



Diamonds Club



For 2-4 players aged 10 years and up
Author: Rüdiger Dorn – Illustration: Franz Vohwinkel – Design: DE Ravensburger – Editor: Clemens Türck
Ravensburger® Game No. 26 483 4



England at the end of the 19th century:

From London, the British Empire rules over a quarter of the whole world.

On New Year's Eve 1899, three lords and one lady meet in London's Diamonds Club near St. James Street. They all owe their wealth to the gem business. In the lounge, a heated quarrel flares up about the question who of them is the most successful in the worldwide trade of rubies, emeralds and other gems and thus has the right to preside over the Diamonds Club.

At midnight, while the bells of Big Ben are ringing in the New Year, the rivals make a historic bet in order to elect their new president: Who makes the most lucrative transactions in the new year and thus designs the most magnificent park of England, will henceforth be the "Lord (or Lady!) of Diamonds"!

Contents

4 player's tableaux

Each tableau shows the player's park and three development tracks (forest, technology, money).

1 game board (consisting of 4 parts)

At the top, the game board shows price boards for the landscape tiles. In the middle, there is room for the market strips, and at the bottom, you see the "starting player" track.

12 market strips, printed on both sides
(6 dark brown and 6 light brown)

2 strips "closed market"

56 coins

100 gems (20 in each of the colours blue, yellow, green and red, as well as 20 transparent diamonds)

40 pieces (10 in each of the players' colours red, white, bronze and blue)

84 landscape tiles

On the front, they show the buildings fountain, orangery, pavilion, rose garden (21 of each) – on the back they show forest

21 animal tiles
(7 x pond, deer park, aviary)

56 pieces of equipment
(16 x pit, 20 x mining rights, 20 x ship)

8 bonus cards

4 summaries of the rules



Ravensburger

Aim of the game

Players buy pits, mining rights for gems and means of transportation on the world market and invest in new technologies. With the gemstones they have acquired that way, they finance the creation of a magnificent park. At the end, the player with the most precious park and thus with the most victory points wins the game.

Preparations

Please find the description of the preparations and the material on the enclosed sheet of paper. This allows one player to prepare the game while another one reads the rules.

How to play

At the beginning, draw lots in order to determine the starting player. He places one of his pieces on the first space (0) of the starting player track. In turns and in a clockwise direction, all other players place one of their pieces on the next vacant space of the starting player track.



Example with four players, White is the starting player. Then Bronze, Blue and Red follow in a clockwise direction.

The game consists of several rounds and ends after the round in which at least one player has covered all the 14 light green spaces of his park.

One round always consists of the following 5 phases:

1. Set out market strips
2. Buy
3. Assign diamonds
4. Purchase gems
5. Build

Phase 1: Set out market strips

Sort the market strips by their frame colour (dark brown/light brown) and shuffle them separately. Take as many strips of each colour as there are players in the game and place them on the game board, side by side (first the dark brown market strips, then the light brown ones). In the game of two or three players, the remaining gap on the right side is filled with the strip "closed market".



Example for 3 players

Phase 2: Buy

The starting player begins and the other players follow in turns in a clockwise direction. Each player places his coins on vacant spaces of the market.

For this purpose, the player whose turn it is places a coin on one space of his choice. If there are already coins on the four horizontally and vertically adjoining spaces, the player must use one additional coin for each coin on adjoining spaces.



Example: If the player has chosen space A, he only needs one coin. For space B, he needs 2 additional coins (thus 3 in total), and for space C 4 additional coins (thus 5 in total).

For each space that a player occupies, he **immediately** gets all the shown goods or services respectively.

If a player cannot or does not want to place more coins, he has to pass his turn. Players who have passed their turn cannot place any more coins during this round.

The phase "Buy" ends when all players have passed.

Note:

Coins, gems and all tiles that a player gets in the course of the game are always placed face up so that all players can see them.



The meaning of the symbols on the market strips:



Piece of equipment:

The player takes the corresponding piece of equipment (pit, mining rights or ship) and places it face up in front of him on the table.

Note: With a set of pit, mining rights and ship tiles, players can get gems in phase 4.



