

DIAMONIAK



For 5 to 99 year olds



2 to 4 players



Content: 55 cards: 4 x 6 = 24 "castle" cards, 20 "diamond" cards, 8 "witch" cards, 3 "fairy" cards.



Aim of the game: Be the first to build the castle of your colour.



Getting the game ready: Shuffle the cards and place them face down in a pile in the middle of the table.

Playing the game: Play moves clockwise around the table. The youngest player draws a card and shows it to the other players. Throughout the game, players have to draw at least once (except when buying a card); then they can decide to continue drawing or hand over to the next player...

There are 4 options when drawing:

- **The player draws a "castle" card:** if the player is not yet building a castle, they place it in front of them and must build the castle of that colour (unless another player is already building a castle of that colour). In the next rounds, they can use all the "castle" cards of this colour to build their castle. They place any "castle" cards of the other colours on their right (they can get rid of them or sell them later in the game). After drawing a "castle" card, the player may continue to draw.
- **The player draws a "fairy" card:** they place it on their right and can continue to draw.
- **The player draws a "diamond" card:** they place it on their right and can continue to draw.

- **The player draws a "witch" card:** bad luck! The player places 3 cards from their hand (diamonds, other players' castle parts or their own!) + the "witch" card next to the deck. If they have fewer than 3 cards left, they must give up all their remaining cards. If the player has a "fairy" card, they can use it to counter the witch by putting the "witch" card + the "fairy" card next to the deck, without throwing away 3 of their cards. After drawing a "witch" card, the player cannot draw any more and play moves on to the next player.

Buying a card: "diamond" cards allow the player to buy a "castle" card from an opponent to complete their own castle (3 "diamond" cards in exchange for one "castle" card).

- If the player decides to buy a "castle" card, they do not draw a card in this turn.
- Only one card can be purchased per turn.
- The opponent cannot refuse to sell a "castle" card.
- Players cannot buy a "castle" card that is not of their own colour.

When the deck is used up, one player takes all the cards, shuffles them, and puts them down again to make a new deck.

Who wins? The winner is the first person to make a complete castle (6 cards of the same colour).



A game by Grégory Kirszbaum and Alex Sanders.

DJECO

Warning. Small parts.