

# 5

## Ways to Play...

- ❑ Discard all Computer cards.
- ❑ Now you present the Computer with a Challenge.
- ❑ Deal 5 cards face up for the Computer.
- ❑ Choose the best combination of cards to beat the Hazard(s) (see Computer Rules).
- ❑ Repeat these steps until the game is over.
- 1P vs. Computer - 2 decks:
  - ❑ Choose which deck you want to play with and shuffle it thoroughly.
  - ❑ Do the same for the Computer.
  - ❑ Use the same Play rules as above for 1P vs. Computer, but replenish from respective decks (i.e. You from your deck and the Computer from its deck).
- 2P vs. Computer - 2 decks:
  - ❑ Choose which deck you and your teammate want to play with and shuffle it a few times. Each player should be dealt 3 cards each.
  - ❑ Do the same for the Computer, to which 5 cards should be dealt.
  - ❑ Otherwise, use the same Play rules as above for both 1P vs. Computer 1 and 2 decks.
- 2P vs. Computer - 3 decks:
  - ❑ Choose a deck for each player and the Computer (for 3 total decks).
  - ❑ Use the same Play rules as above for both 2P vs. Computer - 2 decks.

## Computer Rules

- When the Computer presents a Challenge, the Computer will always:
  - ❑ Try to make the longest Challenge. Use a Pool Gem before using a Gem card in its hand.
  - ❑ Choose a Hazard card with more Super actions (like "Super Run") over a card without Super actions.
  - ❑ Choose Elements in the Need section that repeat between Hazard and Gem cards.
  - ❑ Use a Bug card to its best advantage or play a Bug Fix card to defend itself.
- When the Computer tries to beat a Player's Challenge, the Computer will always:
  - ❑ Try to get the final Gem card.
  - ❑ Use a Gem card to beat the earliest Hazard in a series if it cannot get the final Gem card.
  - ❑ Use a Bug card to its best advantage or play a Bug Fix card to defend itself.
- Discard all cards in the Computer's hand after presenting a Challenge or trying to beat one, but keep:
  - ❑ Bug Fix cards (unless all Bugs have been played, in which case discard the Bug Fix card and draw a new card).
  - ❑ Bug cards (the Computer should use this to its best advantage).

# 1

## Introduction

- Bit Boy, Giga Girl, Cache Cat, and Data Dog are all vying for the prestigious title of Gem Runner. Set in a retro 8-bit world, these heroes jump, shoot, and fight their way through Challenges to claim the most Gems!

## Summary

- One player creates a Challenge (typically 1 to 2 Hazard cards with a Gem card at the end) and the next player tries to beat that Challenge. This player then creates a Challenge for the next player, and so on.
- The Gem at the end of each Challenge is the reward. A Challenge includes classic game Hazards like spinning blades, ice spikes, bosses, and a Gem. The first to collect 7 Gems wins!
- 1-8 players can play cooperatively or competitively with up to 4 unique heroes, Hazards, enemies, and bosses!
- The basic game rules apply to 2 players competing against each other using a single deck. To learn how to play by yourself, with multiple decks, or with up to 7 other players cooperatively or competitively, consult the "Ways to Play" section.

## Card Anatomy

All of the cards (except for Bugs) have 3 sections:

- Card top = Play: The Element and Action used to beat an opponent's Hazard card.
- Card middle = VS: This is the Hazard used to create a Challenge. Notice the Element icons on the left and right (see Elements).
- Card bottom = Need: The Element or Actions needed to beat that card's Hazard.

