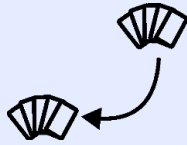


Jewel eXchange

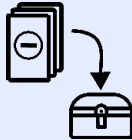
Action card reference

Steal (1 point)



Take one random card from another player's hand and add it to your own hand.

Steal an expense (1 point)



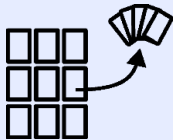
Move the top card from any other player's Cost pile to your own Treasury. You cannot move a card from your own Cost pile.

Steal a treasure (2 points)



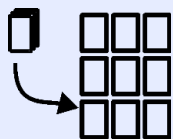
Move the top card from any player's Treasury to your hand.

Pick an exchange (2 points)



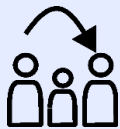
Take one card from the Exchange and add it to your hand.

Random exchange (2 points)



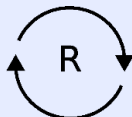
Place the top card of the draw pile to the Exchange following the placement rules and pick a jewel card on that Slot to your Treasury. If the card cannot be placed in the Exchange, place it in your Cost pile instead. If the draw pile is empty, do not perform this action.

Skip player (3 points)



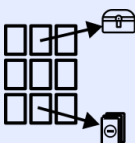
The turn skips the next player. In a two-player game, the player who played the card gets another turn.

Extra exchange (3 points)



Take an additional turn immediately after this one.

Redivision (3 points)



Move any one card from the Exchange to any player's Treasury and any other one card from the Exchange to any player's Cost pile. You cannot move cards to your own piles.