Starting player:

The player moves his piece forward on the starting player track by the shown number of top hats (thus 1 to 3 spaces). If there are already other players' pieces on the target space, his piece is placed on top of the others.

If a player overshoots space 9 with his piece, he automatically becomes the new starting player in phase 3.



Animal tile:

The player receives one of the tiles "pond", "deer park" or "aviary" and places it on an empty space of his park.

If thereby the last light green space of the park is covered, players finish the current round (thus up to the end of phase 5 "Build"), before the game ends. If the player whose park is completed gets more animal tiles, he places them on the dark green spaces.

Note: For each complete set of the three tiles "pond", "deer park" and "aviary", players get many points. For this reason, they should try to collect even numbers of the three sorts of animal tiles.



Development tracks:

The player moves his piece downwards by one space on the corresponding development track on his tableau. In the case of a ?, the player

may choose the track freely.

If a player progresses on the development track "money", he **immediately** gets one coin from the general stock.

So he can use the coin in the same round.

The meaning of the development tracks:



Forest: *The player invests in the reforestation and cultivation of his forests.*

This track determines the number of victory points the player receives at the **end of the game** for each forest on his tableau. At the beginning, each forest is worth 2 victory points. The value can increase to 6 victory points.



Technology: *The player invests in better mining methods and means of transportation.*

If the player moves his piece downwards on this track, he gets additional gems of the same colour or even diamonds (= joker gems) at each payout of gems in **phase 4**. See the detailed description of phase 4.



Money: *The player invests money in a bank and receives interest.*

If the player moves his piece downwards by one space on this track, he immediately gets another coin from the general stock. The value on the right indicates the number of coins that the player has at his disposal in **phase 2 (Buy)**. At the beginning of the game, each player has 10 coins. This number can increase up to 14 coins.

Phase 3: Assign diamonds

After all players have passed their turn in phase 2, diamonds (= transparent joker gems) are assigned, namely

1. for the most unused coins:

The player who has the most coins in front of him gets one diamond. In the case of a tie, all involved players receive one diamond each.

2. for the leading player(s) on the starting player track:

The player whose piece stands furthest right on the starting player track (highest number) gets a diamond and **immediately** becomes the new starting player.

If several players occupy the highest number, all of them get one diamond each. The player whose piece is on top becomes the new starting player.

Important: The order of playing in the following phases 4 "Purchase gems" and 5 "Build" is determined by the current position of the pieces on the starting player track. The player whose piece is **furthestmost right** on the starting player track begins. Hereafter, the other players follow in descending order, top pieces coming before bottom pieces.



Example: The playing order in this case: blue, red, white, bronze.



Phase 4: Purchase gems

Beginning with the starting player, players purchase gems. In order to get gems, players need a set of tiles consisting of a pit, mining rights and a ship.

- Pit:** Indicates which sort of gems the player may mine.
- Mining rights:** Indicates how many gems the player can mine at the most.
- Ship:** Indicates how many gems the player can transport at the most.

The player gets the amount of gems shown on the mining rights or ship tile, whichever is lowest, in the colour of the mine. Then, he puts the required pieces of equipment back on the corresponding piles.

Depending on what space of his development track "Technology" he is on, the player gets additional gems **every time he trades a set of tiles:**

-  For each symbol he gets one additional gem in the colour of the mine.
-  For each symbol he gets one diamond.



Example: With the shown tiles, the player would receive 4 green gems. If his piece on the "technology" track stands on this space, ← he gets 5 green gems and a diamond.

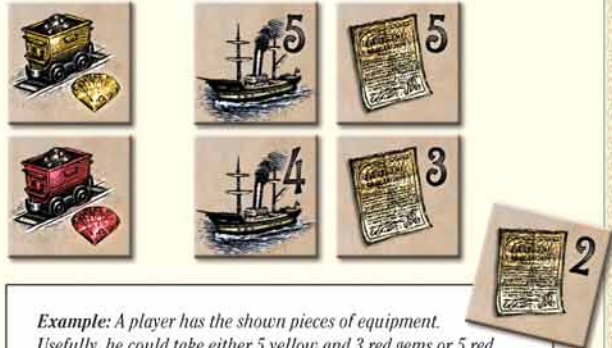


The player may take **exactly one incomplete set of pieces of equipment** to the next round. So he can keep either

- a pit and a tile of mining rights,
- a pit and a ship,
- mining rights and a ship,

or any individual tile.