## Card Types

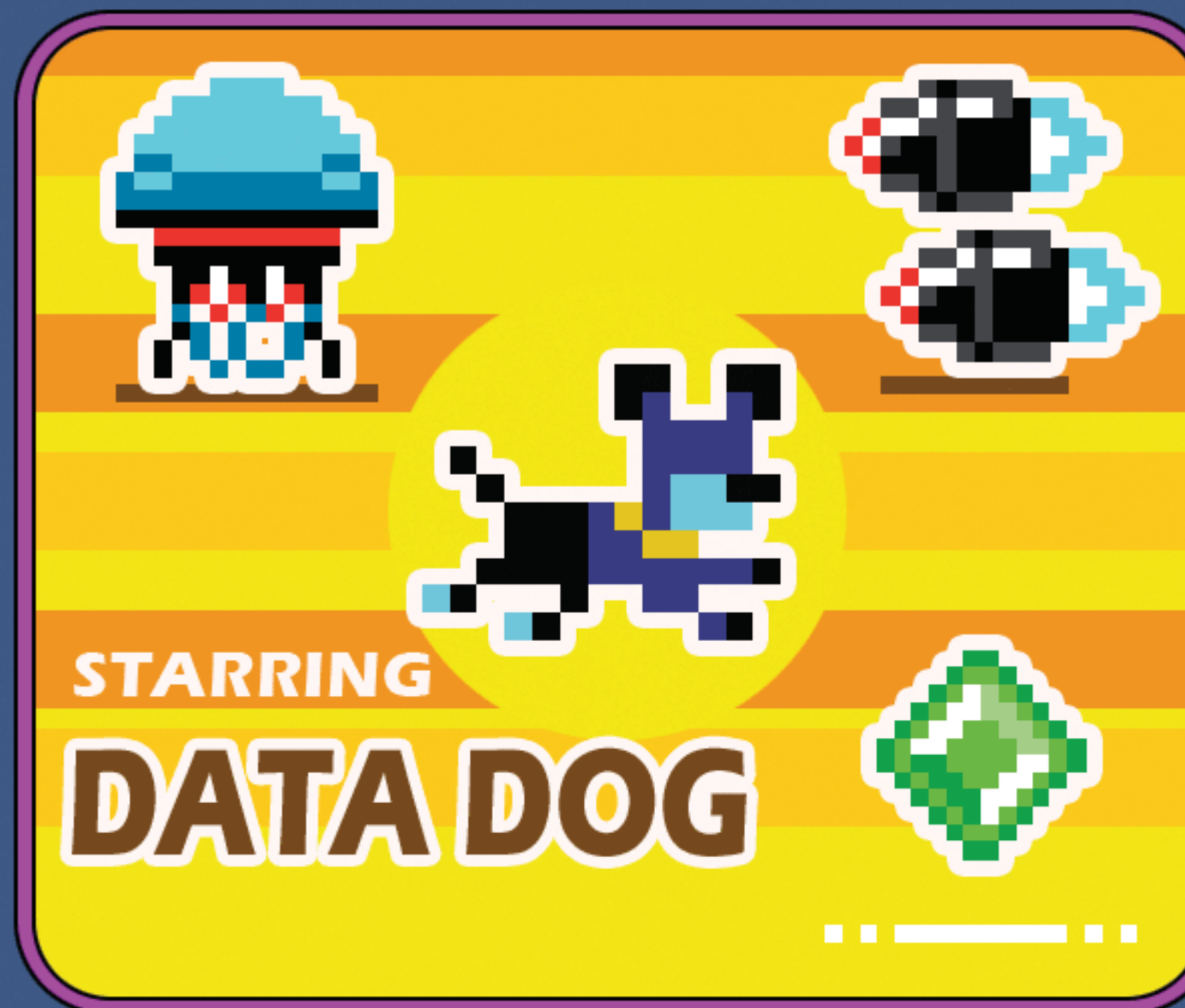
There are 4 types of cards:

- Hazard - (35 cards) The traps, enemies, and bosses designed to stop heroes from getting the Gems.
- Gem - (15 cards) The much sought-after reward all heroes desire. A Gem is always placed at the end of a Challenge.
- Chain - (4 cards) Lets you add more Hazard cards to create a more difficult Challenge (see Create a Challenge > Chaining). When beating a Challenge, use the Chain card as any of the 5 elements to beat any Hazard. A Chain cannot be used to win a Gem card, unless the appropriate Bug is played.
- Bug - (2 cards) - You can play a Bug card at any point in your turn. Anyone attacked with a Bug card can respond with a Bug Fix card (if they have one), If you play either, don't replenish your hand until the end of your turn.

## Terminology

- Actions - Actions are the "game mechanics" that each hero can perform, such as Punch, Kick, Run, Shield, etc. These are used to beat Hazards.

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**GEM RUNNER™**  
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# Gem Runner™

## STARRING DATA DOG



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■ Retro 8-bit video game style adventure with 1 hero, 12 actions, 3 super moves, 20 Hazards (enemies/traps), and 5 bosses per deck. Play cooperatively or competitively with up to 8 players (2 players per deck).

