

A collection of ten colorful gemstones arranged in a circular pattern around the title. The stones include a light blue diamond, a green emerald, a yellow diamond, a blue sapphire, a red ruby, a multi-colored opal, a purple amethyst, a clear diamond, a clear diamond, and a clear diamond.

GEM BLENDERS

THE CARD GAME

QUICK RULEBOOK

BACKGROUND

Welcome to Gemlandia -- a land whose culture revolves around gems that contain different types of energy. Across its states, these gems are mined and collected for a variety of purposes.



AQUAGEM



TERRAGEM



PYROGEM



LUCIOGEM



AEROGEM



NOCTURNAGEM



CRYOGEM

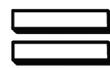
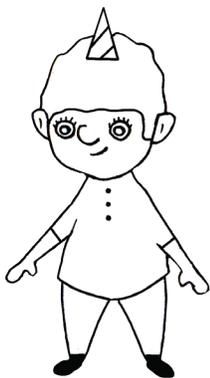


CAPROGEM



ELECTROGEM

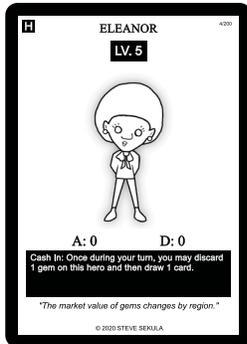
Gem Blenders are gifted individuals that can combine the energies of multiple gems to use a variety of powerful transformations called blends.



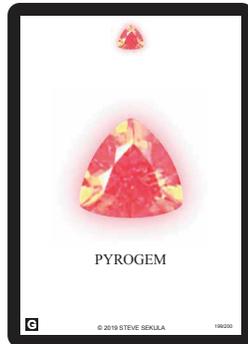
Gem Blending is common practice and an integral part of the culture and economy of Gemlandia. While Gem Blending is used in all facets of society, everyone's favorite pastime is a Gem Blender Battle!

CARDS

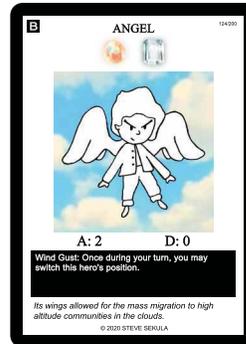
In Gem Blenders, there are 4 card types: Hero **H**, Gem **G**, Blend **B**, and Action **A**.



Hero



Gem



Blend



Action

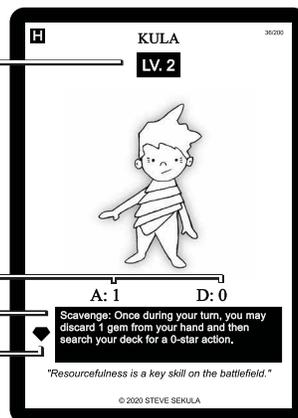
Each player needs **4 unique heroes** and a **50 card deck** made up of gems, blends, and actions. A deck can contain no more than 3 of the same blend or action.

Level: Value that corresponds to the maximum level blend a hero can use.

Attack/Defense: Number values used in attack damage calculations.

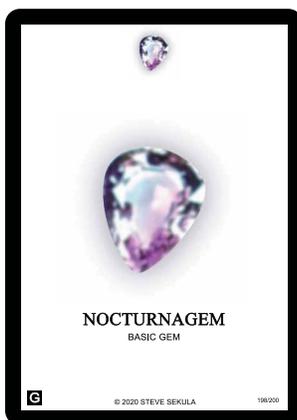
Effect: Unique ability used by a hero.

Activation Gem: Gem icon that indicates a hero must be equipped with at least 1 gem in order to use a given attack, defense, or effect.

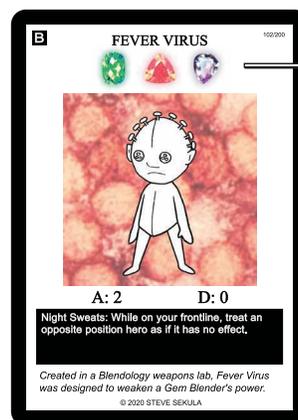


Your 4 heroes are the foundation for gameplay. Every hero has a level immediately under its name, as well as an attack ("A"), defense ("D"), and effect in the black box.

Heroes may have an activation gem , which indicates that the hero must be equipped with 1 gem of any type to use any given attack, defense, or effect.

