



EXPLORER'S HANDBOOK

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INTRODUCTION

Welcome to the fantastical world of Iridescia. This abandoned world, lush with rare gems, has been vacant for centuries due to a cataclysmic event forcing its inhabitants to take to the skies. The land is now safe to return to and its former residents are coming home. Take on the role of one of four clans to explore the lands, mine gems, restore ancient relics, and find the lost Iridia Stone to ascend to the throne and re-unite the people of Iridescia!

GAME DESIGN: ROBERTO PANETTA
ILLUSTRATION: SARAH "FREEDZ" CONLON
LOGO DESIGN: MICHAEL DASHOW
GRAPHIC DESIGN: ROBERTO PANETTA & AMMON ANDERSON

PLAYTESTERS

JUAN AGUDELO, JAMES BAKER, LINDA BALDWIN, CERNAN BAYAN, MEREDITH BEDARD, MARIE-EVE LEBOUTHILLIER, NICHOLAS DEVAN, CATHERINE DRAYER, CANDICE DUGAS, SHAUNA EHM, JILL ELDER, GWEN GERVAIS, ALEX GILL, JONATHAN GILMOUR-LONG, ANDREW GRYNCZUK, CANDICE HARRIS, VANESSA HARVEY, BRENDA HUITT ZIEGLER, MATHIEU JACOB, ANDREW KIRK, ZACK KUNTZ, JOSH L'HUILLIER, WILL LITTLE, WHITNEY LORAIN, GRANT LYON, JIM MANN, MAE MORRISON, JOSHUA MURPHY, JUDY MANN, DAVID MCKENZIE, OLGA NOVINKOVA, HENRY PANETTA, OWEN PANETTA, PJ PARENT, SACHA PLURA, GAVIN ROOK, JOHN-CARLO RICARDI, HEATHER ROSE, REBECCA RUCH, DONNA RUSSELL, CHRISTIAN SAVOIE, DANIEL SEWARD, IAN SMALL, SAMUEL STOCKTON, GABRIEL SPEILLER, JAMES NATHAN SPENCER.

Thank you to everyone that has followed the development of
Gems of Iridescia and supported me along this journey.
Special thanks to my wife Meredith and our two sons, Henry and
Owen for supporting me, inspiring me, and believing in me.

-Peace & Love
Roberto Panetta

COMPONENTS



Game Board



58 Terrain Tiles
(13 Desert, 13 Canyon, 13 Forest, 13 Ruins, 6 Castle)



4 Stone Dice 4 Gem Market Dice



Merchant Deck
(33 Item Cards)



24 Relic Cards



15 Secret Objective Cards



Iridia Stone Royalty Scoring Tokens



16 Amethyst Gems 16 Citrine Gems



16 Emerald Gems 16 Sapphire Gems



32 1-Gold Tokens 16 3-Gold Tokens

PLAYER COMPONENTS



4 Player Boards



4 Explorer Tokens



4 Scoring Markers



8 Mining Dice



4 Player Aid Cards

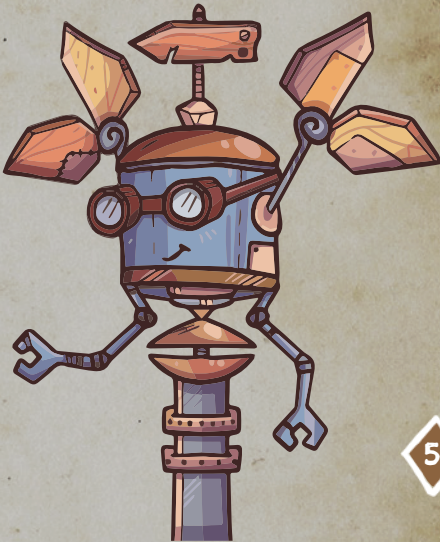
SOLO COMPONENTS



16 Rhom Solo Cards



6 Barricade Tokens



Relic Cards

Shuffle the Relic deck. Place it face down above the board. Draw five Relic cards and place them in a row above the board. This creates the Relics Row.

Royalty Tokens and Iridia Stone

Place the three Royalty tokens and Iridia Stone near the board. If playing with three players remove the Scepter token. If playing with two players, remove the Throne and Banner tokens.

Gems and Coins

Place the Gem tokens, Iridia Stone and Coin tokens near the board to create the supply.

Terrain Tiles

Shuffle the hexagonal tiles by terrain type and place them gem side down on the board in the following order: Desert (bottom two rows), Canyon, Forest, Ruins and Castle.

In a 2-player or solo expedition, remove one tile of each gem type from each region, except for the Castle row. Place the remaining tiles as normal leaving the leftmost and rightmost hexagon empty on each row.

