

Gemotion

Emotions are fickle things, here one second and gone the next. Others can toy with your emotions, manipulating and deceiving you, making your current emotional state a state of constant flux. Until you can secure your emotions in your memory bank there is no telling how you'll end up feeling. In Gemotion you and up to three other players will compete to collect the most positive emotions while avoiding the negative emotions.

Gemotion is for 2-4 players (up to 6 with an expansion) ages 8+ and plays in about 8 minutes, plus 2 minutes per color, per player. So a 4 player game with 3 colors should take about 56 minutes. 2 player games range from 20 to 48 minutes and 4 player games range from 40 to 96 minutes depending on how many of the 8 additional colors are used.

There is a pile of gems in the center of the table. White gems are worth 1 point. Colored Gems have different values – see the rules for each color below. Each player has identical decks of cards. Using these cards, players try to Bank as many White Gems as they can while sticking opponents with other Gems.

Base Components:

- 49 White Joy Gems (73 for 6 players)
 - o 12 White Gems per player
 - o 1 additional White Gem
- 68 Player Cards (102)
 - o 17 cards per player
- 8 Power Cards (12) – These can optionally be added to the game.
 - o 2 (3) each of 4 cards

Color Components:

At least one color other than White is required to play the game. If you only play with one other color I recommend playing with Red gems, but other single colors can work as well. It is not recommended to play with only Yellow, Orange, or Purple, however.

Each set of colors includes:

- 12 Player Cards
 - o 3 Cards per player
- 4 Power Cards
 - o 2 each of 2 cards

Color sets also include a variable number of Gems:

- Red = 20 Rage Gems
- Orange = 12 Courage Gems
- Yellow = 12 Fear Gems
- Green = 21 Envy Gems
- Blue = 15 Sadness Gems
- Purple = 6 Vision Gems
- Pink = 16 Love Gems
- Black = 8 Despair Gems

Definitions:

- **Supply** – the central supply of Gems.
- **Stash** – a player’s collection of Gems that are still in play.
- **Bank**
 - o Noun – a player’s permanently scored Gems.
 - o Verb – to move Gems from a player’s Stash to their Bank.
- **Pass** – move a Gem from your Stash to another player’s Stash.
- **Steal** – move a Gem from another player’s Stash to your Stash.
- **Take** – move a Gem from the Supply to your own Stash.
- **Give** – move a Gem from the Supply to another player’s Stash.
- **Swap** – exchange Gems between two players’ Stashes or one player’s Stash and the Supply – they do not have to be the same color.
- **Draw** – Draw an additional card from your draw deck. This card has the same rules as the third card, i.e. it can be Played, Discarded, or Kept. You still only draw up to three cards at the end of your turn though.
- **Purchase** – exchange Gems from your Stash for a Power Card – you must meet the cost of the Power Card.

Setup

In addition to the White Gems and base components you must use at least one of the Color Packs – Red, Green, Blue, Pink, and Black. You can use more than 1 Color Pack if you like. The Orange, Yellow, and Purple Color Sets work best if there is at least one other color as well.

- Create the Supply with:
 - o 12 White Gems per player plus 1 additional White Gem.
 - o An appropriate number of colored Gems per player – see each color’s setup instructions.
- Give each player a deck of 17 cards in their chosen color (this color is unrelated to the Gem colors).
- Give each player any additional cards for the colored Gem set(s) being used.
- Optionally, place sets of randomly selected Power Card near the Supply based on the color Gem sets and number of players:
 - o For each colored Gem set, add that set’s Power Cards to the mix, be sure to take out cards from any set you won’t be using.
 - o 2-4 players – 2 each of types of Power Cards equal to the number of players, plus 1 per set of Gem Colors being used.
 - o 5-6 players – use 3 each of 4 types of Power Cards, plus 1 per set of Gem Colors being used.
- Each player should Take 1 White Gem from the Supply to start the game.
- Each player will start the game by drawing three cards.
- Randomly decide who goes first.

Turn Overview

Play Cards

On your turn you must:

- Discard one card
- Play one card
- The third can either be played, discarded, or kept for the next round

(Alternately you can Play all three cards as one, without taking any of their Actions, to Bank your Stash.)

Played cards are out of the game.

When you play a card you **MUST** follow it completely or not at all.

If you cannot follow the card completely you **MUST** still play a card and then Take 1 non-White Gem. E.g. you cannot Bank an empty Stash and if you must play that card you must collect a non-White Gem instead.

Purchasing Power Cards (optional)

If playing with the Power Cards, at any point in your turn you may Purchase a Power Card. You may only Purchase one Power Card per turn and it goes into your Discard Pile when Purchased.

