

## Gems of Iridescia

Designed by Roberto Panetta  
Illustrated by Sarah "Freedz" Conlon  
Published by Rock, Stone & Dice™ Games  
1-4 Players 30' per player Ages 10+



**Coming to Kickstarter August 6th, 2024**

### **Explore A Rich World Of Gems In a Whimsical Worker Placement Board Game!**

Gems of Iridescia is an easy to learn, fun to master worker placement board game where players will push their luck as they compete to mine gems, restore ancient relics and ascend to the throne of a rich gem-filled world.

### **Easy to Learn with Satisfying Depth of Strategy**

Quick to learn using a simple rule system that enables players to jump right into the game without reading page after page of rule books. Secret objectives and a variety of ways to score create different paths to victory making every expedition a unique and fun experience.

### **Product Highlights & Talking Points**

- Designed with "hobby ambassadors" in mind. Easy to teach and learn, but crunchy and satisfying for seasoned gamers.
- A whimsical and beautifully illustrated world filled with wonderful characters and little hidden treasures to discover.
- A randomized tile layout, a variety of ways to score and multiple paths to victory create endless "replayability".
- Gem values are tied to a 6-sided die and manipulated by player actions creating a dynamic economy in constant flux.
- Premium & precious components with beautiful metallic and foil-stamped finishes.
  - Detailed wooden "meeples" explorers with a different design on the front and back.
  - Shiny wooden gem tokens with a beautiful metallic finish and nice chunky tactile feel.
  - Foil stamped hexagonal tiles that shine and pop!

Please e-mail [roberto@rockstoneanddice.com](mailto:roberto@rockstoneanddice.com) with any questions.