If the player has more pieces of equipment left, he puts them back into the general stock. **In phase 4, players must always trade their complete sets for gems.**



Example: A player has the shown pieces of equipment. Usefully, he could take either 5 yellow and 3 red gems or 5 red and 3 yellow gems. He can keep the mining rights with the value 2 for the next round.

General note:

In the extremely rare case that there are not enough gems or pieces of equipment, you should temporarily use a suitable substitute.

Phase 5: Build

In the building phase, all players embellish their park in order to get victory points. Beginning with the starting player, all players may in turns (*according to the current order on the starting player track!*) always **place one landscape tile or pass their turn**. Players who have passed their turn cannot place other tiles during this phase.

There are four different sorts of landscape tiles – **fountain, orangery, pavilion and rose garden**. The back of these buildings shows **forest**. Players pay for these landscape tiles with gems.



The costs for building are determined by the price boards in the upper part of the game board. The player puts the shown gems back to the general stock, takes the corresponding tile and places it on any light green space on his tableau.

If the player wants to place a forest, he chooses a building of the sort (fountain, orangery, pavilion and rose garden) with the most tiles left, and turns it over to its back (forest).

After having built, the player places one of his pieces on the space of the same colour on the corresponding price board. The piece has the following meaning:

- The player may not use this price board again during this round.
- Each piece on the price board increases the **price** on this board for the following players **by any gem**.



On price boards with these symbols, players can pay with any (also different!) gems.



Diamonds are jokers and can be used for any gem.



This space stands for any landscape tile.

Example: It's the white player's turn:



① He may not build the fountain, since he has already built one during this round.

② The orangery and the pavilion cost as many gems as indicated on the price board.

③ Player white would have to pay the indicated price for the rose garden plus 2 additional gems, since there are already two other pieces on this price board.

④ The random landscape tile, the 2-gems forest and the 3-gems forest cost the indicated price plus any gem, since there is already in each case one opponent's piece on these spaces.

Every time a player fulfils a bonus card by constructing a **building** (see page 8), he receives the card immediately.

If in the building phase a player covers all the 14 light green spaces of his park, players finalize this current phase; then, the game is over. If the player whose park is completed gets more landscape tiles, he places them on the dark green spaces.

The building phase ends when all players have passed their turn.

Important: On each player's tableau, there are three "mandatory spaces". Players must cover them in the course of the game in any case with the shown buildings. As long as a player has not covered them, he cannot finish the game and may not place any tiles on the dark green spaces.

End of the round

All players take back their used coins. Each player takes the number of coins indicated by the development track "Money".

*(It does not matter if the player still has some coins from phase 2. Each player always refills his reserves up to the number indicated by the development track "Money". So coins that are not used, do **not** increase the own coin reserves for the next round.)*

Besides, players take back all their pieces from the price boards.

The new **starting player** places his piece on the **first space (0)** of the starting player track. In a clockwise direction, all other players place one of their pieces on the next vacant space of the starting player track (like at the beginning of the game). So, the playing order now corresponds again to the clockwise direction.

Then, the new round starts again with phase 1 "Set out , market strips". For this purpose, reshuffle all market strips. In order to do so, you should turn some of them over onto their back.



End of the game and scoring

The game is over after the round in which at least one player has covered all the 14 light green spaces of his park.

Players that have not covered their three "mandatory spaces" do not get into the scoring. All other players count all their victory points:

- The buildings (fountains, orangeries, pavilions, rose gardens) count 4 victory points each.
- Each forest counts as many victory points as the development track "Forest" indicates (2 to 6 victory points).
- Each set "pond", "deer park" and "aviary" counts 10 victory points.
- Individual animal tiles that do not form part of a set of three count 1 victory point each.
- Bonus cards count their imprinted value (see the summary next side).
- If the player has reached the last space of the development track "Technology" or one of the three last spaces of the "Money" track, he gets 1, 2 or 3 victory points.

