

Seven gemstones are arranged in a circle around the title. Starting from the top and moving clockwise, they are: a green oval-cut gemstone, a yellowish-orange cushion-cut gemstone, a red triangular-cut gemstone, a purple pear-cut gemstone, a clear rectangular-cut gemstone, a dark brown oval-cut gemstone, and an orange round-cut gemstone. Each gemstone is set against a soft, glowing circular background.

GEM BLENDERS

THE CARD GAME

Welcome to Gem Blenders --
a card game that's easy to
learn and difficult to master.
Face off against your
opponents in organizing a
team of heroes who have
the special ability to harness
the energies within gems.

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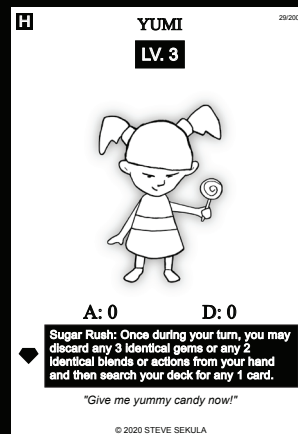
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CARD TYPES

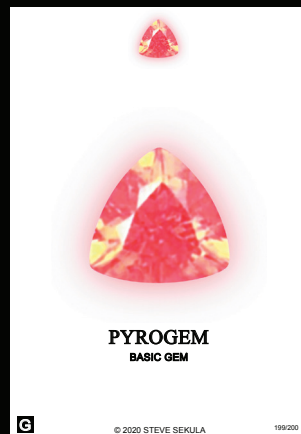
There are four card types in Gem Blenders:

- ▶ Hero: Character cards that are equipped with gems and can use blends.
- ▶ Gem: Source of energy for heroes to use blends and activate effects.
- ▶ Blend: Powerful transformations that require specific combinations of gems.
- ▶ Action: Added effects played to advance strategy.

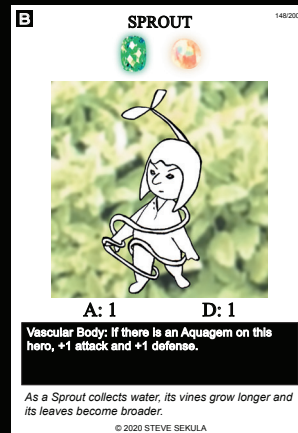
Hero



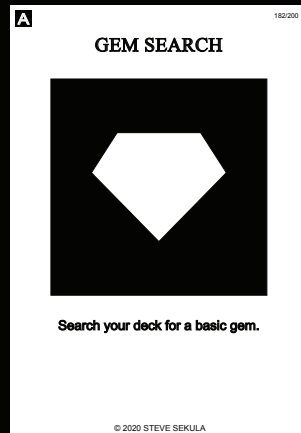
Gem



Blend



Action

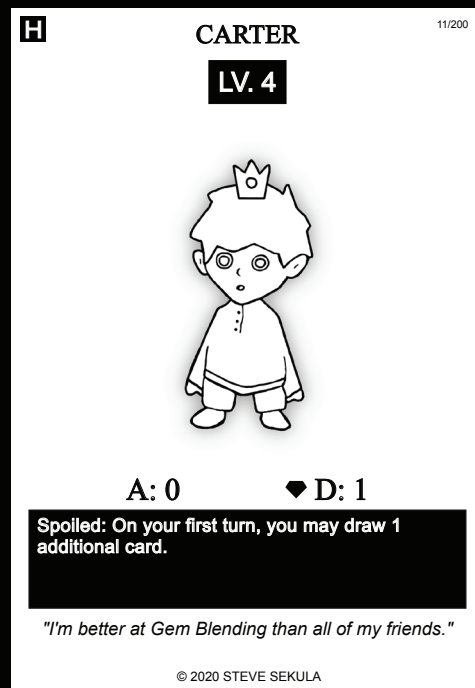


HERO

Heroes are the foundation for gameplay in Gem Blenders. All decks require a team of four heroes that remain on the field for the duration of a game. Hero cards are denoted by the hero's name and level. They also include an illustration, attack, defense, effect, and quotation.

Heroes come in level 1 through level 5. These levels correspond to the maximum number of gems a hero can blend. Level 1 heroes cannot use blends on their own (because blends require at least two gems). Level 2 through level 5 heroes can use blends equal to or less than their level. Level 5 heroes can use any blend.

Some heroes require a gem to activate an attack, defense, or effect. If that's the case, there is a small gem icon next to the given item. If there is no gem icon, there is no activation cost.

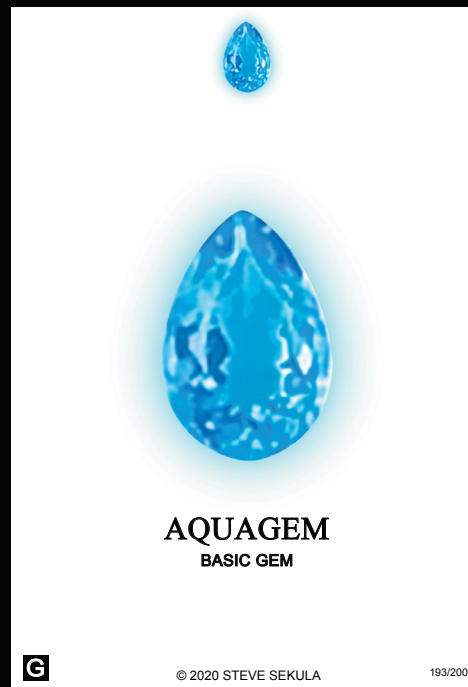


GEM

Gems function as sources of energy. Specific gems combine to allow for certain blends to be used by heroes. Gems are denoted by a large image of a gem, the name of the gem, the type of gem, and a small gem icon centered at the top border of the card.

Every turn, you are allotted one gem to equip a hero on your field from your hand. When you equip a hero with a gem, place the gem behind the hero so only the small icon is visible.