To Purchase a Power Card you must return Gems that match the Cost of the Power Card from your Stash to the Supply.

Turn End

At the end of your turn draw back up to a hand of three cards. If you cannot draw up to a hand of three cards, even after shuffling your discards into a new deck, the End Game is triggered.

Discard Pile

When your deck runs out, shuffle your discard pile and keep going.

End Game

The game ends immediately when one of the following conditions is met:

- One player cannot draw back up to three cards
- The Supply is empty
- All White Gems have been Banked

Then scores for the game are totaled by counting all the points in Gems each player has successfully Banked.

White Gems are typically worth 1 point. Other Gems are worth different amounts of points; see the Scoring sections for each of them.

Notes:

You cannot take an action on non-existent Gems. E.g. you cannot Return your Stash to the Supply if your Stash is empty. Likewise, you cannot Steal from a player that does not have any Gems in a Stash.

Zero is considered Even and is considered an amount when tallying the number of Banked Gems, particularly when counting for Blue and Green Gems.

Gem Color Sets:

Red Rage

Red is the color of Rage and anger. The more Rage you have the lower your overall score. But if the Rage takes over then everything else scores the opposite.

20 Red Rage Gems

- 5 per player

12 Cards

- 3 per player
 - o Take 1 Red Gem and Bank another player's Stash OR Bank your Stash.
 - o Take 2 Red Gems AND Bank another player's Stash at the end of your turn.
 - o Bank your Stashed White Gems AND Take 1 Red Gem.

4 Power Cards (2 of each type)

- Play 1 Card from your Discard Pile
 - o Cost: 2 White Gems and 1 Red Gem
- Play 1 Card that you have already Played
 - o Cost 2 Red Gems and 1 White Gem

Setup:

- Add 5 Red Gems per player to the Supply.

Gameplay:

Red Gems are worth -2 points, however if you collect more Red Gems than White Gems their values switch signs, so White Gems would be worth -1 point and Red Gems would be worth 2 points. Scoring for all colors is the opposite:

- White Gems are worth -1 point
- Red Gems are worth 2 points
- Orange Gems still do not score any points.

- Yellow Gems still do not score any points.
- Green Gems are worth 2 points for the difference between how many you have and how many the next highest player has.
- Blue Gems are worth 1 point if you have an odd number and -1 point if you have an even number
- Purple Gems do not double any Gems.
- Pink Gems are worth 9/6/3/1/-5 points for having 1/2/3/4/5+ pink gems
- Black Gems score 3/0/-3 points each if you have 1/2/3+ Banked and do not cancel out any Gems.

Orange Courage

Orange represents Courage. Courage can help you overcome other emotions and help you in dire situations.

12 Orange Courage Gems

- 3 per player

12 Cards

- 3 per player
 - o Take 1 Orange Gem
 - o Take 1 Orange Gem AND Swap 1 Gem with any other Player
 - o Steal 1 Orange Gem from any other Player OR Give all players 1 Gem (including yourself)

4 Power Cards (2 of each type)

- Swap 1 Gem with the Supply AND Put this card in your Discard pile.
 - o Cost 1 Orange Gem, 1 White Gem, 1 non-White Gem
- Discard from your hand to prevent receiving a Gem from an opponent's action OR Play to Take 1 Orange Gem and 2 non-Orange Gems
 - o Cost 1 Orange Gem, 2 non-Orange Gems

Setup:

- Add 3 Orange Gems per player to the Supply

Gameplay:

Orange Gems are not worth anything when Banked. When they are in your Stash, any time another player adds a Gem to your Stash you can

return both that Gem and an Orange Gem to the Supply and Take any color Gem from the Supply instead.

Fear the Yellow

Are you Yellow with Fear? Fear can take over and drive out other emotions.

12 Yellow Fear Gems

- 3 per player

12 Cards

- 3 per player
 - o Take 1 Yellow Gem OR Give all other players 1 Gem
 - o Steal 1 Yellow Gem from any player
 - o Bank your Yellow Gems AND then Take 1 non-White Gem and Give 1 other player 1 White Gem

4 Power Cards (2 of each type)

- Reactivate all Banked Yellow Gems
 - o Cost 1 Yellow Gem, 3 White Gems
- Bank your Yellow Gems and all Gems of another non-Yellow color AND Give all other players 1 White Gem
 - o Cost 1 Yellow Gem, 2 non-White Gems

Setup:

- Add 3 Yellow Gems per player to the Supply.

Gameplay:

Yellow Gems are worth 1 point each if they are not the highest number of non-White Gems in your Bank. If you have more Yellow Gems than any other color, however, they are worth -1 point each. Every time you Bank a Yellow Gem you must return one non-Yellow Gem from your Bank to the Supply (if you have a Gem in your Bank). The returned Gem must be in your Bank before you Bank the Yellow Gem.