Gem Runner™  
STARRING DATA DOG



## 2

### Terminology...

- **Elements** - 5 Elements of nature rule the world of Gem Runner. Each Element connects with and is stronger than the next creating a circle of Elements. Fire burns Earth, Earth grounds Lightning, Lightning shocks Water, Water rusts Metal, Metal cuts Fire, back to Fire burns Earth, and so on. Each hero can wield the power of an Element to beat a Hazard.
- **Stack** - This is where you put Gems you win. Stack them so the Gem icons are visible for ease of counting your Gem total. This also keeps the most recent Gem on top.
- **Pool** - This is where Gem cards go that are not won in a Challenge. A Pool Gem can be used by the Challenge creator as the reward Gem card. All collected Pool Gems are given to the first player to successfully beat the last Gem in a Challenge.
- **Discard Pile** - At the end of a turn, any Gems not won go back to the Pool, and any remaining cards that were played go into the Discard Pile.
- **IP/2P** - "P" is short for "Player," so 1P means 1 Player, 2P means 2 Players, etc.
- **Computer** - One or two players act as this "virtual" opponent simulating the artificial game intelligence of an 8-bit video game (see Ways to Play).

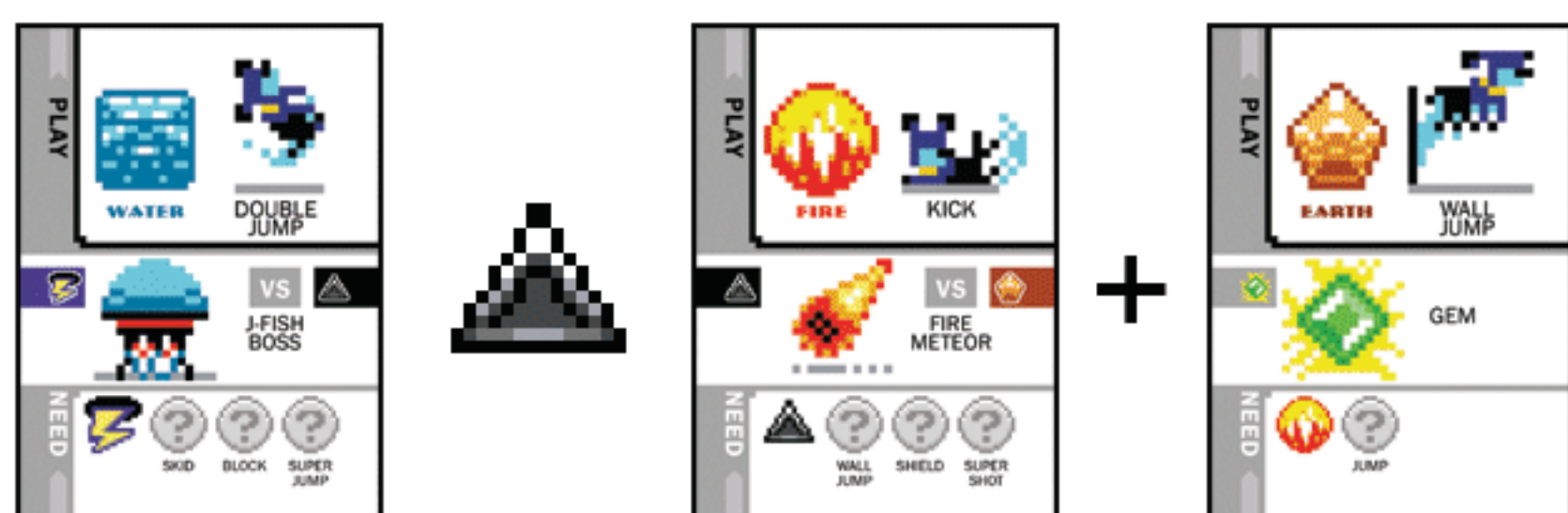
### Setup

- Determine play order (who goes first, second, etc.).
- Shuffle deck(s) thoroughly (several times), then deal 5 cards face down to each player.

### Create a Challenge

Player creates a Challenge for the next player (opponent):

- **Note:** Only pay attention to the middle "VS" and bottom "Need" sections of the cards in your hand when creating a Challenge for your opponent.
- Your objective is to string together Hazards to make it difficult for your opponent to win the Gem that you place at the end. Your opponent has to beat each of your Hazard cards including the Gem card with as many cards of his own.
- You need to place at least 1 Gem card to create a Challenge, but hopefully you have 1 or 2 Hazards to build a series of obstacles leading up to the Gem (to the left of the Gem). To this end, maybe use a Chain card to add more Hazards (see Chaining). Chain cards are great when you're trying to beat a Challenge as well, so you may decide to save it for when you create a Challenge.