*"There are nine basic gem types:
Aquagem, Terragem, Pyrogem,
Cryogem, Electrogem, Aerogem,
Caprogem, Luciogem, and
Nocturnagem."*

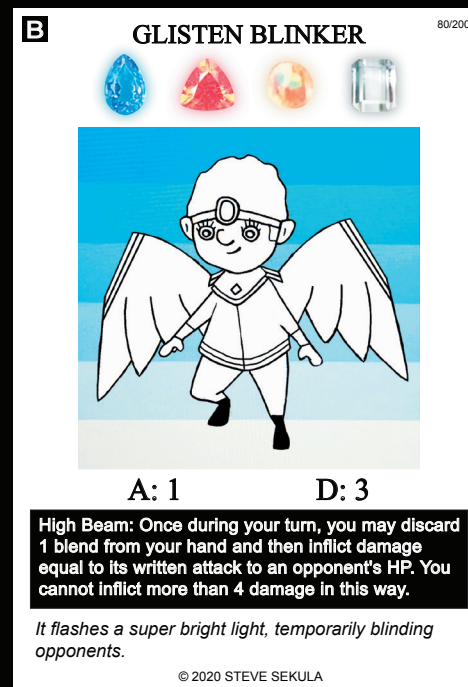


BLEND

Blends are placed on top of heroes who meet both the level and gem requirements. Blends are denoted by the title of the blend and the gems it requires directly underneath. Blends also include an illustration, attack, defense, effect, and description.

When a hero uses a blend, the blend's attack, defense, and effect supersede those of the hero. However, a blended hero does maintain the hero's name and level. At any point you can remove a blend from a hero and send it to your discard (known as deblending). If at any point a blended hero is not equipped with the required gems, the blend must be discarded immediately.

Blends are a key aspect to gameplay in Gem Blenders. A blend's level correlates to the number of gems it requires. Balancing lower level blends with higher level blends often results in the most success.

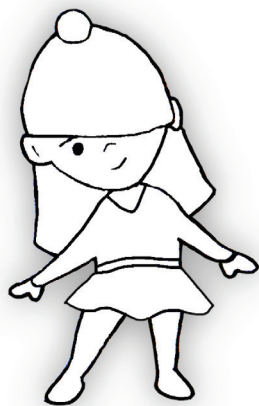


ACTION

Actions are added effects that advance strategy. Unless stated otherwise on the card, actions may only be played during your turn, and they must be added to you Action Meter (pg. 34) directly after use.

Some actions are more powerful than others - this is indicated by a star amount on the bottom of the card. Actions range from 0 stars to 3 stars. Any deck can have a maximum of 6 stars total.



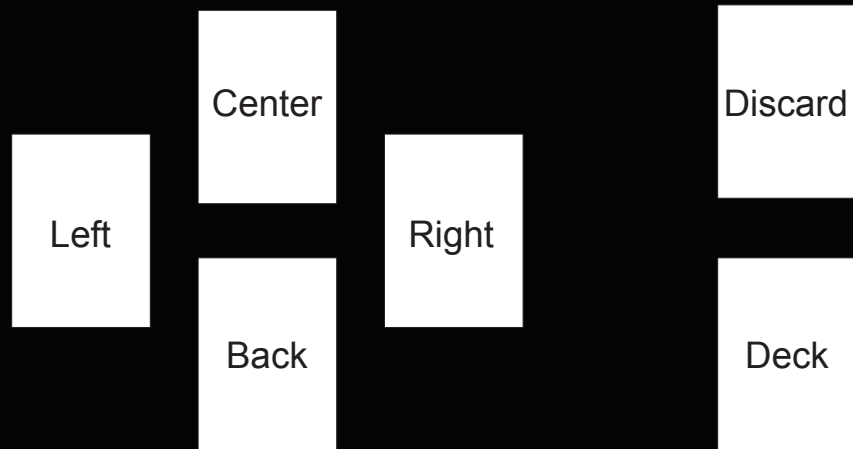


“LV. 5 heroes can use any blend, but LV. 1 heroes have the most powerful effects.”

BUILDING A DECK

A deck consists of 54 cards. Of those cards, 4 must be heroes who remain on your field for the duration of the game. It's important to ensure that you have the proper gems that are required of any given blend in your deck, and that your heroes are of the proper level to use your blends. The following are the requirements for building a deck:

- ▶ 4 unique heroes
- ▶ 50-card deck consisting of gems, blends, and actions
- ▶ No more than 3 of any blend or action
- ▶ No more than 6 total action stars



FIELD POSITIONS

Your playing field consists of your team of heroes and any cards played on them. Your heroes are arranged in a circular formation in 4 distinct positions: left position, center position, right position, and back position. Left position, center position, and right position make up your frontline, which is capable of carrying out attacks against an opponent's frontline.

Place your deck to the right of your heroes, and reserve space for your discard directly above that. Your deck remains facedown for the duration of the game. As you use actions, deblend, or are directed to discard cards from your hand or field, place those cards faceup in your discard.

HOW TO WIN

Gem Blenders is a turn-based game, played over a series of rounds. Players begin with 20 hit points (HP). You and your opponent alternate turns during which you attack, activate effects, and play gems, blends, and actions to get each other's HP to 0. When your opponent's HP drops to 0, you win the round. The first player to win 2 rounds, wins the game.

"The most exciting Gem Blenders matches come down to the last round."



PLAYING THE GAME

- ▶ Begin by arranging your heroes facedown on the field in the proper positions (pg. 15) and placing your shuffled decks facedown as well.
- ▶ Once you are ready to start playing, draw 7 cards. If you do not like your starting hand, you may shuffle it in your deck and redraw one time. Your hand remains hidden from other players for the duration of the game.
- ▶ Flip your heroes faceup and decide who chooses the starting order of turns by any random means. The player who goes first does not draw a card or attack on their first turn.

TURN PHASES

Each turn has 3 phases:

1. Draw: Begin your turn by drawing 1 card from your deck. The player who goes first does not draw on their first turn.
2. Play: Activate hero effects, equip your allotted gem, attack, or play any blends or actions. The player who goes first does not attack on their first turn.
3. End: Declare your turn is over and activate any end of turn effects.
 - ▶ When a player's HP drops to 0, and no player has won 2 rounds, skip directly to the current player's End phase. Then both players return to 20 HP, and the next player begins their turn. Do not clear your field between rounds.

GAINING CARDS

Each player's turn begins with drawing a card (first player's first turn excluded). Some card effects allow for the drawing of additional cards or searching your deck for specific cards. Any time you draw or search your deck for a card, it goes to your hand unless stated otherwise.

- ▶ Every time you search your deck for a specific type of card, you must reveal the card to the other players, add that card to your hand, and shuffle your deck.
- ▶ Every time you are unable to draw a card because there are no cards left in your deck, you receive 15 damage to your HP.
- ▶ There is no maximum hand size.

EQUIPPING HEROES

Once per turn, you are allotted one gem from your hand to equip a hero on your field. When you equip a hero with a gem, place the gem behind the hero so that only the small gem icon is visible. As you equip a hero with multiple gems, place them under your hero in the same way.