GAME SETUP

- 1 Game Board
- 2 Gem and Coins
- 3 Terrain Tiles
- 4 Merchant Deck
- 5 Relic Cards
- 6 Gem Market Dice
- 7 Stone Dice
- 8 Royalty Tokens

Player Setup: Shuffle the Secret Objective cards. Deal two cards to each player. Players may look at their objectives. Once their Explorer token reaches the Forest region, they will discard one of the two cards. (see Secret Objectives on page 20.)

Gem Market Dice

Set the four gem colored Gem Market dice to two and place them on top of each matching-colored gem on the gem value spots on the game board.

Merchant Deck

Shuffle the Item cards which make up the Merchant deck. Place the deck near the board. Draw five cards and place them face up to create the Market.

In a 2-player or solo expedition, remove the **Swapping Stone** (x3) and **Clever Catapult** (x3) cards.

Stone Dice

Place the four gray Stone dice below the Gem Market dice.

Player Setup

Give each player:

- 1 Player Board
- 1 Explorer token
- 2 Mining dice
- 1 Scoring marker
- 5 Coins

**Optional. If playing with four players, give the 4th player a "Clever Catapult" item card from the Merchant deck. This is to make up for the fact that they may not be able to reveal any tiles on their first turn.*



KEY CONCEPTS

Gems and the Gem Market

There are four types of gems in the game:



Amethyst
(purple)




Citrine
(yellow)



Emerald
(green)



Sapphire
(blue)

Each gem is tied to a six-sided die of the matching color. For example: If the purple die shows 2 pips, then  are worth 2 coins each.



These dice are found on the right side of the board and referred to as the Gem Market. These values are affected by players' actions and are in constant flux throughout the game.

As dice values change, they will eventually reach a value of six. When it is a six and needs to increase, the market crashes for that gem type, and it goes down to a one.

Item cards such as the **Jolty Jackhammer** and **Dazzling Dynamite**, which allow you to modify dice, can change a gem market value die from a six to a one, or vice-versa.

GAMEPLAY

Goal of the Game

As explorers returning to Iridescia you'll be searching for gems to restore ancient relics in a race to find the lost Iridia Stone and ascend to the throne.

Collecting the right combination of gems will allow you to restore relics and gain you Royalty points. Royalty points can also be found on tiles you reveal, gained through set collection bonuses and by completing your secret objective. Additionally, there are extra Royalty points available to those who finish quicker than their opponents.

The game ends once every player has collected a tile from the final row of the board, referred to as the "Castle Row". The explorer who collects the most Royalty points will be crowned the new ruler of Iridescia.

Whenever a player gains Royalty points, they must move their scoring token up the Royalty track by the corresponding number of points.

Turn Overview

The player wearing the most gems starts first. Turns will continue in clockwise order.

On your turn you will perform two main actions followed by up to 4 optional actions, then perform end of turn actions.

Main Actions


- 1 Reveal Tiles* (page 10)
- 2 Move Explorer (page 11)

Some Item cards must be played prior to revealing tiles.



This will be indicated on those Item cards in the text and by this green flag icon.

Optional Actions

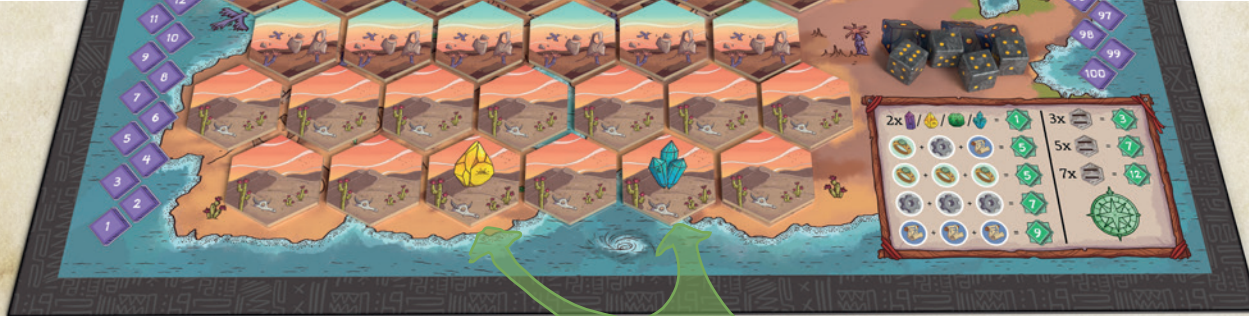
- 3a Mine Gems (Cost:  (page 13)
- 3b Purchase Item Cards (page 14)
- 3c Play Item Card(s) (page 15)
- 3d Sell Gems (page 16)

Optional actions can be done in any order. You can only **Purchase Item Cards** and **Sell Gems** once per turn, so time them wisely!