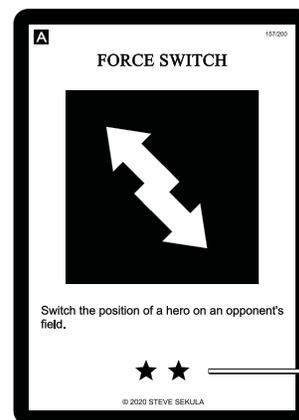


Gems are a source of energy for heroes to use blends and activate effects.



Blends are powerful transformations that require specific combinations of gems.

Blend Level: Equal to the number of gems a blend requires.



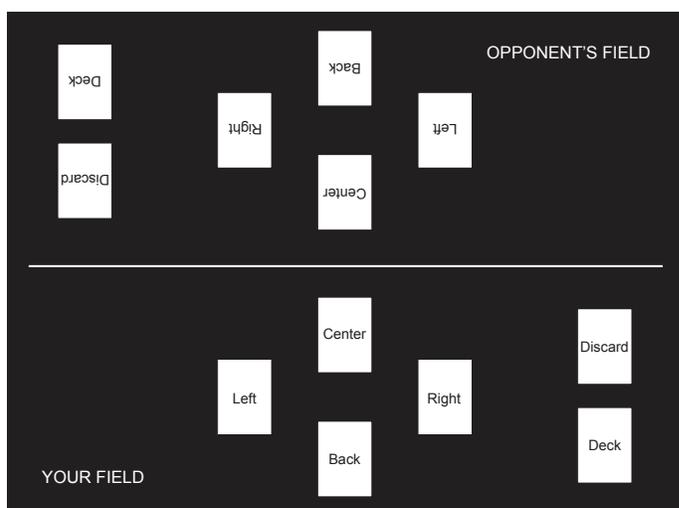
Actions are added effects played to advance strategy.

Action Star: Indicates the power of an action card. A deck can have a maximum of 6 action stars.

GETTING STARTED

Gem Blenders is a turn-based game, played over a series of rounds. Each player begins with 20 Hit Points (HP). The goal of Gem Blenders is to use attacks and hero effects to get your opponent's HP down to 0 before they can do the same to yours. When your opponent's HP drops to 0, you win the round. The first player to win 2 rounds, wins the game. Follow these steps to begin playing:

- 1 Keep track of your HP using any preferred method.
- 2 Start with your 4 heroes in your hand. Arrange them **facedown** on your field in 4 distinct positions: left, center, right, and back. Shuffle your deck and place it facedown to the right of your heroes. Reserve space directly above your deck for your discard. Place your heroes with the following information in mind:



- ➡ Your frontline is made up of your left, center, and right position heroes, which are capable of carrying out attacks against your opponent's frontline heroes.
- ➡ Your back position hero cannot attack or be attacked, but may still use effects.

- 3 Draw 7 cards from your deck. If you do not like your initial draw, you may shuffle all 7 cards back into your deck and redraw once.
- 4 Flip your heroes faceup.
- 5 Decide which player chooses the starting order by any random method. **The player who goes first skips their draw phase and cannot attack on their first turn.**

TURN PHASES

Each turn has 3 phases:

1 Draw: Begin your turn by drawing 1 card from your deck. There is no hand size limit. The player who goes first skips the draw phase of their first turn.

2 Play: You may do any of the following during your turn:

Once per turn

- Equip your allotted gem
- Attack

As often as you like per turn

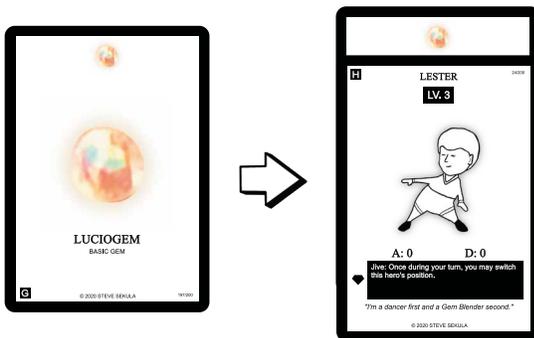
- Blend or deblend
- Discard gems
- Activate effects
- Play Actions

*Every time you search your deck, add the card(s) to your hand, and then shuffle immediately.
If you search your deck for a specific type of card, you must show it to your opponent.