Often, equipping a hero with gems can activate effects. Any instance a gem is added to a hero counts as an “equip”. This includes moving a gem from one hero to another and searching your deck or discard for a gem and playing it directly on a hero.

Additionally, you may remove any gems from your heroes as often as you like during your turn. These gems go directly to your discard. You cannot send gems directly from your hand to your discard unless directed by a card effect.

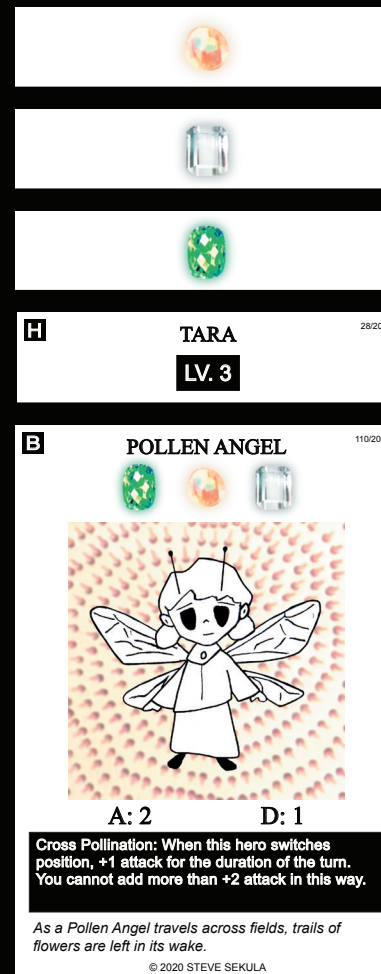


BLENDING AND DEBLENDING

As often as you like during your turn, you may place a blend on an unblended hero that meets both the level and gem requirements of the blend. Place the blend on top of your hero so the name and level of the hero are still visible.

Once a blend is on a hero, the blend's attack, defense, and effect supersede those of the hero. A blended hero is still considered a hero, and a blended hero's effect is still considered a hero effect.

Additionally, as often as you like, you may remove a blend from a hero by sending the blend from your field to your discard. This is called deblending. You cannot send blends directly from your hand to your discard unless directed by a card effect.



USING EFFECTS

Hero effects are written in the black boxes underneath the illustrations of heroes and blends. As long as you adhere to any usage restrictions written in an effect, a single hero can use multiple unique effects in one turn.

► **For example**, the hero TARA can use the effect “Gamble,” then blend into ANGEL, and use the effect “Wind Gust.” Conversely, if ANGEL were already in use by TARA, you could use “Wind Gust,” then deblend, and use “Gamble.”

Combinations like these can be very useful during gameplay. If done properly, certain heroes can use many effects in the same turn.



H **TARA** 28/200
LV. 3






A: 0 D: 0

Gamble: Once during your turn, you may reveal the top card of your deck. If it's a basic gem, keep it. Otherwise discard it.

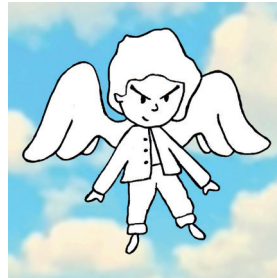
"I take a lot of risks. I don't care what you think."

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H **TARA** 28/200
LV. 3

E **ANGEL** 124/200



A: 2 D: 0

Wind Gust: Once during your turn, you may switch this hero's position.

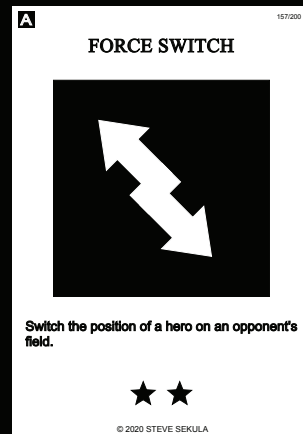
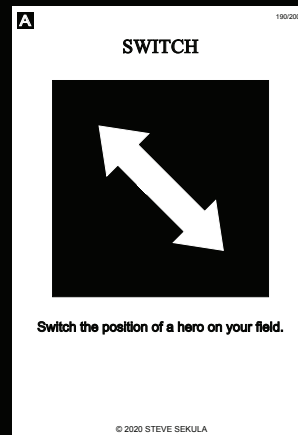
Its wings allowed for the mass migration to high altitude communities in the clouds.

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CHANGING POSITIONS

Changing positions is a key aspect to gameplay in Gem Blenders. There are three distinct types of position changes that can be activated with certain hero effects and actions:

- ▶ **Switch:** One hero changes positions with another hero on the field. Both heroes are involved in the “switch.”
- ▶ **Rotate:** Every hero moves one position clockwise or one position counter-clockwise. In a clockwise rotation, center moves to right, right moves to back, back moves to left, and left moves to center.
- ▶ **Arrange:** Every hero may change positions however you like. While an arrange could resemble a switch or rotate, it is considered only an “arrange.”

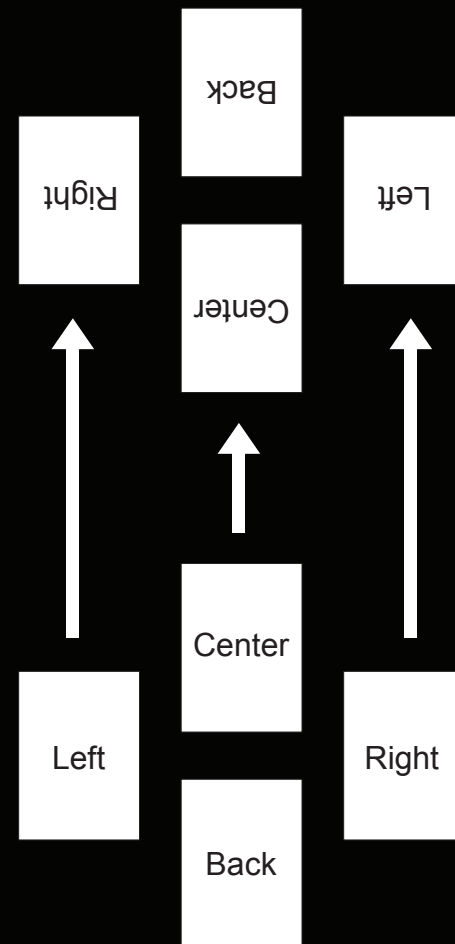


ATTACKING

Attacks are carried out by your frontline heroes once per turn. Heroes are not required to attack, but all that do attack must attack simultaneously. In two-player, damage is calculated directly between opposite position heroes: your center position with your opponent's center position, your left position with your opponent's right position, and your right position with your opponent's left position.