End of Turn (page 17)

- 4 - Restore Relics (optional)
- 5 - Collect hexagonal Tile
- 6 - Adjust Market Die





MAIN ACTIONS

You've arrived in Iridescia via airship floating near the bottom row of the board.

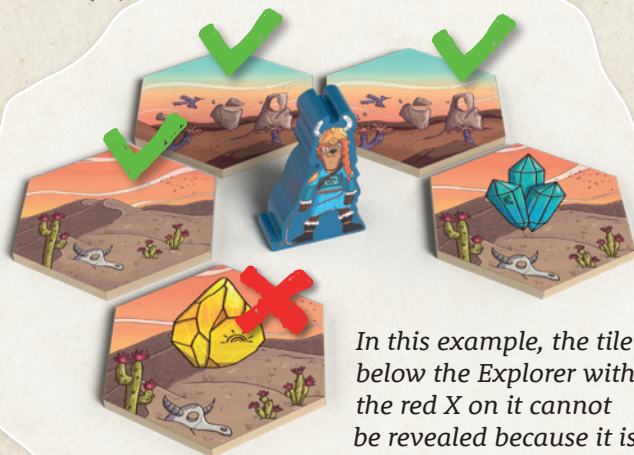
On your first turn, reveal up to two tiles in the first row; these do not need to be adjacent. If there are no tiles left to reveal, you may place your worker on any revealed tile in that row during the **Move Explorer** action. After revealing tiles, place your Explorer onto a revealed tile following the **Move Explorer** instructions on page 10 and complete your turn as normal.

On subsequent turns, you will reveal tiles following the instructions below:

1 — Reveal Tiles

Reveal up to two tiles adjacent to the current location of your Explorer. The tiles must be ahead of your Explorer, or to the side, never behind.

As players compete for spaces, it is possible that there will be no available tiles for you to reveal on your turn. In this case proceed to the **Move Explorer** action.



In this example, the tile below the Explorer with the red X on it cannot be revealed because it is considered to be behind the Explorer. The tile on the right with the Sapphire gem has already been revealed, therefore up to two of the other three tiles may be revealed.

2 — Move Explorer

Move your Explorer onto a revealed tile adjacent to your Explorer's current location.

Movement rules:

- Your Explorer can only move to the side or forward, never backwards.
- Your Explorer can move onto a tile, even if you are not the player that revealed it.
- If there are no adjacent tiles for your Explorer to move onto, you must discard a tile from your victory pile (see page 18, 5 — Collect The Tile) and then place your Explorer on the closest empty hexagon adjacent to their current location, then play a turn as normal starting with the Reveal Tile action. The discarded tile can be returned to the game box.



Once you've moved your Explorer onto a tile, immediately collect:

- The gem pictured on the tile from the supply, and
- any bonus indicated on that tile.

All collected gems must be placed in an available cargo space on your player board. You can hold a maximum of seven gems at any time. If ever you gain more gems than you can fit into your seven cargo spaces, you must immediately give away gems to other players (prior to completing any other action) until you only have seven. This can be the gem(s) you just acquired, or from your cargo space. You cannot decide to not take a gem that you acquired. In the extremely rare case that all players have full cargo space, the excess gems can be returned to the supply instead of given to another player.



In each region, there is one rainbow tile. If your Explorer moves onto a rainbow tile, you choose which gem type you collect and mine on that tile. You can only choose one type. When this tile is removed, it does not affect the Gem Market value dice (see Adjust Gem Market, pg.18).

TILE BONUSES

There can be one of three bonuses on a tile:



Coins

Immediately gain the number of coins indicated on the tile from the supply.



Royalty Points

Immediately move your scoring marker up the scoring track by the number of Royalty points indicated on the tile.







Stone Dice*




**The Stone dice are used during the optional Mine Gems action. Read the Mine Gems action, on the next page, first and then come back to this tile bonus.*

Take one Stone die from the Stone die supply on the board. If there are no available Stone dice on the board, you cannot gain one. This die can be used immediately or kept for use on a future turn. Once activated, it remains active as long as you are on the chosen tile. At the end of your turn, when you collect the tile, return the Stone die to the supply. A player can have multiple Stone dice (up to 4) and keep them until they decide to use them.

Example

Jane moves onto a tile with a Stone die bonus on it. She immediately gains a Stone die. Since the value of  is currently one, she decides to save the Stone die for a more difficult roll.


On her next turn, she moves onto a tile with a . Since the current value of  is five, she decides to use her Stone die. She rolls her two Mining dice and her Stone die. She rolls a four, four and five. Since she has one die that successfully matched or was higher than the Sapphire die, she gains !

