

Edel, Stein & Reich

Players take on the roles of directors of the trading house “Edel, Stein & Reich”, wheeling and dealing at the world’s precious gem exchanges. However, only those who correctly predict their opponent’s intentions will win.

Game Overview

Players attempt, over three phases, to accumulate as much money as possible. To that end, there are multiple actions which can be carried out: Players may choose to increase their gemstone supply or they may choose Event Cards which may bring additional advantages over the course of the game. Then again, they may choose to simply take whatever amount of cash is currently being offered.

However, only those players who choose an action that nobody else has chosen get to carry their actions out without hindrance. To that end, it pays to keep an eye on what the other players intend to do... The winner is the player with the most money at the end of the game.

Game Materials

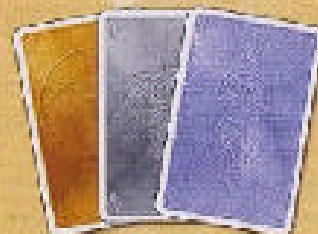
30 Gem Cards	(gold backed)
30 Event Cards	(silver-grey backed)
20 Action Cards	(blue backed)
1 Scoring Card	
88 Gems	(22 in each of four colours)
1 set of Money	(25 x 1 Million
Counters	20 x 5 Million, 15 x 20 Million)

Game Overview

The game is played over three rounds

Players attempt, via playing their action cards, to obtain valuable gems, useful Event Cards, and as much money as possible

Whoever has the most money at the end, wins



Game Setup

Each player receives:

- 3 Action Cards: Money / Event / Gems
Extra Action Cards remain in the game box.
Note: When five players are in the game, each player receives a fourth Action Card labeled 'Free Choice'
- 12 Gems: 3 of each colour
Note: Players should arrange their gems in the manner shown on the Scoring Card, and have their gems in plain view of all players, over the course of the entire game. To further enhance player's abilities to quickly survey the situation, players should leave a small space between every five gems (see the example at right).

The remaining game materials are placed in the middle of the table:

- The money, sorted into denominations ("The Bank")
- All Event Cards in a shuffled face-down pile
- All Gem Cards in a shuffled face-down pile; when playing with three or four players, 6 or 2 of the 30 Gem Cards, respectively, are turned face up and placed in a pile next to the main pile (only the top card of these secondary piles is visible!)
- The Scoring Card
- The remaining gems, sorted by colour

Gameplay

The game is played over three phases. Each phase can itself consist of multiple rounds:

- With 3 players there are 8 rounds
- With 4 players there are 7 rounds
- With 5 players there are 6 rounds

At the end of each round, scoring occurs. After the third scoring the game is over, and the player with the most money wins.

Each round includes the following steps:

1. Each player takes a Gem Card from the face-down pile and places it face-up in front of them.
2. The top card of the Event Card pile is revealed to all players.
3. Each player chooses an Action Card and places it face-down in front of them. In doing so, each player chooses the Action they wish to carry out this round.

Game Setup

Per player:

- 3 or 4 Action Cards
- 4 x 3 Gems



Remaining game materials onto table



Gameplay

3 phases of 6 to 8 rounds each and scoring at phase end

During a round:

1. One Gem Card per player
1. One Event Card revealed
1. Each player chooses an Action Card and plays it face-down

4. Once each player has chosen an Action Card, the Action Cards are revealed and their respective actions carried out according to the small numbers (1 to 4) located at the bottom edge of the cards. For example, 'Money' is the first action that occurs (and of course occurs only if a player has chosen it):
 - If only *one* player has chosen 'Money', they may carry the action out without hindrance (see "The Actions" below).
 - If *two* players have chosen this action, then they must barter for the right to carry it out (see "Bartering" below).
 - If *three or more* players have chosen this action, it is not carried out at all – those players receive nothing

In this same way, players determine the outcome of the 'Event' and 'Gems' actions. If there are five players, then the final action 'Free Choice' is carried out as well. However, the rules for this final action are somewhat different (see "Free Choice" below).

5. Once all Actions have been carried out as described above, players take their Action Cards back into their hands and the revealed Gem Cards are placed onto a face-up discard pile. Unclaimed Event Cards are also discarded at this time (face-up at the bottom of the Event Card stack). If there are Gem Cards remaining in the original face-down pile, another round begins; once the Gem Card stack is exhausted, scoring occurs.

The Actions

1. Money

The player may take as much money from the bank as is denoted on their Gem Card (between 4 and 7 million) and puts it in plain view in front of them.

Note: In order to make each player's cash totals as clear as possible, players should trade in for higher cash denominations when possible.

2. Event

The player may choose either to carry out the Event described on the face-up Event Card or to discard that card and carry out the Event on the top card in the Event Card stack. Should the player choose the face-down card, the other Event Card is discarded without that action taking place.

Note: The individual Event Cards are described on the last two pages of these rules.

4. Players reveal their Action Cards and carry the actions out

1 Player:
→ carry out action

2 Players:
→ barter, then carry out action

3-5 Players:
→ action canceled

5.
 - Return Action Cards to players' hands
 - Discard Gem Cards
 - Either additional round or scoring

The Actions

Money...



