

DIAMONDS

Diamonds is a trick-taking card game in which players collect Diamonds – *not cards bearing that suit, mind you, but rather actual “Diamond Crystals”* (acrylic crystals) included in the game.

What makes the game of **Diamonds** different from other trick-taking card games is that when you cannot follow suit you get a “**Suit Action**” based on what suit you do play. **Suit Actions** are also taken by the winner of each trick, as well as at the end of a full Round of play.

Suit Actions will enable players to take **Diamond Crystals** from the **Supply**, moving them to their **Showroom** (where they may score 1 point) or to their **Vault** (where they will score 2 points). The **Vault** is a secure area, but the **Showroom** is vulnerable to theft by the other players.

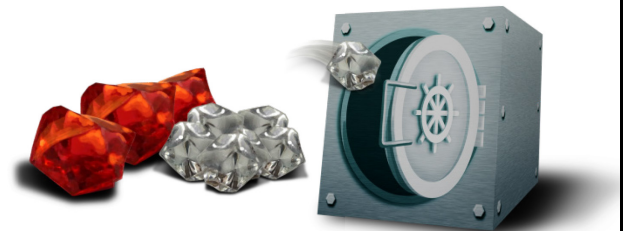
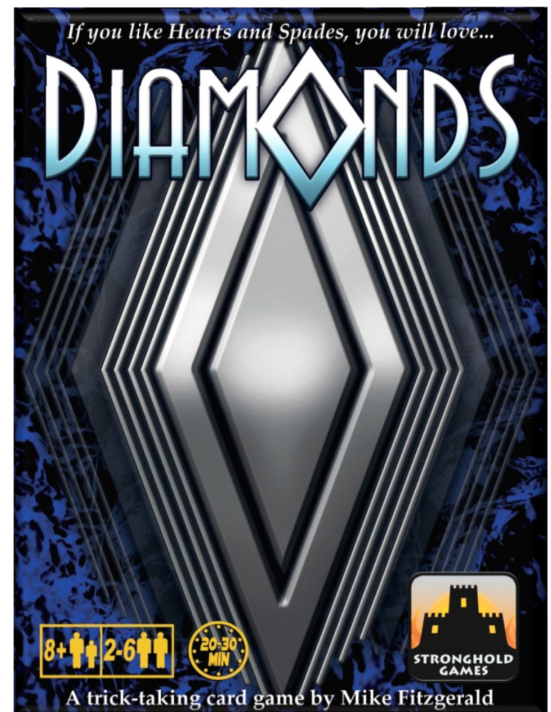
Whoever has the most points in Diamond Crystals at the end of the game wins!

Sales Points

- Great, unique tactile components in a card game!
- Metallic gold and silver inked cards with art deco styling!
- Fast-paced game for both gamers and families!
- Unique gameplay - score points when losing tricks as well as winning tricks!

Diamonds contains these great components:

- 60 Playing Cards, 1-15 in the four standard suits
- 6 Player Aid cards
- 6 Vaults
- 110 small clear (1-point) Diamond Crystals
- 25 large red (5-point) Diamond Crystals
- Rules



POCKET LINE #1 (small box size)

Size: 6.7”L x 5”W x 2.1”D
Players: 2 to 6
Ages: 8+
Time to Play: 30 mins
Complexity: Easy
Stock #: SG-0001