Jane spends three more coins to roll again. Since she is still on the tile where she activated the Stone die, she keeps the Stone die in her dice pool and rolls all three dice again. She rolls five, five, six! Amazing! She gains   . Jane is satisfied with her turn. She collects the tile, adjusts the Gem Market value for Sapphire and returns the Stone die to the supply.




OPTIONAL ACTIONS



3a — Mine Gems

Spend  to roll your Mining dice. You must roll equal to or greater than the current market value of the gem indicated on your current tile.

Each die resolves independently and is either a success or a failure.

You can continue to spend  per attempt. On each attempt you may roll all of your dice and collect one gem per success.



The current value of  is three. Jane rolls her two dice and rolls a two and a four. The two is a failure, but the four is a success! Jane gains one .



The Kito are rhino-like creatures known for their brute strength, which provides them with a natural ability to mine gems the good-old-fashioned way using pickaxes and conventional tools.

After a hard day's work, they love visiting Söökla's Cantina in the Kito Bazaar for a refreshing pint! Cheers!

OPTIONAL ACTIONS



Market Refresh

If there are three identical Item cards or two identical pairs in the market row, shuffle all market, discard, and Merchant Deck cards, then draw five new Item cards.



Card Description



Card Cost

3b — Purchase an Item Card (once per turn)

Choose an item card from the market and pay the cost indicated in the bottom left corner of the card and get that item card. You may only purchase one item card per turn.

Immediately draw a card from the Merchant Deck to refill the market. If the Merchant Deck is ever empty, you may shuffle all the discarded Item cards to replenish the deck.

There is no limit to the amount of Item cards in your hand, however, you can never have any duplicate item cards in your hand.

OPTIONAL ACTIONS

3c — Play Item Card(s)

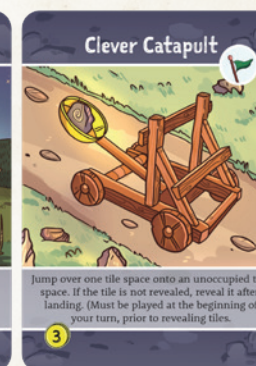
Resolve the action indicated on the card you are playing.

All Item cards are single use and must be discarded after they are used. Cards can only be used on your turn. A card may be played on the same turn it is acquired. There is no limit to how many Item cards one player can own, however you cannot own multiple of the same card.

The Clever Catapult and Swapping Stones

Item cards must be played at the beginning of your turn prior to revealing any tiles. They are the only cards in the Gems of Iridescia base game which can and must be played prior to the Reveal and Move actions. This will also be indicated by a green flag icon on the item card.

Further details about each item card can be found in the Rumi's Catalog section of the Explorer's Handbook on pages 24-25.



Meet Rumi the traveling merchant.

Rumi comes from the Troove clan and is the hardest working Iridescian around. She's constantly working on crafting Iridescia's finest goods. Whenever you're looking to buy an item, Rumi's traveling caravan will come to you! Sometimes she may also be spotted selling her goods at the bustling Kito Bazaar in the Vikko province, located in the Desert region.



OPTIONAL ACTIONS

3d — Sell Gems (Once per turn)

Sell gems of one type for their current market value. Gain coins equal to the current market value of the gem, per gem that you sell. You can sell as many gems of one type as you have. Sold gems go back to the supply.

You can only sell gems **once per turn**.

Example

Jane would like to sell some . The Emerald gem market value die is currently at 2. She decides to sell to gain four coins (2 + 2).

She then spends 3 to mine more from the tile her Explorer is currently on. She would like to sell more but will need to wait until her next turn since she has already sold gems this turn.

END OF TURN

4 — Restore Relics

Trade in the required gems as indicated on the relic card you are restoring from the relic row. These gems are returned to the supply.

Collect the relic card and move your Royalty point marker up the Royalty point track according to the value indicated on the bottom right corner of the relic card you are restoring.

Keep the card in your victory pile for end of game set collection and secret objective bonuses. Immediately replace the relic Card in the relic card row.

If you have the gems to do so, you can restore another relic, including the one just revealed.

Restoring Relics must always be performed during the end of turn. It cannot be done prior to revealing tiles, moving your Explorer or any other optional actions.



Example
Jack decides to restore the **Sapphire Spy Glass**.



He returns

and one to the supply and collects the **Sapphire Spy Glass** card from the relic row.

He immediately moves his scoring marker up five points on the Royalty point track.

