

AGES 6+
2-4 PLAYERS

SAPPHIRO

A BRILLIANT GAME OF LUCK & STRATEGY

CONTENTS

1 Game Board

109 Game Tiles

30 Gems – 5 of each color

OBJECT

Be the first player to collect six different colored gems.

SET UP

Assemble the game board and place it in the center of the playing area. Place the gems on each of their color-matching spaces on the board. Do NOT place any gems on the solid circles around the board's perimeter. Lay the tiles face down near the board, within reach of all players. Players take six tiles. Stand the tiles on edge facing you, so other players can't see your colors.

PLAY

Take turns. On your turn, place one of your tiles on the board between two gems, so its colors match the colors of those two gems. For example, a tile that is half blue and half green must be placed between blue and green gems with the blue end toward the blue gem and the green end toward the green gem. If you place the last (sixth) tile to surround a gem, you've created a Sapphiro and can capture the gem! Take that gem and place it in front of you. Draw a new tile to end your turn. Play passes to the left.

If you place a tile that captures two gems simultaneously, you may take both gems.

As a defensive move, you may wish to capture a gem that you do not need to prevent your opponent(s) from collecting it.

WINNING

The first player to collect six different colored gems wins!

Game design by Peggy Brown

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