## 3

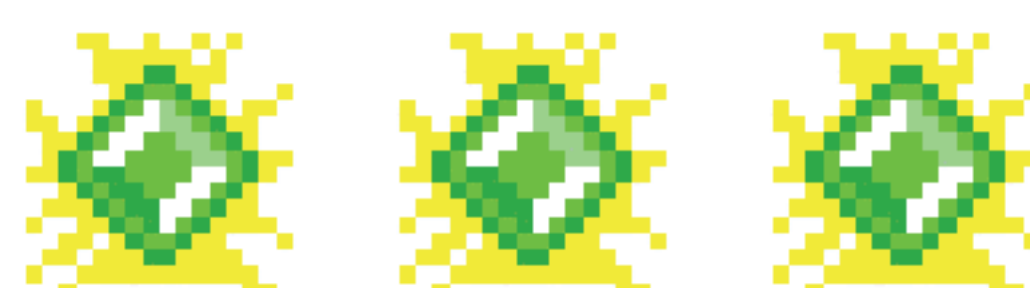
### Create a Challenge...

- "Super" actions like Super Punch and Super Run are rare. There are only 6 cards in a deck with Super actions in the top Play section. Thus, you can make your Challenge more difficult by using Hazard cards with Super actions in the bottom Need section.
- **Placement Rules:** Match the colored symbols (Elements) on the left and right sides of the VS section on each Hazard card. When played as part of a Challenge, a Chain card can be placed anywhere before the Gem card (see Chaining). Always place the Gem card at the end of your Challenge.
- If you do not have a Gem card in your hand, you must use one from the Pool. If none are in the Pool, use the most recent Gem card from your Stack. If none are in your Stack, discard 1 card from your hand and draw from the deck. Repeat the discarding until you find a Gem card and then use it.
- **Chaining** - When creating a Challenge, you may insert a Chain card anywhere in the Challenge to do 2 things:
  - 1) You can add up to 2 additional Hazards to the chain (either to the left or to the right of the Chain card).
  - 2) For the Hazards directly to the left and right of the Chain card, you do not need to match the connecting element icons.
  - **Note:** The opponent can ignore the Chain card when beating the Challenge, as it is not a Hazard on its own.
- At the end of creating a Challenge, you may discard 1 extra card from your hand and replenish.
- Replenish your hand back up to 5 cards by drawing from the deck. It is now your opponent's turn to try to beat your Challenge and win the Gem.