Green Envy

Green is the color of envy. And what better way to instill envy in your opponents than to have more green Gems than the next player.

21 Green Envy Gems

- 5 per player plus 1 extra Green Gem

12 Cards

- 3 per player
 - o Take 2 Green Gems OR Take 2 White Gems
 - o Steal 1 Green Gem from all players that have at least 1 Green Gem AND Bank Your Stash
 - o Pass any number of White Gems to any player(s) AND Take an equal number of Green Gems

4 Power Cards (2 of each type)

- Take 1 Green Gem AND Put this card in your Discard pile.
 - o Cost 1 Green Gem and 2 White Gems
- Steal 2 Gems from any player(s) AND Bank your Green Gems
 - o Cost 2 Green Gems and 1 additional Gem of any color

Setup:

- Add 5 Green Gems per player to the Supply
- Add 1 additional Green Gem to the Supply.

Gameplay:

Green Gems score you 2 positive points for every Green Gem you have more than the next player. So, if you have 5 Green Gems and Mike has 3 Green Gems and Sam has 2 Green Gems, you will score 4 points, Mike will score 2 points and Sam will score 0 points. If two players are tied for the number of Green Gems they'll both split the points for how many gems they have greater than the next lowest player, so if both you and Mike have 4 Green Gems and Sam has 2 Green Gems you would both score 2 points. Green Gems reward you for getting further ahead of the next player.

The Blues

What better color to represent the blues than Blue? Misery loves company, so Blue Gems don't want to be left alone. Pair them up for positive points, or leave them alone and unwanted for negative points.

15 Blue Sadness Gems

- 3 per player plus 3 extra Blue Gems

12 Cards

- 3 per player
 - o Bank 1 Blue Gem for any one player directly from the Supply.
 - o Move 1 Blue Gem from any player's Bank to any other player's Stash.
 - o Take 1 Blue Gem OR Give any player 1 non-White Gem OR Bank your Stash.

4 Power Cards (2 of each type)

- If you have Even Blue Gems Banked, Take 2 Blue Gems. If you have Odd Blue Gems Banked, Take 1 Blue Gem.
 - o Cost 1 Blue Gem and 2 non-White Gems,
- Return 1 Blue Gem from any player's Bank to the Supply AND Take 1 White Gem.
 - o Cost 1 Blue Gem, 1 White Gem, 1 non-White Gem

Setup:

- Add 3 Blue Gems per player to the Supply
- Add additional Gems to the Supply equal to one less than the number of players (e.g. in a 3 player game you would add 2 additional Blue Gems).

Gameplay:

Blue Gems are worth 1 or -1 point depending on how many you have Banked. Blue Gems can come out of your Bank. At the end of the game, if you have an even number of Blue Gems banked they are worth 1 point each. If you have an odd number of Blue Gems they are worth -1 point each.

Purple Visions

Purple is a mystical color. It is the color of spirituality and visionaries. With Purple Gems you can enhance your emotions.

6 Purple Vision Gems

- 1 per player, plus 2 extra Purple Gems

12 Cards

- 3 per player
 - o Take 1 Purple Gem AND Discard all other cards – this must be the only card you play this turn.

- Take 2 White Gems OR Give 1 Purple Gem to another player and Take 3 Gems
- Take 1 Purple Gem OR Take 3 White Gems

4 Power Cards (2 of each type)

- Play this Card to immediately Draw to a Hand of 4 Cards
 - Cost 1 Purple Gem
- Take 2 non-Purple Gems AND Play 1 Card that you have already Played
 - Cost 1 Gem of each color, minimum 4 Gems

Setup:

- Add 1 Purple Gem per player to the Supply
- Add 1 additional Purple Gem for 2-3 players or add 2 additional Purple Gems for 4 players.

Gameplay:

Purple Gems will double the value of another non-White color in your Bank. Purple Gems cannot be Stolen, however they can be Passed and Swapped. At the end of the game if you have any Purple Gems Banked at the end of the game they will double the score of one set of non-White Gems in your Bank. You may only double the values of one color, even if you have banked multiple Purple Gems. During the course of the game a Purple Gem can be returned from your Stash to the Supply at the beginning of your turn (before playing or discarding any cards) to draw an additional card. This card has the same rules as the third card, i.e. it can be played, discarded, or kept. If you keep two cards you can draw two cards at the end of your turn, for a total of four cards. At the end of your next turn you may only draw up to three cards again (unless you return another Purple Gem). You may only return one Purple Gem per turn and may never have more than four cards in your hand.