ANATOMY OF A RELIC

Relic Name

Gems required to restore the relic



Lead gem

Royalty points

RELIC CARD TYPES

There are four different types of Relic cards: Jewelry, Tech, Lore, and Iridia. There are set collection bonuses for getting three of a kind or one of each Jewelry, Tech and Lore. Iridia Relics are considered wild and can be used as any of the other types for set collection bonuses and secret objectives. See end of game scoring on page 19.



Jewelry (x8)



Lore (x6)



Tech (x6)



Iridia (x4)

END OF TURN

5 — Collect the Tile

Once you are done performing actions on this tile, collect the tile and leave your Explorer on the vacant hexagonal space where the tile was. The tile should go into a personal pile, called your victory pile which will be used for end of game scoring.

6 — Adjust Gem Market

Increase the gem market value die matching the gem of the tile you just collected by one.

Each time a tile is removed, the value of that gem goes up. When the value increases past six, change the die value to a one. The market crashes for that gem type.

When a rainbow tile is removed, the gem market is not affected, regardless of the gem taken by the player.

END OF GAME



In the Castle Row, there is one tile that contains the lost Iridia Stone. This tile provides the lucky explorer that moves onto it the Iridia Stone token and ten Royalty points. This tile is treated like a rainbow tile, both for mining and set collection.



Once you have collected a tile in the Castle Row, collect your player token and the highest value Royalty token available. Immediately move your scoring marker up the Royalty point track by the value indicated on the Royalty token.

You will no longer take regular turns. Instead, each time it would be your turn, remove any tile from the game board that is not in the Castle Row and discard it. This will prevent your opponents from staying behind too long and potentially cost them tiles from their victory pile.

Once all players have collected a tile in the Castle Row, the game ends and players proceed to end of game scoring as described on page 19.

END OF GAME SCORING

1. Gain **one Royalty point for every two gems remaining** in your cargo hold. The gems do not need to match.
2. Check your **restored relic** cards for any **set collection bonuses**, per the table below.

2x =	3x =
+ + =	5x =
+ + =	7x =
+ + =	
+ + =	

Three jewelry relics gains you **five points**.

A combination of **one jewelry, one tech** and **one lore relic** gains you **five points**.

A combination of **three tech relics** gains you **seven points**.

A combination of **three lore relics** gains you **nine points**.

Each relic card can only be used to complete one set. Relics with an Iridia Stone are wild and can be used as jewelry, tech, or lore.

3. Check the **terrain tiles** in your victory pile for any **set collection bonuses** as per the table above. Sets of tiles are based only on the gem type. The terrain type does not affect scoring. A tile with a rainbow on it can count as any gem type.

Three of the same gem type gains you **three points**

Five of the same gem type gains you **seven points**

Seven of the same gem type gains you **twelve points**

4. Check your secret objective. If completed, you gain the Royalty points indicated on the card.

The player with the most Royalty points is the winner and the new leader of Iridescia.

TIE? LETS BREAK IT

In the event of a tie, the tie breakers are:

1. The player found the Iridia Stone
2. The player with the Throne Royalty point token
3. The player with the Scepter Royalty point token
4. The player with the Banner Royalty point token



SECRET OBJECTIVES

At the beginning of the game each player is dealt two Secret Objective cards. Once their Explorer token moves onto a tile on the Forest region or higher, they must immediately discard one of these two Secret Objective cards.

This is indicated by this icon on the game board shown here. The discarded objective card can be returned to the game box.



Satisfying Secret Objectives

- If an objective requires you to restore the most relics of a certain gem type: this refers to the lead gem which will be in the title of the relic card and indicated in the small gray box on the right side of the relic card as shown on page 17. The back of each relic card also indicates what the lead gem is.
- Iridia relics can be used as wild to satisfy both gem type objectives or relic type objectives.
- For gem type, an Iridia relic can be either , , or .
- For relic type, an Iridia relic can be either jewelry, tech or lore.
- If you are using an Iridia item for a set collection bonus and to satisfy a secret objective, it must be used for the same relic type in both.
- If you are tied with another player for the most of a relic type or gem type, you are still considered to have the most and satisfy the requirement.
- Rainbow tiles may count as any gem type. Each rainbow tile can only be used to satisfy one set.

ANATOMY OF A SECRET OBJECTIVE



SOLO EXPEDITION —THE RHOM DECK

Solo Expedition Overview

When playing the game solo, you'll be playing against the Rhom deck.

Set-up the game as normal for two players, following the instructions on page six with the following changes:

- Place the six Barricade tokens near the board to create a supply.
- Shuffle the Rhom Deck and keep it near the Rhom player board with enough room to have a revealed card pile.
- Do not give the Rhom any Coins. The Rhom does not use them.
- Remove the three **Clever Catapult** cards and the three **Swapping Stone** cards from the Merchant Deck, they will not be used when playing solo.
- Place six Item cards in a row, or in a manner where it is easy to identify them from one to six.
- The Rhom does not get any Secret Objective Cards.

