var square = [10, 5, 5, 5, 5, 5, 10, 5, 5, 5, 5, 5];

var selectedSquare; (an integer value)

var holdingGem; (an integer value)

function reducingGem() {  
 holdingGem = selectedSquare;

for (int n = holdingGem; n == 0; n--) {

holdingGem--;

//spreadingGem();

}

}