

DIAMONIAK



For 5 to 99 year olds



2 to 4 players



Content: 54 cards: 4 x 6 = 24 "castle" cards, 20 "diamond" cards, 7 "witch" cards, 3 "fairy" cards.



The aim of the game: To be the first person to build a castle in one's own colour.



Game preparation: Place the pile of cards face down in the centre of the table.

How to play: Players play clockwise. The youngest player takes a card from the pile and shows it to the other players. Throughout the game, all players must take at least one card from the pile, then they can decide whether they want to take another card from the pile or pass their turn...

When taking a card from the pile, there are 4 possibilities:

- If the player has picked up a "castle" card:

If the player hasn't yet started to build a castle, she puts that "castle" card down in front of her and build a castle in the colour of that particular card. (Unless another player is already building a castle of that colour.) When that player's next turns come round, all the cards of her particular castle colour should be used to build her own castle. "Castle" cards of any other colour should be put down on the table on the player's right-hand side (she may get rid of them or "sell" them later on in the game.)

After picking up a "castle" card, *the player may take another card from the pile.*

- **If the player has picked a "fairy" card:** she puts the card down on the table on her right-hand side and may take another card from the pile.

- **If the player has picked up a "diamond" card:** she puts the card down on the table on his/her right-hand side and may take another card from the pile. "Diamond" cards are used to buy "castle" cards from other players and help them complete their own castle in their own particular colour (3 "diamond" cards can be exchanged for one "castle" card.)

Beware: - If a player wants to buy a "castle" card (only 1 each turn), she may not take a card from the pile during that turn.

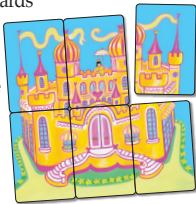
- The other player cannot refuse to sell a "castle" card.

- **If the player has picked up a "witch" card:**

- Bad luck! The player must place the "witch" card and 3 of her own cards ("diamond" cards, or cards belonging to the castles of other players or even her own castle!) next to the pile of cards in the centre of the table and pass their turn. If she has less than 3 cards, she must hand in whatever cards she has left.) - If the player has a "fairy" card, she may use it to counter the witch, placing that "witch" card and the "fairy" card next to the pile in the centre of the table then pass her turn.

The card pile: When there are no cards left in the pile, one player takes all the cards that have been placed next to it, shuffles them and places them back in the centre of the table to form a new pile.

Who wins? The first player who manages to build her own castle completely (6 cards of one same colour) wins the game.



Choking hazard.