Or
Event...



3. Gems

The player takes as many gems of the proper colours from the supply as are indicated on their Gem Card (between 2 and 4 gems) and adds them to their own total.

Note: If there are insufficient gems remaining in the supply, then the player only receives as many as are available.

4. Free Choice (only with 5 players)

Contrary to the previous three actions, players need not barter for the right to carry this action out – all who choose it may carry it out regardless, with the following rules:

- If only *one* player has chosen this action, then they may choose one of the gems they possess and trade it in to the supply for any two gems they wish.
- If *two or more* players have chosen this action, then they may all choose a single gem from the supply. Player order follows the same convention as during bartering (i.e. the player with the fewest Red gems chooses first, and so on).

Bartering

When exactly *two* players have chosen the same action (Money, Event or Gem) during a round, then they must barter for the right to carry out the action. To this end, the players take turns offering increasingly valuable lots of gems to each other until one player accepts the offer tendered, thereby relinquishing the action to the other player.

The first offer must be made by whichever player has fewer Red gems in their inventory. Should both players have the same number of Red gems, then the player with the fewest Yellow gems starts. If they are still tied, then whoever has the fewest Green gems, etc. Should all gem totals be tied, then the player with the fewest money starts, and if both players are *STILL* tied, the youngest player starts.

Once the first offer has been made, the other player has two options:

- They may accept the offer, taking the gems and adding them to their total. The other player may now carry out the action.
- They may increase the offer, which then lets the other player decide if they wish to accept or raise.

Bidding continues back and forth until one player accepts an offer.

Note: Should the player who begins not wish (or be able) to bid any gems, then the other player may bid a single gem, which the first player is obligated to accept. Should both players decline to bid, then the action is not carried out.

Or
Gems...



Or (with
5 players)
Free
Choice



Bartering

Players take turns offering increasingly valuable lots of gems to each other, until one player accepts an offer. The other player may then carry out the action.

There are two ways to increase the value of an offer:

- **Quantity**
One may bid *more* gems than the other player. In this case, the colour of the gems are immaterial.
- **Value**
One may bid an *equal number* of gems (never fewer) than the other player, but they must be of *higher* value. The relative values of the different gems are shown on the Scoring Card: Red is higher than Yellow, which is higher than Green, which is higher than Blue.
Relative bid values are always determined by the number of Red gems each contains. Should this number be equal, then whichever bid has more Yellow gems is worth more, etc.

When further increasing a bid, players are not tied to their previous bid; that is, they may completely change the number and kind of gems they are offering, as long as the new offer is higher than the current bid.

Note: Only gems may be offered. Money, Event Cards, or other ‘side deals’ may not be part of the bartering process.

Example: Miriam and Peter have both chosen the ‘Money’ Action Card. Both have the same number of Red and Yellow gems, but Miriam has fewer Green gems as Peter and must therefore make the first offer:

She offers 1 Red gem; Peter offers 2 Blue gems. Miriam counters with 1 Yellow and 1 Green, Peter changes his bid to 1 Blue and 1 Red. Miriam offers 3 Green, and Peter adds another Blue to his offer. Miriam accepts and adds the 1 Red and 2 Blue gems to her total. The bartering is now complete and Peter may carry out the action, in this case taking as much money out of the bank as is on his Gem Card.

Scoring

After 6-8 rounds (depending on the number of players) the phase ends and scoring is carried out. Scoring is now carried out as indicated on the Scoring Card:

- The player with the *most* Red gems receives 14 million from the bank and adds it to their total cash. That player then returns *half* of their Red gems (rounded *up*) to the supply. Scoring for Yellow, Green and Blue is carried out in the same fashion (12, 10 and 8 million, respectively).

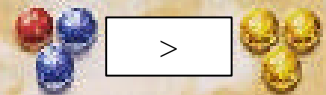
Note: In some cases the payments can be increased by Event Cards that some players may have in their possession (see the Table on the next page).

To increase an offer:

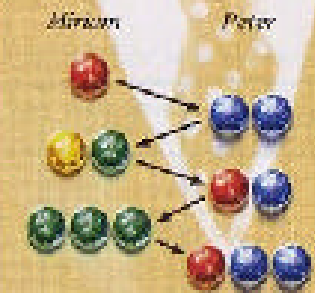
- More gems



- Or higher-value gems



Previous offers may be changed as the players like



Scoring

Majority in a gem colour is worth:

	= 14 million
	= 12 million
	= 10 million
	= 8 million

Players with majorities return half their total of the corresponding gem colour to the bank

- After the gems have been scored, whoever has the greatest number of Certificates is determined (*see also the table below*). This player receives 10 million from the bank. Unlike gemstone scoring, second place in Certificates also receives money – 4 million.



When multiple players tie for the majority in any of the gem colours, they split the eventual profits evenly between them (rounded *down*). They then each return *two* of the appropriate type to the supply.