### Beat a Challenge

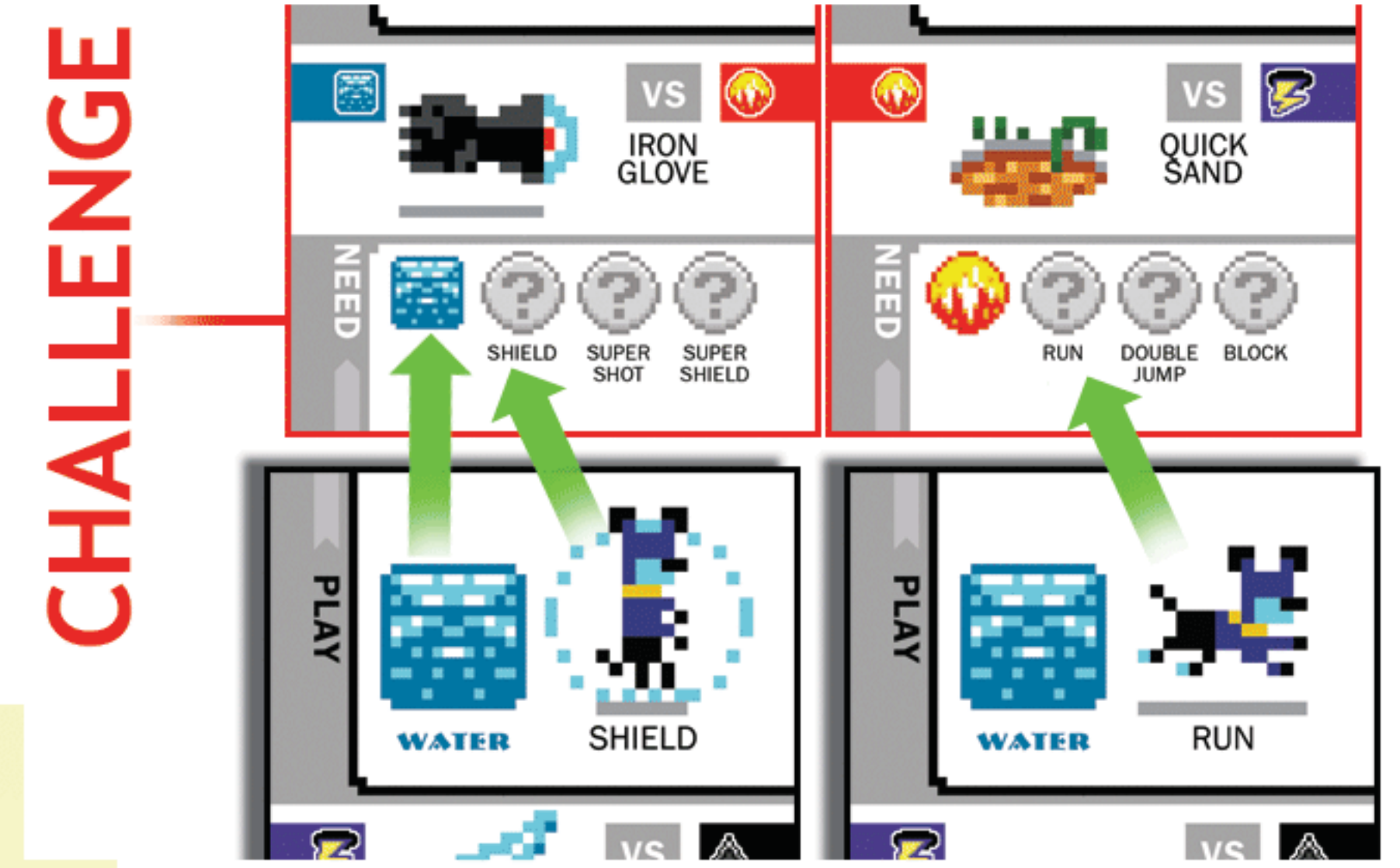
Opponent tries to beat all Hazards presented by the previous player so as to win the Gem:

- **Note:** Only pay attention to the top "Play" section of the cards in your hand when figuring out which to use against each Hazard. Match these top items to the bottom "Need" section of the Hazard cards on the table.
- Objective is to beat all Hazards, including the final Gem card. You play one card to beat one Hazard card.
- To beat a Hazard, match the Element symbol (like Earth, Fire, etc.) or the Action (like Kick, Shoot, etc.) indicated in the "Need" section with a "Play" section of a card in your hand. Place your matching card below the corresponding Hazard card on the table.



## 4

### Beat a Challenge...



- **Note:** Ignore matching left/right colored symbols (Elements) when playing cards to beat Hazards. You can use one or more Chain cards as wildcards to beat any regular Hazard. You cannot use a Chain card on a Gem card, however.
- You can use a Gem card to beat a Hazard but no other Hazards may be beaten after it. Beating a Hazard with a Gem card means you've won that Gem card (even if you don't win your opponent's Gem at the end of the Challenge). Also, using a Gem card to beat a Gem card means you win both Gem cards!
- Any Gem cards you win immediately go into your Stack.
- If you cannot win the Gem card, you can still play cards to beat Hazards as a strategy (to get rid of them from your hand).
- If you cannot win the Gem card, it goes directly into the Pool. The next player to win a Gem card that's at the end of a Challenge, gets all Gem cards in the Pool.
- At the end of beating a Challenge, you may discard 1 card from your hand and replenish.
- Replenish your hand back to 5 cards by drawing from the deck.
- Put all cards that were played from all players (except for Gems not won) into the Discard Pile.
- The player who encountered the Challenge creates a new Challenge for the next player. Repeat this until someone wins 7 Gems, in which case, s/he wins the game!
- Reshuffle the Discard Pile several times to replenish the Deck if it runs out.

### Ways to Play

How you play can modify the rules as follows:

- 1 Player (or "1P") vs. 1P: The rules above cover this.
- 1P vs. Computer - 1 deck:
  - Choose which deck to play with and shuffle it thoroughly.
  - Computer starts. Play your hand as normal.
  - Deal 5 cards face up for the Computer. Choose the best combination of cards to present yourself the most difficult Hazard(s) (see Computer Rules).
  - Use cards in your hand to try to beat the Hazard(s) and win the Gem card.