

Gems of Iridescia™

Published by Rock, Stone & Dice™ Games
1-4 Players 60-90 mins Ages 14+

Designed by Roberto Panetta
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Coming to Kickstarter September 10th, 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 “meeple” explorer tokens 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 with any questions.