When multiple players tie for the majority in Certificates, they *each* receive the full 10 million. In this case, any players who would otherwise receive second place receive *nothing*. If there is only a single player with the majority in Certificates (receiving 10 million) but there is a tie for second place, then *all* those tied for second place receive 4 million.

All Event Cards (including all Certificates!) are returned face-up to the bottom of the Event Card stack, regardless of whether they were used during scoring or not.

Certificates 1st Place:
→ 10 million

2nd Place:
→ 4 million

Gemstone ties:
→ Split profits
→ Return 2 gems each

Certificate ties:
→ Each 10 million or
→ Each 4 million

All Event Cards
returned after scoring

Scoring	Burgi	\$	Chris	\$	Miriam	\$	Peter	\$	To Return:
		3 + 2		3		3		3	Each 2 Red Burgi, Mir. Event cards
	---	---		12		---		4	Chris 4 Yell Peter Event Card
		5		---		5		---	Burgi, Mir. each 2 Green
		---		---		---		5 + 5	Peter 1 Blue + Event Card
		10		4		4	---	---	All Certificates Returned
Total Score	Burgi	20	Chris	19	Miriam	12	Peter	20	

The Next Phase

... can now begin. All 30 Gem Cards are reshuffled and placed as a new face-down pile. Again, the uppermost 0-6 cards (depending on the number of players) are revealed and set aside. The Event Cards are only reshuffled when the first face-up (i.e. previously seen) Event Card appears.

Special Note: If, at the beginning of any phase, there are five or fewer of a single gem colour in the supply, then each player must return one gem of that colour to the supply. Those players who have none of the requisite colour are not required to return any gems.

Another 6-8 rounds are played, followed again by scoring. The third and final phase is played out in the same way.

Game End

After the third phase scoring has been completed, whoever has the most money wins the game. Should two or more players tie for the most money, the tied player with the most gems wins. Should two or more players again be tied, then the winner is the player with the most Red gems (or Yellow gems, or Green gems, etc.).

Event Cards

There are two kinds of Event Cards: Cards which say “Immediate” and those which say “Scoring”.

- When a player receives an “Immediate” Event Card, they must *immediately* carry out the event written on the card or not carry the event out at all. In both cases, the card is subsequently returned face-up to the bottom of the Event Card pile.
- When a player receives a “Scoring” Event Card, they set it aside until the next scoring occurs. “Scoring” cards may not be kept for subsequent scoring phases.

Note: Event Cards must always be played by the player who received them. *Thus, for example, the “Re-set your Blue and Red gem inventory to 4 gems each” card cannot be applied to an opponent’s gem supply.*

The Next Phase

At the start of a new phase all 30 Gem Cards are reshuffled and 24-30 cards placed face-down

If there are 5 or fewer of any 1 gem colour, then each player must return 1 gem to the supply

Game End

Whoever has the most money after three phases is the winner

Event Cards

- “Immediate” Event Cards must be carried out or discarded immediately
- “Scoring” Event Cards are set aside until the next scoring occurs

Scoring

“For the single majority in yellow, receive 7 million extra”

There is one of this card for each colour.

Example: A player has the majority in yellow. They receive an additional 7 million.



Scoring

“For each Red gem, receive 1 million”

There is one of this card for each colour.

Note: This payment is independent of majority scoring. Payment is made *before* gems are returned to the supply.



Scoring

“For each sole majority, receive 4 million extra”

There are two of this card.

Example: A player scores 14 million for the sole Red majority and 4 million for a tied Blue majority. They receive an additional 4 million. Note: Does *not* apply to Certificates.



Scoring

Certificate Card

There are fifteen of this card.

Example: Players A and D each have 2 certificates, B and C each have 1. A + D get 10 million each, B + C get nothing.



Immediate

“Adjust your Red and Blue gem supply to 4 of each”

There is one of this card and one for Yellow and Green gems.

Example: A player has 1 Red and 5 Blue gems. They return 1 Blue to the supply and take 3 Red.



Immediate

“Exchange one of your gems for one of an opponent’s gems”

There are four of this card.

Note: Opponents cannot defend against this event.



Immediate

“Choose a colour. That colour is scored immediately at half value”

There are two of this card.

Note: The majority player must still return half of that gem’s colour (or two gems for a tie) to the supply, as usual!



Immediate

“Choose and return to the supply one gem from each of your opponent’s supplies”

There are two of this card.

Note: Opponents cannot defend against this event.



Immediate

“Choose three gems of any one colour from the supply and place them into your own supply”

There are two of this card.

Note: Should there be fewer than three of the chosen colour in the supply, than whatever quantity is available is taken instead.



Immediate

“Each player must return to the supply, for each colour, half of their gems”

There are two of this card.

Note: This card also applies to the player who played it. Odd numbers of gems are rounded down.



‘Edel, Stein & Reich’ Rules

Translated by: Patrick Korner

www.terminalcitygamers.com

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Postfach 1150, D-83233,

Bernau, Germany

www.aleaspiele.de