Once per turn

Equip your allotted gem

Every turn you are allowed to equip a hero on your field with **1 gem** from your hand. Once you equip a hero with a gem, the gem remains on that hero. As you place gems behind your heroes, add them so only the small gem icon is visible. Any hero may be equipped with any number of gems.

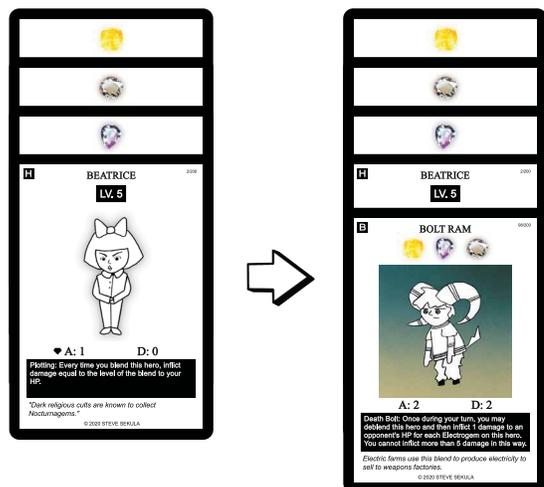


As often as you like per turn

Blend or deblend

If a hero is equipped with the correct gems, and is of a level equal to or greater than the blend, you may blend that hero. Place the blend card on top of the hero card so only the hero name and level are visible. When a hero is blended, the attack, defense, and effect of the blend **replace** that of the hero.

You may deblend a hero by sending an active blend to the discard. All gems remain on the hero when deblending. **If at any point a blended hero does not have the required gems for a given blend, it must be deblended immediately.**



As often as you like per turn

Discard gems

You may discard Gems from your field at any time during your turn. Generally, it is not recommended to discard gems. However, there are specific circumstances where it may be beneficial.

TURN PHASES

As often as you like per turn

Activate Effects

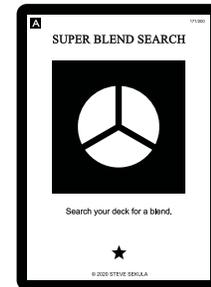
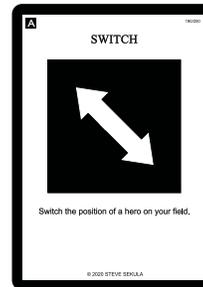
Any usage restrictions are written in the effect text of your hero and blend cards. A single hero may use multiple unique effects in 1 turn. Effects always supercede any gameplay rules.



As often as you like per turn

Play Actions

Unless stated on the card, you may only play action cards during your play phase. Once you complete the effect stated on an action card, put it in your discard. Action effects always supercede any gameplay rules.



Once per turn

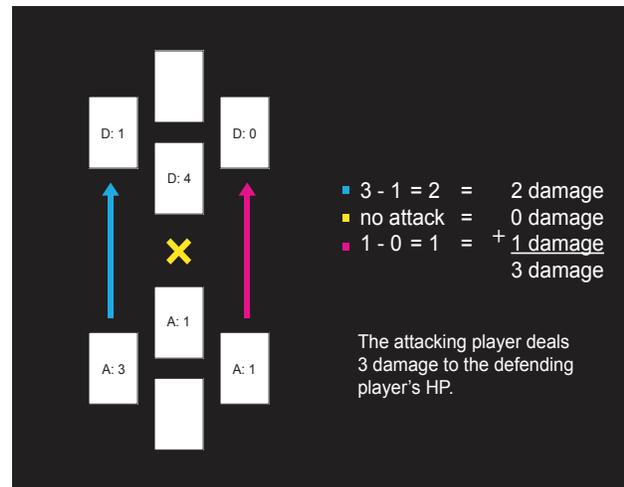
Attack

The player who goes first cannot attack on their first turn.

Declare which heroes on your frontline will attack and run damage calculations (all attacks occur simultaneously). Not every hero must attack.

When you declare an attack, you perform a damage calculation between each of your declared frontline heroes and the defense of your opponent's opposite position heroes. The defending player takes damage equal to the difference of an attacking hero's attack and a defending hero's defense for each pair of heroes.

If an attacking hero's attack ever hits a defense of greater value, the attacking player takes the difference to their own HP.



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End: Declare your turn is over and activate any end of turn effects.

When a player's HP drops to 0, and neither 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.