We recommend using the Rhom as your opponent, but feel free to change it out for another explorer if you prefer. For this tutorial, we will refer to the automated player as the Rhom.

The Rhom always plays first.

On the first turn, roll the two Rhom

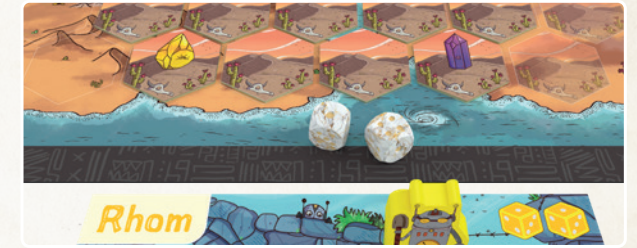
will go onto the tile and immediately gain a . If ever the demand is equal for the available revealed gems, the direction that the robot weathervane is pointing to on the back of the card on top of the Rhom deck is the tie breaker.

Mining dice. The two numbers will decide which two tiles the Rhom reveals in the first row.

Count the tiles in the first row starting from the left and reveal the tiles matching the numbers on the dice.

Example

Jack rolled the Rhom Mining dice and rolled a one and a four. He reveals the 1st tile from the left in the first row to reveal a and the 4th tile from the left in the first row to reveal a .



Next, we need to decide on which of the two revealed tiles the Rhom Explorer token will move onto. The Rhom always moves onto the tile containing the gem that is **most in demand** in the relic row **which is not already in their cargo hold**.

The Rhom never moves onto a Rainbow tile unless it is the only choice. However, they do move onto the Iridia Stone tile if they can.



Example

There are currently five gems in the relic row and three gems, so the Rhom Explorer token will go onto the tile and immediately gain a . If ever the demand is equal for the available revealed gems, the direction that the robot weathervane is pointing to on the back of the card on top of the Rhom deck is the tie breaker.

SOLO EXPEDITION —THE RHOM DECK

Subsequent Turns

At the beginning of the Rhom's turn, draw a card faceup from the Rhom deck. On the card there will be four hexes numbered one through four.

These numbers depict the order the Rhom Reveals tiles. The Rhom always reveals two tiles if possible.



Example: Jack drew the Rhom (left). Examining the tiles adjacent to the Rhom Explorer, #1 can be revealed. Tile #2 is already revealed, so the Rhom reveals tile #3 instead. The Rhom moves to the tile showing the gem which is in highest demand in the relic row. Because there is a **2x** on the card, the Rhom gains two gems of that type.



When gaining bonuses from tiles, the Rhom always gains points with the following rules:

Coins



The Rhom gains the number of points equal to the coin value indicated on the tile.

Royalty Points



The Rhom gains the number of Royalty points indicated on the tile.

Stone Dice



Take one Stone die from the Stone die supply on the board and roll it. The Rhom gains Royalty points equal to the die roll. Return the Stone die to the supply.

Too Many Gems

If ever the Rhom gains more gems than they can hold, they gain points equal to the current value of the excess gems.

If the excess gems they are acquiring are a type they do not already have in their cargo hold, they prioritize gaining the new type. They replace gems from their cargo hold which they have the most of with this new type and gain points equal to the current gem value of the gems they discarded.

Example

The Rhom already has a full cargo hold of seven gems. They just gained from the tile they stepped onto. They currently do not have any , so they choose to discard instead and keep the . The current value of is 2, so they gain 4 Royalty points.

SOLO EXPEDITION —THE RHOM DECK

Rhom cards can have one of four icons on them:



2x — the Rhom immediately gains two gems from the tile they move onto instead of one.



3x — the Rhom immediately gains three gems from the tile they move onto instead of one.



Merchant Icon — roll one of the Rhom Mining dice. Take the value and count cards in the Market Row from left to right. The Rhom gains that item card. The Rhom does not use Item cards. Instead, they gain Royalty points equal to the cost of the card they gained. They still get a gem matching the tile they moved on to as normal.

Example

The Rhom rolls a three. Since the Epic Elixir is the 3rd card from the left, the Rhom removes the card from the market row and moves their scoring marker up six points on the Royalty point track.



Barricade Icon — roll one of the Rhom Mining dice. Take that value to count tiles on the row above your Explorer token either from the left or right edge of the board depending on the direction that the robot weathervane is pointing to on the back of the card on top of the Rhom deck. Place a barricade token on the tile. If the space is empty, use the weathervane on the back of the next Rhom card to place the barricade on the next available tile in that direction. This tile is now blocked and cannot be revealed or moved onto. A barricade token can never be removed.