To calculate damage, take the difference between your hero's attack and the corresponding hero's defense. For each matchup, if your attack is greater than your opponent's defense, inflict the difference to your opponent's HP. If your opponent's hero has greater or equal defense to your attack, the attack does no damage.

If at any point a single hero receives multiple attacks in one turn, treat each attack as a separate damage calculation unless stated otherwise.



ATTACKING

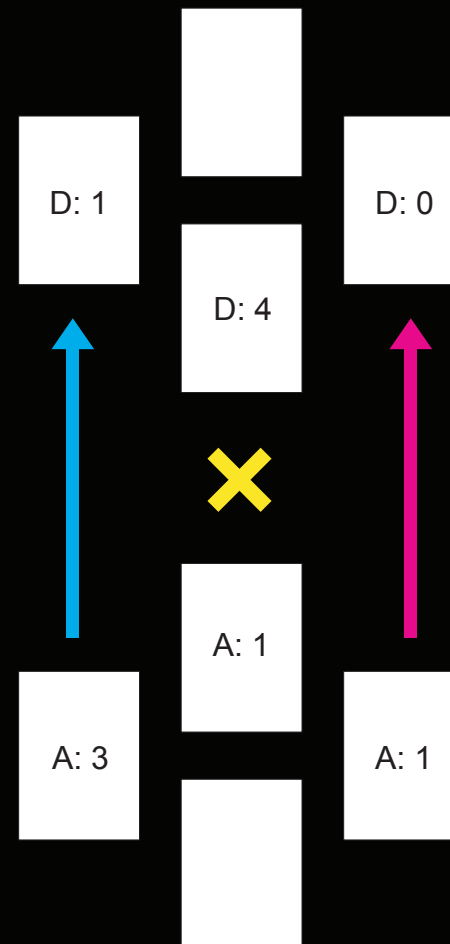
When you declare an attack, you perform a damage calculation between the attack of your frontline heroes and the defense of your opponent's frontline heroes.

► **For example**, given this field positioning, the damage calculation would be the following:

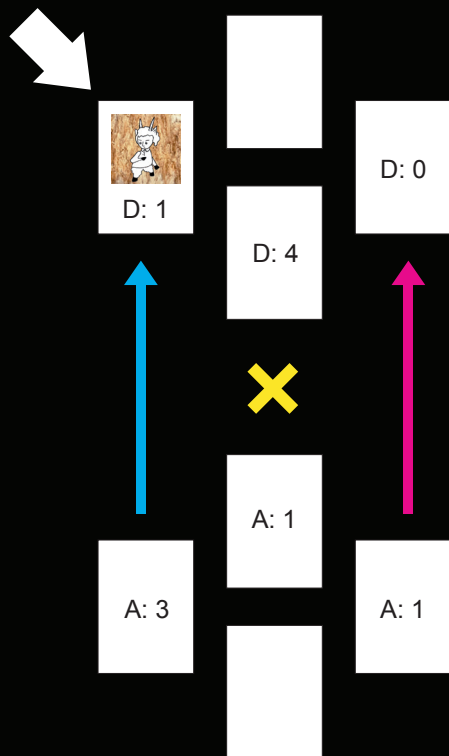
$$\begin{array}{rcl} \text{■ } 3 - 1 = 2 & = & 2 \text{ damage} \\ \text{■ } \text{no attack} & = & + 0 \text{ damage} \\ \text{■ } 1 - 0 = 1 & = & \underline{1 \text{ damage}} \\ & & 3 \text{ damage} \end{array}$$

This damage calculation indicates your attack inflicts 3 damage to your opponent's HP.

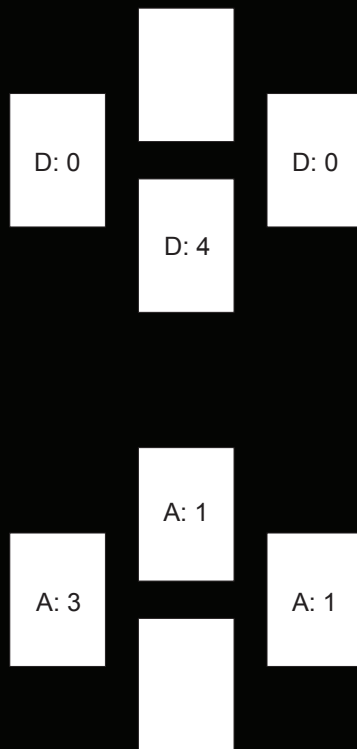
Additionally, if a declared attacking hero hits a defending hero with higher defense than its attack, the attacking player takes damage equal to the difference to their own HP immediately after attack damage is dealt. Attacking players generally choose not to attack with a particular hero when an opposite position hero has higher defense than an attack.



DECLARED ATTACK



AFTER DAMAGE CALCULATION



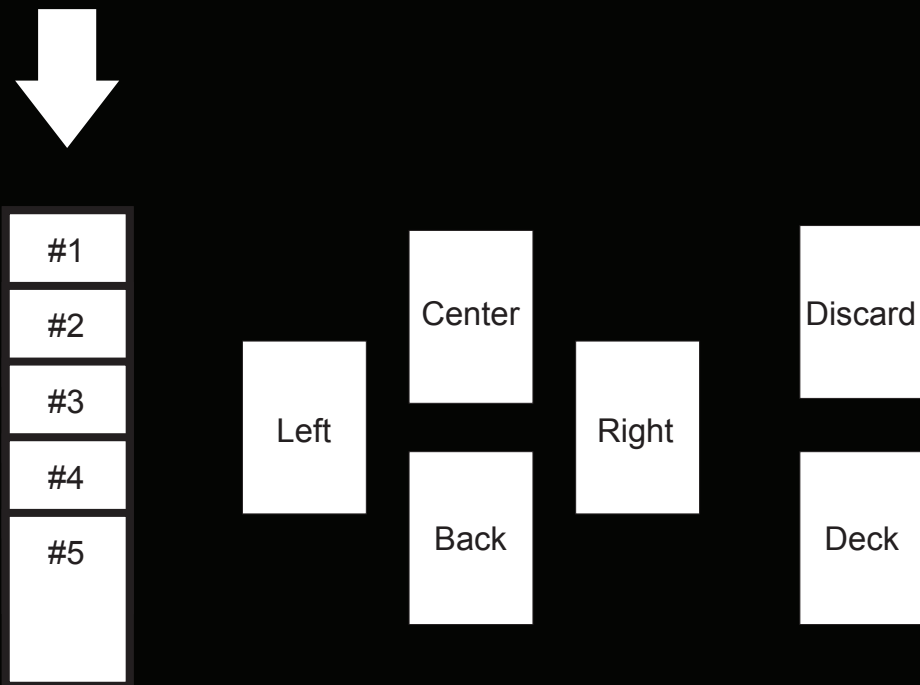
DEBLEND TO BLOCK

While you are the defending player, and one of your blended heroes is declared as an attack target, you may deblend your hero to block all attack damage from the attacking hero.