*(For the scoring it does not matter **where** on the tableau the landscape and animal tiles are placed.)*

The player with the most victory points wins. In the case of a tie, all involved players count their gems and the one with the most gems wins. If there are still several players who tie for the first place, there are several winners.

Hint: A table like the following one helps adding up the score.

Player	Fred	Ron	Sandra	Vivian
Buildings	44	16	28	12
Forests	-	36	2	36
Animal tiles	-	10	20	10
Bonus cards	12	-	8	-
Additional points development tracks	1	-	-	1
Total	57	62	58	59

Summary of the bonus cards



The first player to build three fountains, three orangeries, three pavilions or three rose gardens, gets the corresponding bonus card. At the end of the game, it is worth 3 victory points.



The first player to construct all 4 buildings gets the bonus card with the value 5. The second player to do so receives the card with 3 victory points.

This can also be the first player again, if he once more constructs all 4 buildings.

The first player to construct 5 identical buildings (e. g. 5 pavilions) gets the bonus card with the value 5. The second player to do so receives the card with 3 victory points.

This can also be the first player again, if he once more constructs 5 identical buildings.

These bonus cards do not apply to forests!



© 2008 Ravensburger Spieleverlag
 Distr. CH: Carlit + Ravensburger AG
 Grundstr. 9 · CH-5436 Würenlos
 Ravensburger Spieleverlag
 Postfach 2460 · D-88194 Ravensburg
 www.ravensburger.com

Ravensburger

Preparation and outline of the material

Each player gets

1 tableau,
1 summary of the rules,
10 pieces of his colour,
10 coins
as well as 1 blue, 1 yellow, 1 red and 1 green gem.

Each player places a piece on each of the topmost spaces of the development tracks (the spaces [2] [-] and [10]).

The remaining 7 pieces, the 10 coins and the 4 gems are placed next to the player's tableau so that everyone can see them.

Assemble the game board and place it in the middle of the table. Sort the market strips according to their frame colour (light brown/dark brown).

Place the remaining coins and gems next to the game board. This is the general stock. Sort the landscape tiles, the animal tiles and the pieces of equipment and place them as well as the bonus cards next to the game board.

If there are less than 4 players, you place the remaining tableaux and pieces back into the box.

Sort the pieces of equipment and build 12 piles (4 or 5 identical tiles per pile).



Sort the animal tiles and form the piles pond, deer park and aviary.



The remaining coins and gems form the general stock.



Sort the 4 buildings (fountain, orangery, pavilion and rose garden) and place them above the corresponding price board. On the tiles' back, you can see a forest.



The price boards on the game board show the costs for the landscape tiles fountain, orangery, pavilion, rose garden and forest.

Room for the market: At the beginning of each round, you place the market strips here (see "How to play" - Phase 1).



The starting player track: The player whose piece is on the topmost number after the 2nd phase (Buy) becomes the new starting player and gets a diamond.



The player with the most coins after the 2nd phase (Buy) gets a diamond.

The tableau:

It shows the player's park that has to be embellished. If at least one player has built on all the 14 light green spaces (to the left of the river), the game ends after the current round. 3 of the 14 light green spaces are mandatory spaces that the player must cover with the shown tiles.

To the right of the river, there are the 3 development tracks (forest, technology, money) as well as 5 dark green additional spaces that can be covered towards the end of the game.



Place the bonus cards face up next to the game board.

SUMMARY

Each round consists of 5 phases:

- 1. Set out market strips:** Shuffle the dark brown and the light brown market strips separately and set out as many strips of each colour as there are players.
- 2. Buy:** Place coins on the market strips. Adjacent coins increase a space's price.
- 3. Assign diamonds:** In each case one diamond for the player with the most coins and for the leading player on the „starting player“ track.
- 4. Purchase gems:** Form combination of pit, mining rights and ship. The lower value determines the quantity. Consider bonus pieces on the „Technology“ track.
- 5. Build:** Buy fountains, orangeries, pavilions, rose gardens and forests. Every opponent's piece on the price board increases the price.