Restoring Relics

The Rhom immediately restores any relics available in the Relics row as soon as they have the required gems. They immediately gain the Royalty points and move their scoring marker up the Royalty point track. If they can restore more than one relic, the favor they higher value one.



The Decision Weathervanes

When the Rhom needs to decide between two things that are considered equal, it always chooses the leftmost or rightmost option depending on which direction the robot weathervane is facing on the top of the Rhom deck.

End of Game

Once both you and the Rhom have collected a tile from the Castle Row, proceed to End of Game scoring as described on page 19. If the Rhom finishes before you, you may play all of your remaining turns uninterrupted. The Rhom does not remove tiles like a player would.

RUMI'S CATALOG OF ITEMS



Cauldron of Fortune (x3)

Trade any two gems in your cargo hold for one gem of your choice from the supply.

The gems you trade in can be any combination and do not need to be the same type.



Jolty Jackhammer (x3)

Modify one die by +/- 1.

This can either be a die that you've rolled in a mining attempt or one of the Gem Market dice.

Dice values can change from six to one and vice-versa.



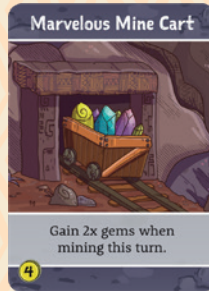
Lucky Libation (x3)

Re-roll any of your dice or roll up to 4 Gem Market dice.

You can choose to re-roll as many of your dice as you like once, including any Stone dice you currently have in your dice pool.

— OR —

You can roll as many of the dice from the Gem Market as you would like once to change the value(s).

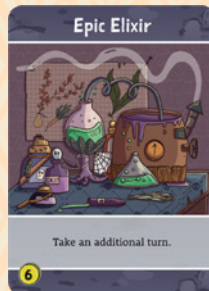


Marvelous Mine Cart (x3)

Gain 2x gems when mining this turn (when rolling your Mining dice).

Do not double the initial gem gained from stepping on the tile.

Must be declared prior to rolling your Mining dice.



Epic Elixir (x3)

Take an additional turn.

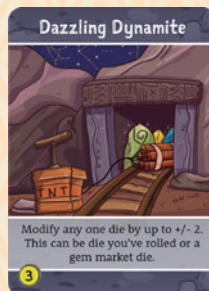
Declare its use anytime during your turn before the next player starts theirs. Upon playing, start a full turn sequence.

You cannot purchase another Epic Elixir card on a turn started by using one.



Axe of Awesomeness (x3)

Split one gem in your cargo hold into two gems of the same type.



Dazzling Dynamite (x3)

Modify one die by +/- 2.

This can either be a die that you've rolled in a mining attempt or one of the Gem Market dice.

Dice values can change from six to one and vice-versa.



Swapping Stones (x3)

Swap location with any player.

After swapping location, play a turn as normal starting with Step one (Reveal Tiles).

Must be played at the beginning of your turn, prior to revealing tiles.

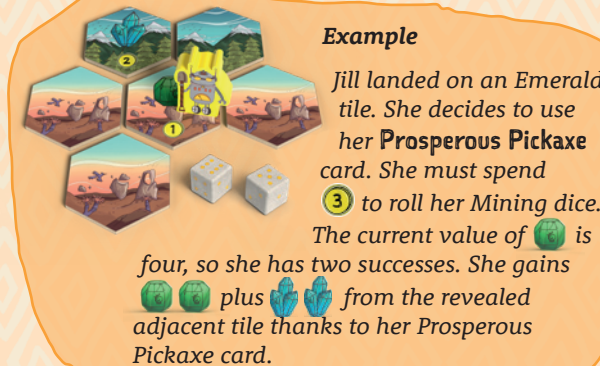


Prosperous Pickaxe (x3)

For every gem gained from mining on one tile this turn, gain a gem from a revealed adjacent tile.

You must own the **Prosperous Pickaxe** prior to mining for gaining the additional gem(s).

You still need to spend 3 per mining attempt when using this item. You must pick the same adjacent tile for all mining attempts on this turn. This means you can receive a maximum of two different gem types using this item.



Regal Reference Book (x3)

Search the Relic deck for a card of your choice or take one from Relics row. Gain that Relic card and place this card on top of it. Only you can restore this relic.

You may choose one of the relics that is already visible in the relics row instead of going through the deck.

Although you have now reserved this relic, it must still be restored for you to gain the associated Royalty points.

There is no penalty for not restoring it.



Clever Catapult (x3)

Jump over one adjacent tile space onto an unoccupied tile space. If the tile is not yet revealed, reveal it after landing. Must be played at the start of your turn, prior to revealing tiles.

