

Jewel eXchange

PROTO 4.7 | 2026-04-07

Take the role of a jewel trader and make the biggest profit by exchanging your jewels in the Exchange. However you are not alone in the Exchange and your competitors might grab the expensive jewels you place in the Exchange.

A jewel trading game for 2 to 5 players, ages 8 and up.

Game components

1 Rulebook

1 Action Card reference sheet

82 cards:

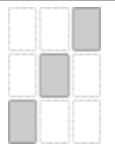
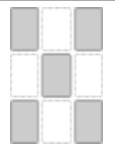
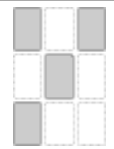
- 72 jewel cards (18 each of topaz, ruby, emerald, and sapphire)
 - 10 plain jewel cards per jewel type
 - 8 jewel cards with an action per jewel type
- 10 Nothing cards

Objective

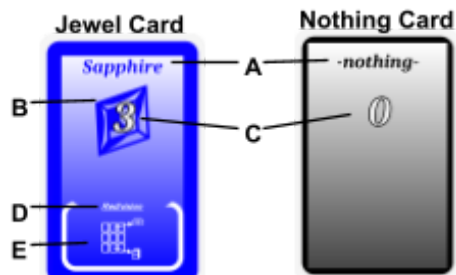
Collect jewels from the Exchange into your Treasury while keeping costs low. At the end of the game, the player with the highest profit wins.

Setup

- Choose a dealer. The dealer takes one plain jewel card (a card without an action) of each type (topaz, ruby, emerald, and sapphire) worth 2 points, and two plain jewel cards of each type worth 1 point. The dealer shuffles these cards to form the **setup pile** and places it face down on the table.
- The dealer sets up the initial Exchange by drawing cards from the setup pile and placing them face up into the Slots shown in the table below. The dealer may choose the order in which the slots are filled.

Players	2 or 3	4	5
Cards drawn	3	5	4
Exchange setup			

Description of the cards



A) Name of

the card

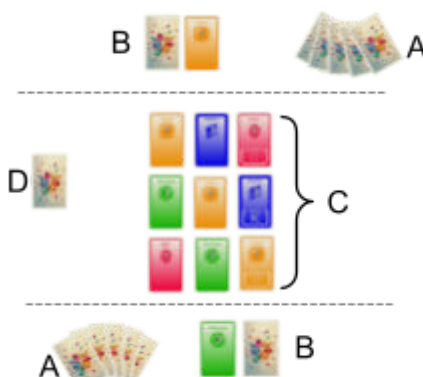
B) Icon of the jewel

C) Value of the card

D) Name of the action (only if an action card)

E) Icon of the action (only if an action card)

PLAYER 1



A) Hands of the players

B) Players' own **Cost** and **Treasury** piles (empty in the beginning)

C) **Exchange**

D) **Draw pile**

PLAYER 2

3. Starting with the dealer, players take turns in clockwise order. On each turn, a player takes the top card from the setup pile and places it into an empty Slot so that there are no jewels of the same type orthogonally adjacent to the card. If the top card of the setup pile cannot be placed in any empty Slot, place it on the bottom of the setup pile and draw a new card.

4. After all Slots are filled, the dealer combines the

remaining cards in the setup pile with all other unused cards and shuffles them to form the **draw pile**. Place the draw pile face down on the table.

- Deal 5 cards from the draw pile to each player to form their hand. Players keep their hands secret from the other players. Leave space in front of each player for two card piles: the **Costs pile** and the **Treasury pile**.

Costs and Treasury piles

Every player has a Costs and Treasury pile in front of them on the table. At the beginning of the game the Costs and Treasury piles are empty.