SUMMARY

Each round consists of 5 phases:

- 1. Set out market strips:** Shuffle the dark brown and the light brown market strips separately and set out as many strips of each colour as there are players.
- 2. Buy:** Place coins on the market strips. Adjacent coins increase a space's price.
- 3. Assign diamonds:** In each case one diamond for the player with the most coins and for the leading player on the „starting player“ track.
- 4. Purchase gems:** Form combination of pit, mining rights and ship. The lower value determines the quantity. Consider bonus pieces on the „Technology“ track.
- 5. Build:** Buy fountains, orangeries, pavilions, rose gardens and forests. Every opponent's piece on the price board increases the price.

SUMMARY

Each round consists of 5 phases:

- 1. Set out market strips:** Shuffle the dark brown and the light brown market strips separately and set out as many strips of each colour as there are players.
- 2. Buy:** Place coins on the market strips. Adjacent coins increase a space's price.
- 3. Assign diamonds:** In each case one diamond for the player with the most coins and for the leading player on the „starting player“ track.
- 4. Purchase gems:** Form combination of pit, mining rights and ship. The lower value determines the quantity. Consider bonus pieces on the „Technology“ track.
- 5. Build:** Buy fountains, orangeries, pavilions, rose gardens and forests. Every opponent's piece on the price board increases the price.




SUMMARY

Each round consists of 5 phases:

- 1. Set out market strips:** Shuffle the dark brown and the light brown market strips separately and set out as many strips of each colour as there are players.
- 2. Buy:** Place coins on the market strips. Adjacent coins increase a space's price.
- 3. Assign diamonds:** In each case one diamond for the player with the most coins and for the leading player on the „starting player“ track.
- 4. Purchase gems:** Form combination of pit, mining rights and ship. The lower value determines the quantity. Consider bonus pieces on the „Technology“ track.
- 5. Build:** Buy fountains, orangeries, pavilions, rose gardens and forests. Every opponent's piece on the price board increases the price.




SCORING

At the end of the game, you add together your victory points (VP). The player with the most VP wins the game. In the case of a tie, all involved players compare their gems, and the one with the most gems wins.

Fountain, orangery, pavilion, rose garden		4 VP in each case
Forest (depending on the development track „Forest“)		2 to 6 VP in each case
Each triple combination „pond, deer park and aviary“		10 VP
Individual animal tiles		1 VP in each case
Bonus cards: imprinted value		3 or 5 VP
VP on the development tracks „Technology“ and „Money“	 	1 to 3 VP




SCORING

At the end of the game, you add together your victory points (VP). The player with the most VP wins the game. In the case of a tie, all involved players compare their gems, and the one with the most gems wins.

Fountain, orangery, pavilion, rose garden		4 VP in each case
Forest (depending on the development track „Forest“)		2 to 6 VP in each case
Each triple combination „pond, deer park and aviary“		10 VP
Individual animal tiles		1 VP in each case
Bonus cards: imprinted value		3 or 5 VP
VP on the development tracks „Technology“ and „Money“	 	1 to 3 VP




SCORING

At the end of the game, you add together your victory points (VP). The player with the most VP wins the game. In the case of a tie, all involved players compare their gems, and the one with the most gems wins.

Fountain, orangery, pavilion, rose garden		4 VP in each case
Forest (depending on the development track „Forest“)		2 to 6 VP in each case
Each triple combination „pond, deer park and aviary“		10 VP
Individual animal tiles		1 VP in each case
Bonus cards: imprinted value		3 or 5 VP
VP on the development tracks „Technology“ and „Money“	 	1 to 3 VP

SCORING

At the end of the game, you add together your victory points (VP). The player with the most VP wins the game. In the case of a tie, all involved players compare their gems, and the one with the most gems wins.

Fountain, orangery, pavilion, rose garden		4 VP in each case
Forest (depending on the development track „Forest“)		2 to 6 VP in each case
Each triple combination „pond, deer park and aviary“		10 VP
Individual animal tiles		1 VP in each case
Bonus cards: imprinted value		3 or 5 VP
VP on the development tracks „Technology“ and „Money“	 	1 to 3 VP