If jumping to an empty tile, play your turn as normal starting with Step one on page 10.

If jumping onto an un-revealed tile, reveal it after landing. Collect one gem matching the gem type revealed and continue your turn from Step three on page 13.

PRO TIPS

- Because the gem values all start at two, it's a good idea to mine tiles early and often before the values go up and they become more difficult to mine.
- It's often better to wait until the beginning of your next turn to sell gems as the value will most likely go up.
- Don't underestimate the value of the **Jolty Jackhammer** or **Dazzling Dynamite**. Since the dice wrap around from one to six and vice-versa, these Item cards really help you gain more gems or sell gems for a greater value.
- The name of the game is "Gems" of Iridescia. Focus on acquiring as many gems as you can hold. Gems provide you with the most flexibility as they can be used to restore relics or sold for gold coins.
- Coins have no value at the end of the game, unless you have a secret objective requiring them. Favor gaining gems over gaining coins towards the end of the game.
- The **Prosperous Pickaxe** and the **Epic Elixir** are the two most valuable items in the game. If an opportunity to acquire either presents itself, jump on it!
- In a three or four-player game, the board gets crowded and competitive. Work to build distance from other Explorers.
- Moving to the side instead of forward may allow you to accumulate more gems and likely restore more relics. However, allowing your opponents to finish way ahead of you can cost you Royalty points. Try to find a balance depending on how aggressive your opponents are playing.

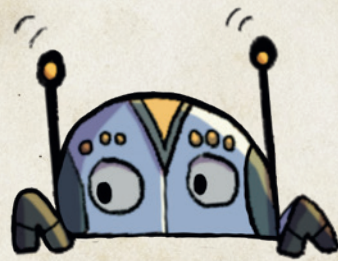
VARIANTS

Add An Automated Player

An alternative way to have a more competitive board in a 2-player game is to add an automated player using the Rhom deck. See Solo Expedition rules on page 21 to learn how to use the Rhom deck.

COMMON MISTAKES

- Selling gems does not affect the gem market values.
- The gem value increases at the end of each turn when the player collects a tile, even if they did not mine. The only time it will not increase is when a rainbow tile is collected.



RELIC REFERENCE GUIDE

 Sapphire Chatelaine	 Sapphire Spyglass	 Iridia Crown	 Iridia Tiara	 The Book of Iridescia
 Sapphire Sun Dial	 Emerald Lantern	 Emerald Goggles	 Emerald Jewelry Box	 Emerald Tablet
 Iridia Chalice	 Emerald Brooch	 Citrine Plate	 Citrine Miner's Hat	 Citrine Talisman
 Sapphire Droid	 Citrine Earrings	 Citrine Amulet	 Amethyst Power Core	 Amethyst Vase
 Sapphire Pendant	 Amethyst Compass	 Amethyst Bracelet	 Amethyst Ring	

TERMS

Cargo Hold - The cargo hold is located at the bottom half of your player board. It contains seven slots, each of which can hold one gem. You can never have more than seven gems.

Explorer - The Explorer is your player token depicting a character from your clan. These are often referred to as meeple tokens in other games.

Mining Dice - Each player has a pair of Mining dice matching their player color. These dice are used when spending 3 on mining attempts.

Region - The map of Iridescia is divided into five regions. From bottom to top, these regions are the Desert, Canyon, Forest, Ruins, and Castle. Each region contains 13 tiles except for the Castle region which contains six tiles. Each region has an equal distribution of gem types plus one rainbow tile. The Castle Row also has a tile containing the Iridia Stone.

Stone Dice - Set of four gray dice located below the Gem Market on the gems of Iridescia board.

Victory Pile - A collection of all the hexagonal tiles and Relic cards you have collected throughout the game which will be used for end of game scoring set collection bonuses.

ICONS



Jewelry



Tech



Lore



Iridia - treated as wild for set collection bonuses.



Green Flag - Indicates a card must be used at the beginning of a turn.



Coin - Gain the number of coins indicated on the icon.



The hex with an equal sign means hex tiles with matching gem types on them.



Royalty points gained immediately.



End of game scoring. Only add these points to your Royalty point total during final scoring.



Stone Die - Indicates you gain one Stone die from the supply and add it to your dice pool.



Discard one of your Secret Objective cards.

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Rock, Stone & Dice Inc.
PO BOX 99900 GR 806 329
RPO TASCHEREAU
GREENFIELD PARK QC J4V 0A6

www.rockstoneanddice.com
support@rockstoneanddice.com
[Instagram @rockstonedice](https://www.instagram.com/rockstonedice)