► **For example**, given this field positioning, the defending player could deblend their HERALD to completely block the attacking player's left position hero:

■ blocked	=	0 damage
■ no attack	=	+ 0 damage
■ $1 - 0 = 1$	=	<u>1 damage</u>
		1 damage

► Any action cards that may be played during an attack are to be played before blockers are declared.



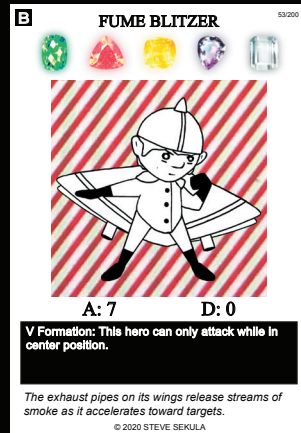
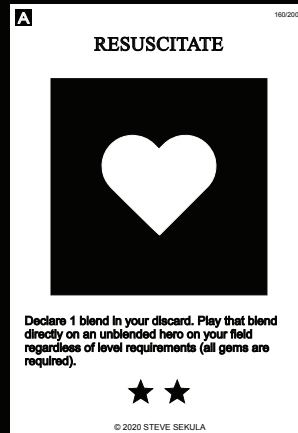
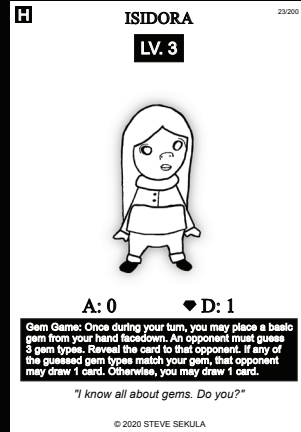
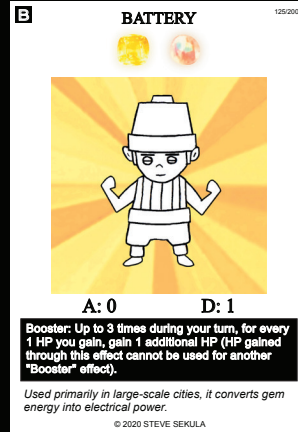
ACTION METER

When you play an action card, add it to your action meter. Your action meter is a vertical stack of cards to the left of your field which keeps track of the number of action cards you've played during a round. Once you play 5 action cards in a round, you may no longer play action cards. In between rounds (pg. 18), move all action cards in your action meter to your discard pile.

► If an action card's effect is canceled, remove it from the action meter after any canceling chain has been resolved.

ADVANCED RULES

Each hero and blend in Gem Blenders has an effect, allowing for many possible strategies. While effects are not strictly categorized, there are recurring phrases in effect texts that dictate how certain effects function. Ultimately, each effect should be interpreted on its own. This section of the rulebook is designed to help you interpret any card text that may otherwise be unclear.



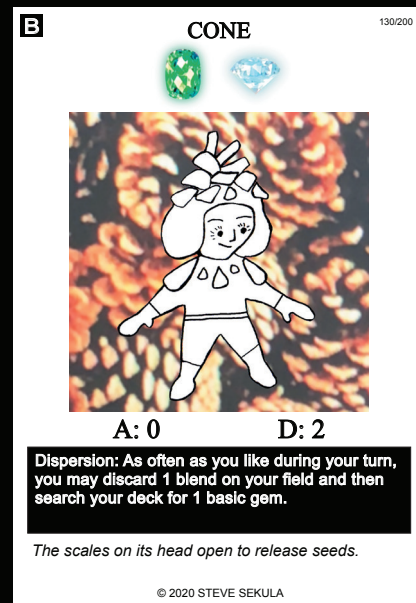
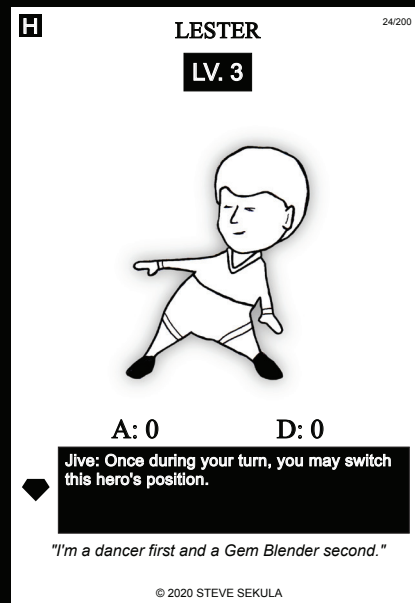
"There are so many types of effects! Make sure that you know every one in your deck."

ACTIVATED EFFECTS

Activated effects have usage restrictions written in their text that allow you to activate the effect a certain number of times per turn. These usage restrictions are generally phrased similarly to one of the following:

- ▶ “Once during your turn”
- ▶ “On your first turn”
- ▶ “Up to 2 times during your turn”
- ▶ “As often as you like during your turn”

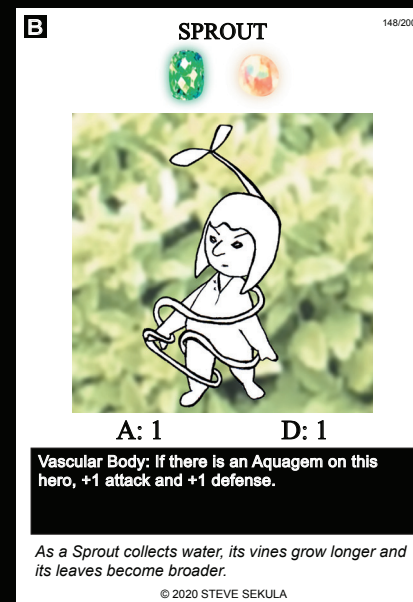
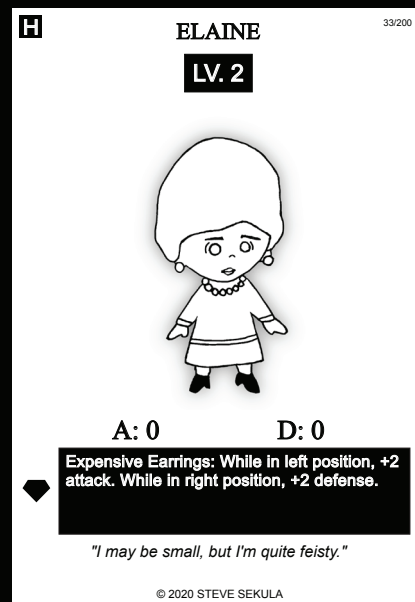
Usage restrictions apply only to one hero at a time. You can use the same “Once per turn” effect multiple times per turn as long as it’s being used by a different hero each time.