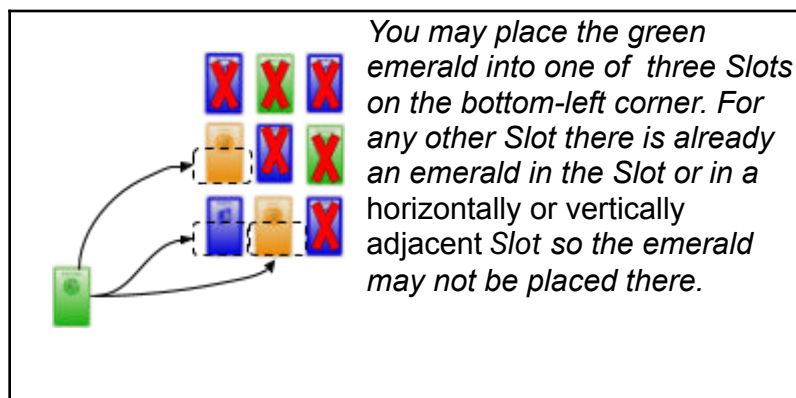
The cards in the Costs pile are face up and the cards in the Treasury pile are face down. You are not allowed to change the order of the cards in these piles.

How to play

Players take turns in clockwise order starting from the player next to the dealer. During your turn, you try to collect jewels from the Exchange by placing a card from your hand to the Exchange by following the card placement rules.

General card placement rules

- When placing jewel cards in the Exchange, all of the following conditions must be met:
 - A jewel card **may be placed** only on top of (a) a different jewel type, (b) a Nothing card, or (c) an empty Slot.
 - A jewel card **may not be placed** horizontally or vertically adjacent to a jewel card of the same type..
- A Nothing card has no placement restrictions when placed in the Exchange.
- You may not place multiple cards in the same Slot during your turn.



Player turn

During your turn, follow this structure:

- Make 0–3 exchanges: Play a card (a jewel card or a Nothing card) from your hand, placing it horizontally in a Slot.
 - When placing a card in the Exchange, you must follow the general card placement rules.
 - At the beginning of your turn, if any Slots are empty or contain a Nothing card, you must place jewel cards in those Slots before placing a jewel card in any other Slot. However, you may place a Nothing card into the Exchange.
 - You may not place a card in the Exchange if it would leave you with no cards in hand.
 - If you placed a jewel card: immediately take the covered card into your Treasury pile (face down).
 - If you placed a Nothing card in the Exchange: remove the covered card from the game immediately (the Nothing card remains in that Slot).
- Place one card from your hand into your Costs pile, face up.
 - If the card has an action, resolve it immediately after placing the card in your Costs pile. (You can find the action reference at the end of the rulebook).
- Rotate any cards you placed in the Exchange this turn back to a vertical position (portrait).
- If you have less than 5 cards in hand, draw cards from the draw pile until you have 5 cards or the draw pile is empty.
- Pass the turn to the next player in clockwise order.



End of the game

After the draw pile is empty, the game continues until all players have no cards in hand.

At the end, your score is the total value of your Treasury minus the total value of your Costs. If tied, the tied player with the highest total value of the Treasury wins.

Request for feedback



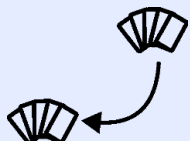
Thank you for taking a look at Jewel eXchange. I would love to hear your comments and feelings about the game.

Did you just browse through the rulebook, or did you get a chance to try the game? Either way is fine. Any comments that you have are very welcome and useful in game design. So please, answer a short questionnaire here:

<https://wannabeboardgamedesigner.com/je-feedback>.

Action reference

Steal (1 point)



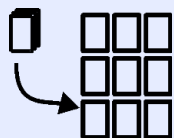
Take one random card from another player's hand and add it to your own hand.

Steal a treasure (2 points)



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

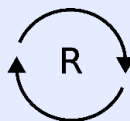
Random exchange (2 points)



Place the top card of the draw pile in the Exchange following the placement rules and take the covered card into your Treasury. If the card cannot be placed in the

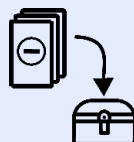
Exchange, place it in your Costs pile instead. If the draw pile is empty, do not perform this action.

Extra exchange (3 points)



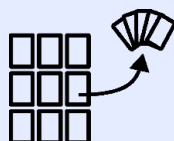
Take an additional turn immediately after this one.

Steal an expense (1 point)



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

Pick an exchange (2 points)



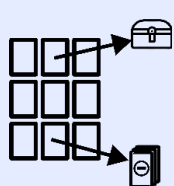
Take one card from the Exchange and add it to your hand.

Skip player (3 points)



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

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 Costs pile. You cannot move cards to your own piles.