

GEM BLENDERS™



MULTIPLAYER RULES

Multiplayer Gem Blenders uses the same rules as 2-player gameplay with some modifications. Use this rules sheet in conjunction with the standard rules for the complete experience.

TO PLAY

Each player must have 4-8 heroes and a 50-card deck of gems, blends, and actions.

TO WIN

Reduce each opponent's hit points (HP) to 0.

MULTIPLAYER SETUP

Each player does the following.

- 1** Start with 40 HP.
There are no rounds in multiplayer.
- 2** Arrange 4 heroes face down in left, center, right, and back position in the appropriate player formation.
- 3** Set aside up to 4 additional heroes face down on your bench.
You may substitute a hero from your bench when your HP drops to 20.
- 4** Randomly choose a player to go first.
Pass the turn to the left in clockwise order.
- 5** Shuffle your deck and draw a hand of 7 cards.
Each player may re-do this step once (aka "mulligan").
- 6** Flip your heroes face up and begin the first player's turn.
The first player skips their first draw and cannot attack on their first turn. The second player skips their first draw.

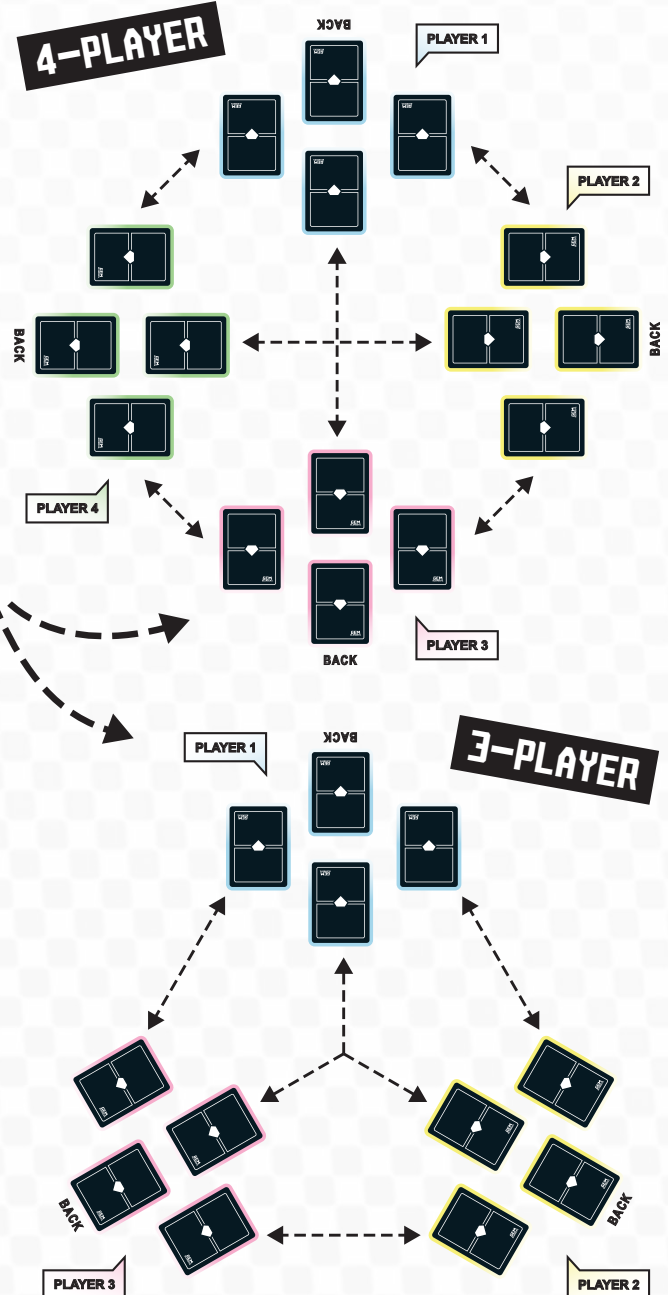
HP THRESHOLD

When your HP drops to 20 or below for the first time during a game, do the following immediately:

- 1** Move all cards in your action meter to your discard.
- 2** You may substitute 1 hero on your field with 1 hero from your bench.
- 3** Continue the current player's turn.

PLAYER FORMATIONS

- ▶ Your left position hero is opposite your left opponent's right position hero. Vice versa for your right position hero.
- ▶ Your center position hero is opposite all other center position heroes and may choose which opponent to attack during your attack declaration (but may only attack one opponent at a time).



- ▶ When a player's HP drops to 0, that player is eliminated. That player's heroes are removed from the field and the player formation tightens (from 4-player to 3-player or from 3-player to 2-player) until the winner is decided.