PERMANENT EFFECTS

Permanent effects are active as long as they are in play and their usage requirements are met. Permanent effects often require a hero to maintain a specific position for an effect to be active. As soon as any usage requirements of a permanent effect are not met, the effect is no longer active.

► **For example**, the hero ELAINE gains +2 defense while in right position. As soon as ELAINE changes position, her defense becomes 0.

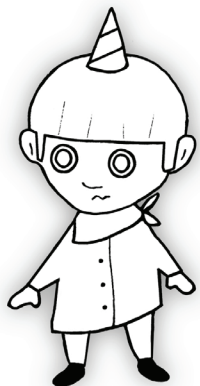



DURATIONAL EFFECTS


Durational effects always include text similar to “for the duration of your turn” in the effect text. Once a durational effect is activated, it remains in effect for the entire turn regardless of whether or not the effect is still in play.

► **For example**, the hero KULA blended as CHASER can use the effect “Team Pursuit” to gain +1 attack. Even if you deblend, KULA maintains the +1 attack bonus because “Team Pursuit” is a durational effect.

“Combining effects can result in massive amounts of damage.”







H

KULA




36/200

LV. 2

B

CHASER

128/200



A: 1 D: 1

Team Pursuit: Once during your turn, when this hero switches position with a blended hero, +1 attack to both heroes for the duration of your turn.

While a Chaser is faster than a fireball, pulling its tail causes temporary paralysis.

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H

KULA

36/200

LV. 2



A: 1 D: 0



Scavenge: Once during your turn, you may discard 1 gem from your hand and then search your deck for a 0-star action.

“Resourcefulness is a key skill on the battlefield.”

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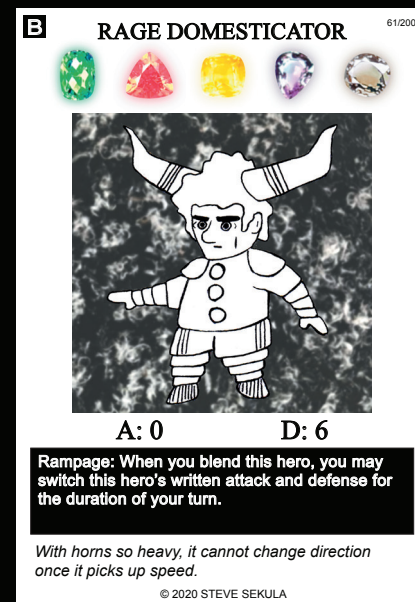
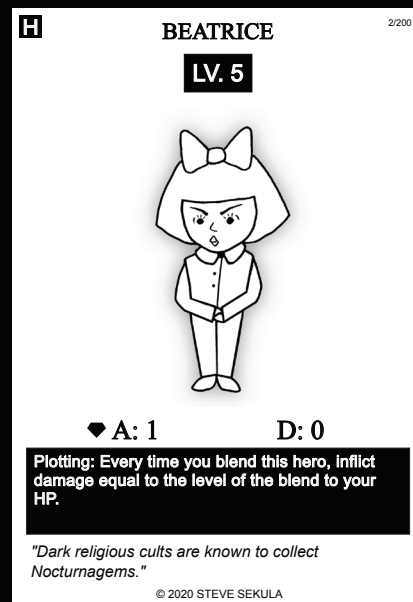
CONCURRENT EFFECTS

Concurrent effects are activated simultaneously to specific moves and phases of gameplay. Concurrent effects usually include text similar to one of the following:

- ▶ “When you blend this hero”
- ▶ “When you equip a gem to this hero”
- ▶ “At the end of your turn”
- ▶ “Every time an opponent plays a blend”

If multiple concurrent effects are activated at the same time, use them in order according to their rules of priority:





- ▶ Your effects take priority over an opponent’s effects.
- ▶ Hero effects take priority over blend effects.
- ▶ Any other effects activated at the same time may be used in any order you like.








DESTRUCTIVE EFFECTS

Some effects require the discarding of cards from your hand or field to carry out the effect. When discarding cards from your field, immediately update your field as soon as the effect is complete.

► **For example**, the hero CLAIRE blended as COMBUSTION BOILER can use the effect “Boil Alive” even though it requires that 2 gems used to play the blend must be discarded. However, immediately after the effect is used, and the gems are discarded, COMBUSTION BOILER must be discarded as well.



H **CLAIRE** 13/200
LV. 4

E **COMBUSTION BOILER** 72/200

A: 3 **D: 0**

Boil Alive: Once during your turn, you may discard 1 Pyrogem and 1 Aquegem on this hero. Then discard 1 blend on an opponent's field.

It boils water at such high temperatures that it can disrupt blended gem energies.

