by striking astonishingly cool poses. Special circumstances require special moves, however. Activate your dormant inner power and unleash the ancient attack, DIAMOND RUSH, upon your opponent, and make them yield more Life Stones! Only fighters with the adequate speed and style can survive the fight!

Are you ready?

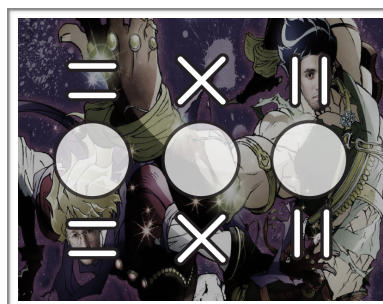
3-2-1-RUSH!!

Goal

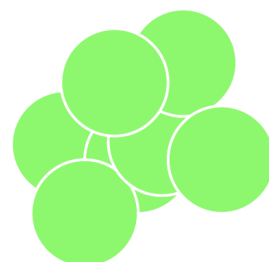
Diamond Rush is an action packed anime showdown to the death. Beat your opponent up by throwing balls, striking poses or by using the ultimate move Diamond Rush. Players simultaneously reveal their cards and try to use the correct action in different circumstances.

Components

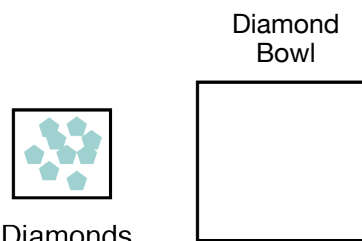
- A Game Board
- 3 Softballs (Green, Purple, Red)
- A Bell
- 12 Move Cards
- 2 Life Stone cups
- 12 Life Stones
- 20 Diamond Pieces
- 1 Diamond Bowl
- 1 Diamond Case
- 1 Rulebook