Pink is Love

Love is Pink, Pink is Love. Nothing begets Love like more Love, so the more you have the higher your score.

16 Pink Love Gems

- 4 per player

12 Cards

- 3 per player
 - o Swap 2 White Gems from your Stash with 1 Pink Gem from the Supply AND Bank your Stash
 - o Swap 1 Gem from your Stash with 1 Pink Gem from the Supply
 - o Give 1 Pink Gem to any player AND Steal 2 Gems from that player

4 Power Cards (2 of each type)

- For every Pink Gem you have Banked, Bank 1 White Gem from the Supply
 - o Cost 1 Pink Gem and 2 White Gems
- Take 1 or 2 Pink Gems AND Give each other player an equal number of White Gems AND Bank 1 Pink Gem
 - o Cost 1 Pink Gem and 2 non-White Gem

Setup:

- Add 4 Pink Gems per player to the Supply

Gameplay:

Pink Love Gems give you more points the more you have. At the end of the game Pink Gems are worth 1/2/4/7/11/16/22 (or 1/2/3/5/8/13/21) points if you have 1/2/3/4/5/6/7+ Pink Gems.

Black Despair

The depths of Despair are Black indeed. Despair can drown out other emotions, but beware, Despair can sink you deep into negative emotion.

8 Black Despair Gems

- 2 per player

12 Cards

- 3 per player
 - o Return your Stash to the Supply AND Take 1 Black Gem
 - o Take 1 Black Gem OR Take 2 White Gems
 - o Pass 2 Gems to another Player AND Take 1 Black and 1 non-Black Gem

4 Power Cards (2 of each type)

- Bank 1 Black Gem from the Supply OR Give all other players 1 non-White Gem

- Cost 5 Gems
- Steal all Black Gems from other Players' Stashes OR Steal another player's Stash and Give them 1 Black Gem
 - Cost 1 Black Gem and 2 White Gems

Setup:

- Add 2 Black Gems per player to the Supply

Gameplay:

Black Gems are worth -5/-2/5 points each if you have 1/2/3+ Banked and cancel out all Banked Gems of any one color. At the end of the game if you have any Black Gems Banked you can disregard any one color's points. This doesn't affect counting Gems for Red/White Gems or Green Gems scoring.

Credits:

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George J Jaros Games

General Player Card Abilities:

1. Bank your Stash AND Draw 1 Card.
2. Take 1 White Gem AND Draw 1 Card.
3. Pass 1 Gem to any other player OR Draw 1 Card.
4. Take 2 White Gems OR Draw 1 Card and Discard this Card.
5. Take 1 White Gem OR Pass 1 Gem to any other player.
6. Steal 1 Gem from any other player OR Pass 1 Gem to any other player.
7. Steal 1 Gem from the player to your left OR Draw 1 Card.
8. Steal 1 Gem from the player to your right OR Draw 1 Card.
9. Take 2 White Gems OR Take 1 White Gem and Give other players 1 White and 1 non-White Gem.
10. Swap 1 Gem with any other player OR Take 1 White Gem and Draw 1 Card.
11. Swap 1 Gem each with up to two other players OR Take 1 White Gem and Draw 1 Card.
12. Take 2 White Gems OR Give another player 2 Gems.
13. Return your Stash to the Supply AND then Steal 1 Gem from each non-empty Stash.
14. Swap 2 Gems from your Stash with the Supply AND Pass 1 Gem to any other player.
15. Swap 1 Gem from any player's Stash with the Supply OR Draw 1 Card and Discard this Card.
16. Take 2 Gems from the Supply AND then Swap 1 Gem with another player.
17. Bank your Stashed White Gems AND Give all other players 1 White Gem.

Power Cards

1. Take 2 White Gems AND Put this card into your Discard pile.
 - a. Cost: 3 White Gems
2. Bank 1 White Gem from the Supply AND Put this card into your Discard pile.
 - a. Cost: 2 same non-White Gems
3. Take 5 Gems
 - a. Cost 2 White Gems

4. Give all other players 1 non-White Gem AND Bank all Stashes (including your own)
 - a. Cost 4 White Gems

Options & Things to Playtest

During playtesting, check to see:

- Are there enough of each colored Gem?
- Do the card interactions provide meaningful decisions or are they too random?
- Do the card actions provide too much or not enough movement of any particular color of Gem?
- Do the cards allow enough, too much, or not enough Banking, of both yours and your opponents' Gems?

Optional rules may include variable player powers, players that are aiming for specific colored gems, or more colors that are worth different points to different players. These variants would add significantly to the complexity and balancing issues. Have a card that makes you move an opponent's card from Played to Discard?