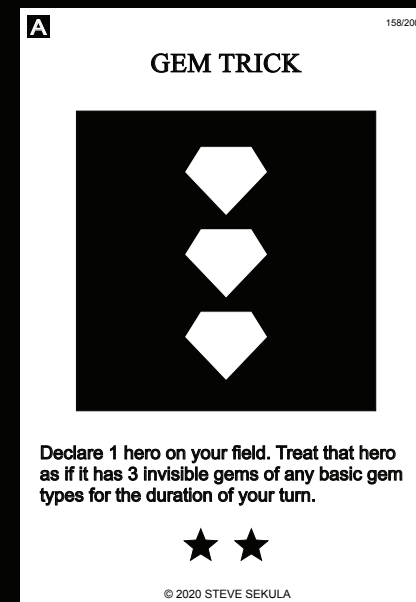
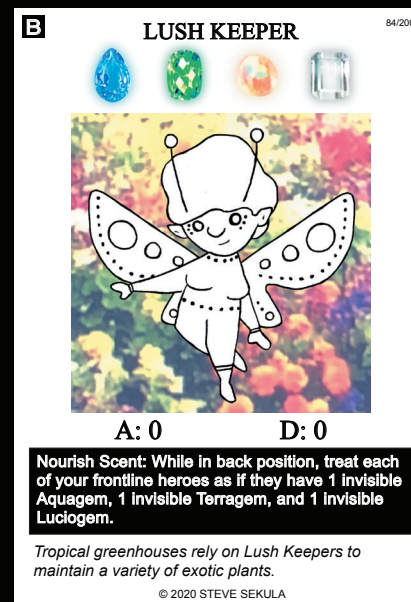
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INVISIBLE GEMS

Some effects and actions allow for heroes to gain gems without physical gem cards. These gems are called invisible gems. When an invisible gem keyword is used in a card effect, the following is true about that gem:

- ▶ Adding an invisible gem to a hero never counts as an equip
- ▶ An invisible gem cannot be moved between heroes, have its type changed, or discarded for any reason

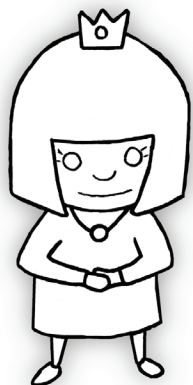
While some invisible gems only last for a set duration, others are a part of permanent effects. If you play a blend using an invisible gem, be sure to update your field immediately if the invisible gem is no longer active.



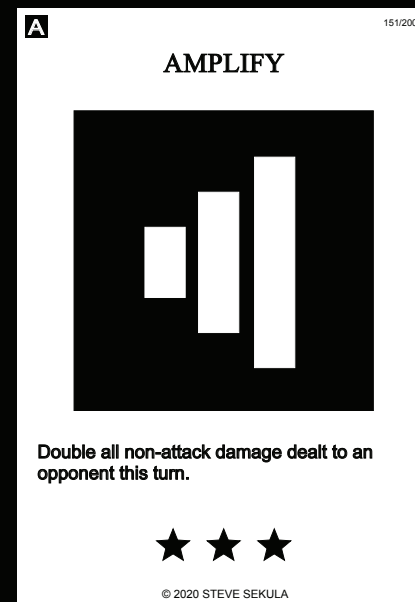
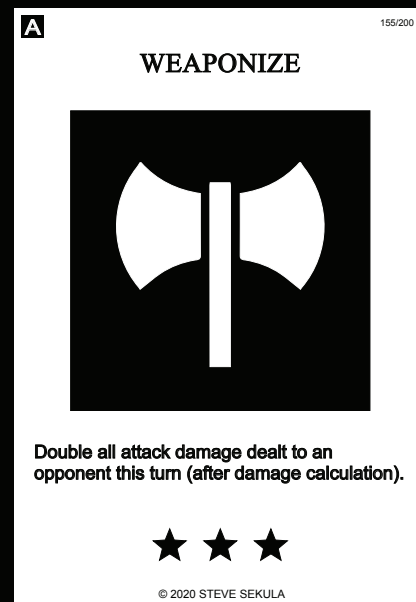
TYPES OF DAMAGE

There are two types of damage in Gem Blenders:

- ▶ Attack damage is any damage dealt to an opponent from an attack damage calculation (see pg. 30).
- ▶ Non-attack damage is all other damage dealt to an opponent. Generally, this damage comes from effects.



"It can be helpful to have multiple ways to inflict damage to an opponent's hit points."

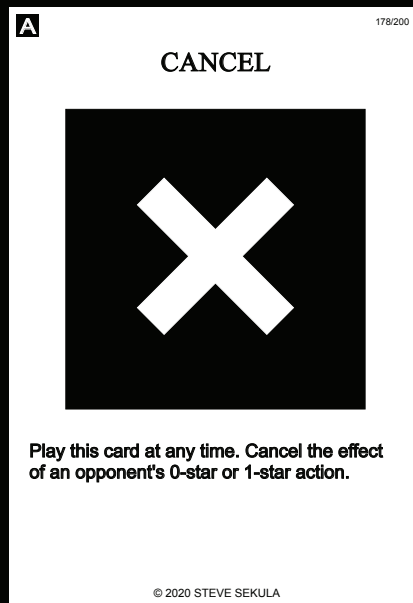


ACTION INTERRUPTION

Unless stated on the card, you may only play an action during your turn. Some action cards may be played during an opponent's turn if they include phrasing similar to one of the following:

- ▶ “Play this card at any time from your hand.”
- ▶ “Play this card when an opponent declares an attack.”
- ▶ “Play this card any time your HP would drop to 0.”

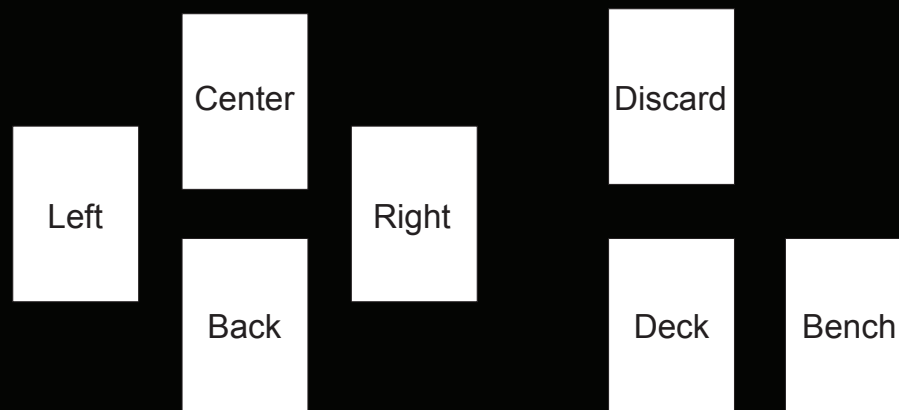
When actions are used to interrupt an opponent's turn, their effect takes priority over whatever declaration an opponent has made.



BENCH

In two-player, you may include a pile of up to 4 additional hero cards called a “bench.” These cards are hidden from your opponent. After each round, you may exchange 1 hero on your field with 1 hero from your bench. The winner of the round makes any changes first and is followed by the loser.