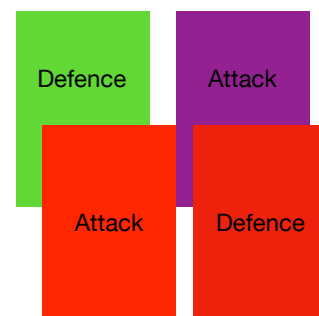
The Game Board



Life Stones



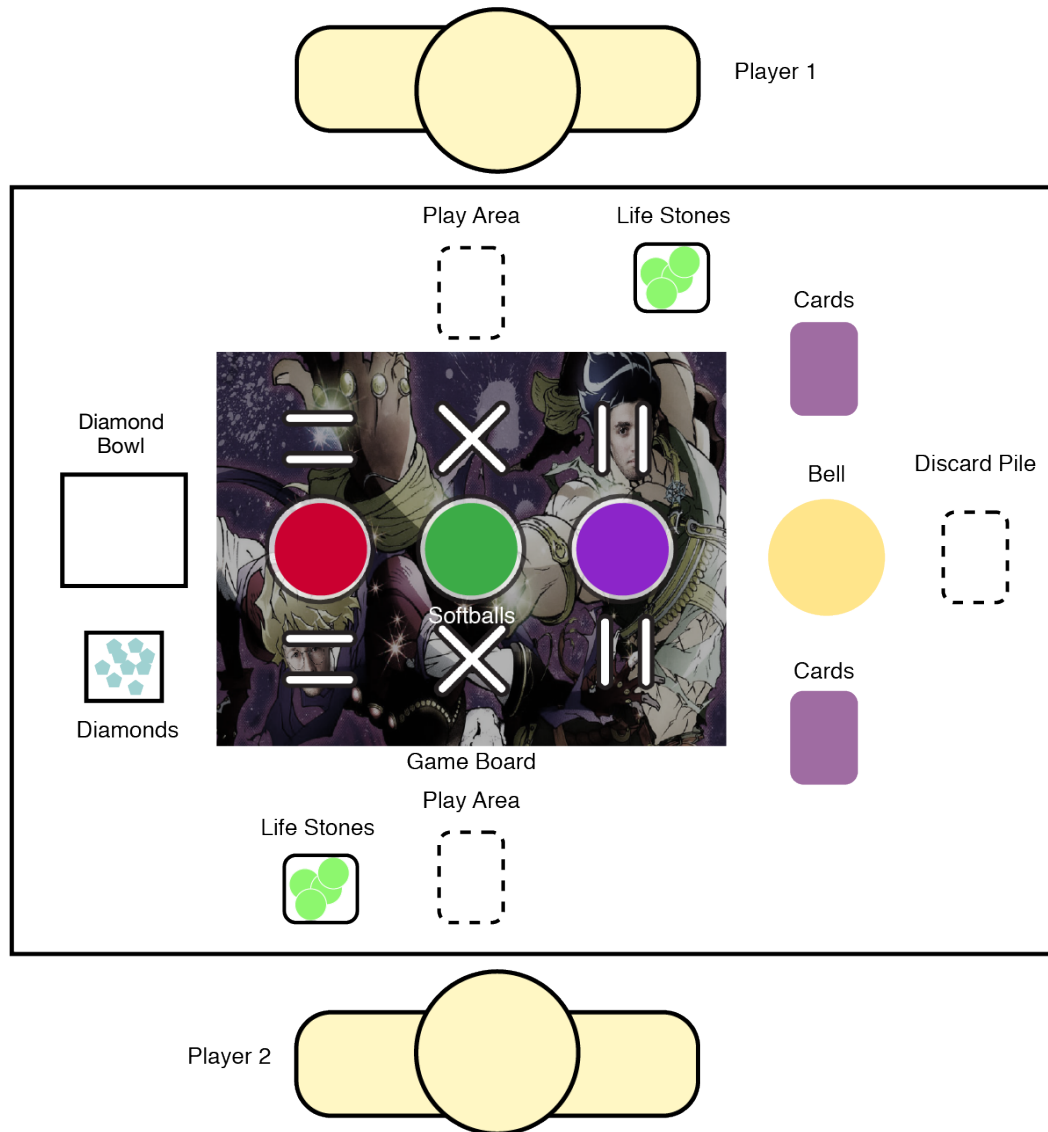
Diamonds and Case



Cards

Setup

1. Put the game board in the middle of the table
2. Put the Softballs side by side on the circle area of the board (order doesn't matter)
3. Put the bell next to the balls
4. Put the diamond pieces in the diamond case, and put that diamond case near the bell
5. Put the diamond bowl next to the diamond case
6. Put 6 Life Stones into each life stone cups and give one cup to each player
7. Shuffle the cards and deal 6 to each player face down
8. The cards must stay face down next to each player



Turn Overview

1. Draw Phase

Players draw cards from their pile and put them face up in front of them simultaneously

2. Posing Phase

The actions on the cards are resolved

3. Scoring Phase

If there is any change to score players exchange life stones accordingly

4. Re - Deal

The cards are shuffled and dealt again until one player runs out of life stones

Turn Details

Draw Phase

When the game is setup. Each player starts counting to three. On three players draw and reveal their cards simultaneously.

Posing Phase

When the cards are revealed action begins. The first player to get the right action scores points and steals life stones from the opponent's cup.

Attack Poses

When an attack pose comes up, the player must grab the right colored ball and throw it at the opponent. If the player can't hit the opponent his attack is not valid.

Defence Poses

The three shapes on the game board represent different defence poses

X -> Make an 'X' with your arms and hold it in front of you

|| -> Hold your arms vertically parallel in front of you

= -> Hold your arms horizontally parallel in front of you

When one of the defence cards come up, the player must look at the sign under the corresponding color, grab the ball and do the corresponding pose.

Bell Poses

When both players draw a card of the same type and different color *Ex: Player 1 draws a green attack and player 2 draws a red attack* or same color and different type *Ex: Player 1 draws a green attack and player 2 draws a green defence* the players must use the bell. The player that first touches the bell scores.

Diamond Rush

The ultimate move is used when players draw the same card. *Ex: Player 1 and 2 both draw purple attack.* To use Diamond Rush the player must channel all inner strength.

The players must grab the case with diamonds in it and pour the diamonds in the diamond bowl while shouting “DIAMONDO RUSHERU!!!” The player who grabs the diamond case scores ***When a player manages to grab the diamond case he can take his time to taunt the opponent however he likes.*

Scoring Phase

When a player scores, they take a life stone from their opponent and add it to their cup. Scoring happens right after the poses are struck. For each successful pose the player gains one point, for failures, the player loses one point.

In case of a bell pose the winning player (The player who first touches the bell) scores one point. In case of a diamond rush, the player who grabs the diamond case and pours the diamonds into the diamond bowl while screaming DIAMONDO RUSHERU! scores 3 points.

Attack vs. Defence Poses

Attacking Player	Defending Player	Score
Success	Success	Defending / Attacking player scores 1 Point
Fail	Success	Defending player scores 2 points
Success	Fail	Attacking player scores 2 points
Fail	Fail	No scores

If attacking player successfully attacks and the defending player successfully does the right defence pose in time, this means the defending player succeeds but the attacking player doesn't fail so the defending player gains 1 point.

If the defending player successfully defends but the attacking player successfully hits them before the defender does the pose, neither of them fail but attacking player gains 1 point

Fail Conditions

any action or inaction that is not a success is a fail.

Attack Fails	Defence Fails	Bell Fails	Diamond Rush Fails
Grabbing the wrong ball	Grabbing the wrong ball	Grabbing a ball	Grabbing the ball
Missing the player	Doing the wrong defence pose	Doing a defence pose	Doing a defence pose
Ringling the bell	Getting hit before successfully defending	Opponent touches bell first	Opponent grabs the diamond case first
Doing diamond rush	Ringling the bell	Doing diamond rush	Ringling the bell
Doing a defence pose	Doing diamond rush	Bell falls from the table	Grabbing the case but not pouring the diamonds
	Doing an attack		Not shouting DIAMONDO RUSHERU!

Game End

Game ends when a player runs out of life stones. If you run out of cards before a player runs out of life stones, simply shuffle the discard pile and make a new deck

Opposing Cards Chart

A = Attack D = Defence	Red A	Red D	Purple A	Purple D	Green A	Green D
Red A	Diamond Rush	Bell Pose	Bell Pose	Attack / Defence Poses	Bell Pose	Attack / Defence Poses
Red D	Bell Pose	Diamond Rush	Attack / Defence Poses	Bell Pose	Attack / Defence Poses	Bell Pose
Purple A	Bell Pose	Attack / Defence Poses	Diamond Rush	Bell Pose	Attack / Defence Poses	Attack / Defence Poses
Purple D	Attack / Defence Poses	Bell Pose	Bell Pose	Diamond Rush	Attack / Defence Poses	Bell Pose
Green A	Bell Pose	Attack / Defence Poses	Bell Pose	Attack / Defence Poses	Diamond Rush	Bell Pose
Green D	Attack / Defence Poses	Bell Pose	Attack / Defence Poses	Bell Pose	Bell Pose	Diamond Rush