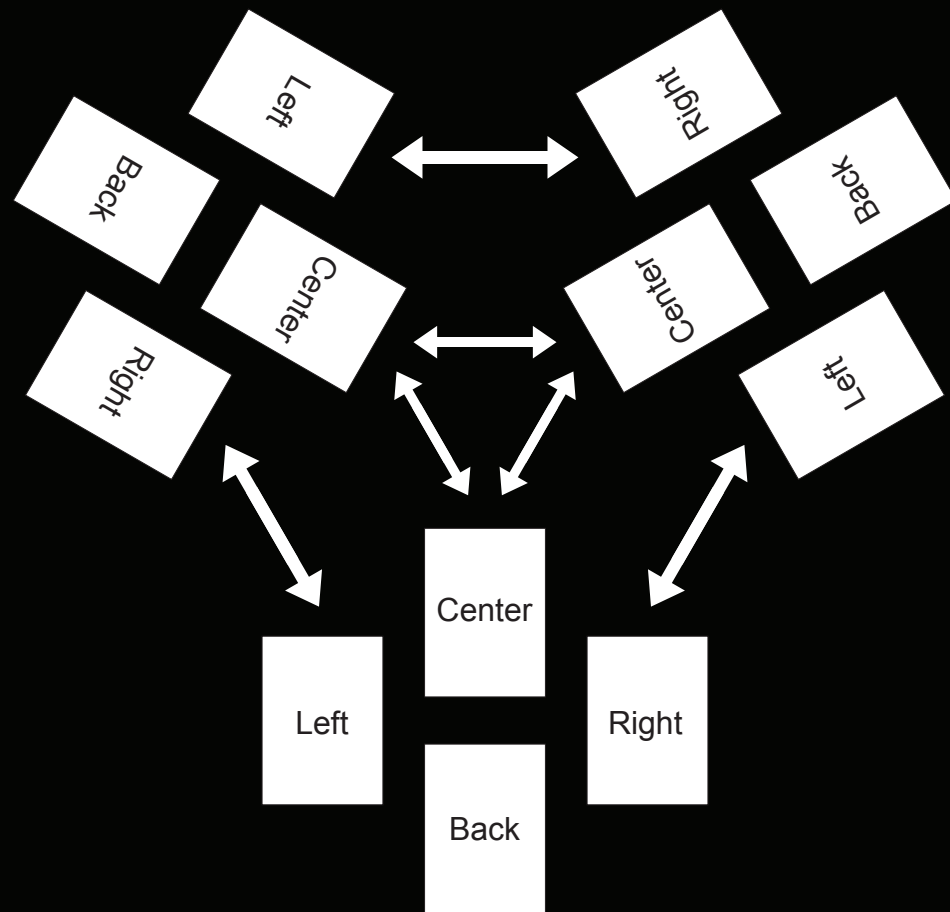
- ▶ If an outgoing hero is blended, you must deblend it when the exchange occurs.
- ▶ Move all gems from the outgoing hero to the incoming hero.
- ▶ Place the incoming hero in the same position as the outgoing hero.
- ▶ Add the outgoing hero to your bench.



THREE OR MORE PLAYERS

Three or more players arrange themselves in a circular formation and make the following adjustments to gameplay:

- ▶ Players begin with 45 HP and there are no rounds.
- ▶ Your left position hero can attack your left opponent's right position hero, your right position hero can attack your right opponent's left position hero, and your center position hero can attack any other center position hero.
- ▶ Players empty their action meters once they are under 30 HP and then again under 15 HP.
- ▶ When a player's HP reaches 0, that player is eliminated. Close the circle until only one player



THREE OR MORE PLAYERS


When playing with three or more players, there is the possibility that a hero's permanent effect could have multiple possible targets. In this case, the hero's effect targets all heroes that match its effect criteria.


► **For example**, if your center position hero is blended as ANCHOR during a three player game, the effect "Mooring" targets both of your opponents' center position heroes at the same time.

B

ANCHOR

123/200





A: 0

D: 3

Mooring: While on your frontline, an opposite position hero cannot "switch" position by that opponent's action or hero effects, unless that opponent takes 3 damage to their HP.

Every skilled sailing crew has a captain, a first mate, and an anchor.

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GLOSSARY

Action: Effect card played to advance strategy. (pg. 10)

Activation Gem: Gem required to activate attack, defense, or effects on hero cards. (pg. 4)

Allotted Gem: The one gem you can play from your hand every turn. (pg. 6)

Attack: The number on hero and blend cards denoted by an “A.” Subtracted by defense during damage calculations. “Written attack” refers to the written value on any given hero or blend card. (pg. 28)

Attack Damage: Any damage dealt as a result of an attack and damage calculation. (pg. 46)

Bench: Pile of up to 4 hero additional cards that may accompany any deck in two-player gameplay. In between rounds, a single hero may be substituted onto your field. (pg. 50)

Blend: A transformation card that requires a specific combination of gems and is played on heroes. (pg. 8)

Blend Level: Correlates to the number of gems required for a blend. Ranges from LV. 2 through LV. 5. (pg. 8)

GLOSSARY

Deck: Facedown pile of cards consisting of gems, blends, and actions. (pg. 13)

Defense: Number on hero and blend cards denoted by a “D.” Subtracted from attack during damage calculations. “Written defense” refers to the written value on any given hero or blend card. (pg. 28)

Discard: Faceup pile where you place cards that have been used. (pg. 15)

Field: Refers to your four heroes and any cards played on them. (pg. 15)

Frontline: Refers to your heroes in left position, center position, and right position. Capable of carrying out attacks. (pg. 15)

Gem: Card that functions as a source of energy, equipped to heroes to play blends. (pg. 6)

Hand: Collection of cards you draw that is hidden from your opponents. (pg. 17)

Hero: Character cards that are equipped with gems and can use blends. (pg. 4)

Hero Effect: Text on hero and blend cards located in the black box under the illustration. (pg. 24)

GLOSSARY

Hero Level: Number on hero cards located in the black box directly under its name. Correlates to the maximum blend level the hero can use. (pg. 4)

Hit Points: Number total that you prevent from reaching zero. (pg. 16)

Invisible Gem: Gem gained from a hero effect or action. (pg. 44)

Non-attack Damage: Any damage dealt from anything other than an attack. (pg. 46)

Opponent: An opposing player.

Opposite Position Hero: an opponent's frontline hero directly across from your frontline hero. (pg. 28)

Player: You or an opponent.

Position: A hero's location of the field: left position, center position, right position, or back position. (pg. 26)

Round: 20 HP segments in 2-player gameplay. (pg. 16)



“Good luck in your Gem Blending venture.”

