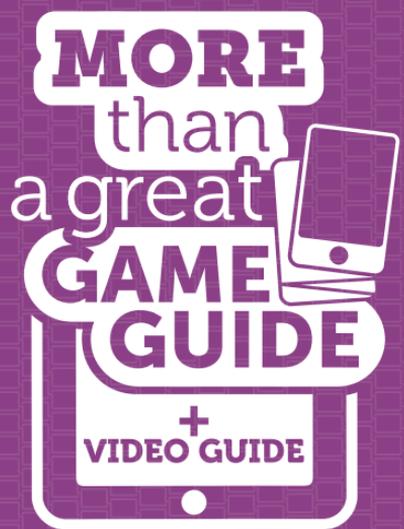




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AIM OF THE GAME

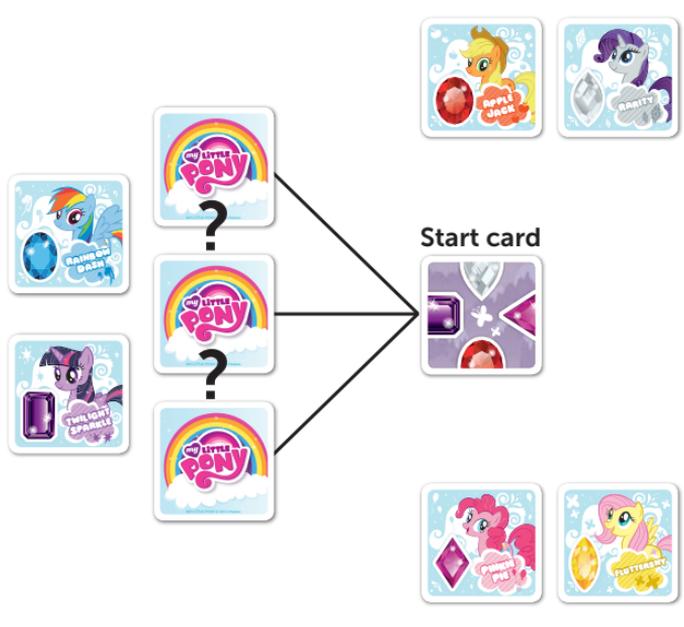
Princess Celestia has used her magic to break the many gems in Equestria in half so the ponies can enjoy collecting them. Each pony has its own special gem to collect. Match as many as you can to win the game!

GET READY!

- Place **ALL** the Gem cards in a single pile.
- Make sure you have space to play on (about 10 cards wide and 10 cards tall).
- Pick two ponies!
For four players: pick one pony or play in teams of two.
- Shuffle the Start cards, pick one and place it face up in the middle.

CONTENT:

46 double-sided Gem cards,
3 Start cards and 6 Pony cards



HOW TO PLAY

The player with the longest mane starts.

On Your Turn

- Take the top card from your pile. Try to create whole gems of your ponies' colours, making sure that whenever you place a card, any sides that are touching match each other. Remember, your card has two sides, so you have lots of possibilities.
- If you can't create any gems that belong to your own ponies, create them for other ponies! The player who has that pony must say thank you.
- If there are ponies not in the game you can still make gems for them, but no player collects points for them at the end of the game.

- If any of the half gems on your card match anywhere on the grid, you must play the card. Even if it means making gems for everyone except you!
- If everyone agrees that there's nowhere your card can go, put it out of the game.
- Time for the next player to take a turn.

Every complete gem is worth 1 point at the end of the game, or more if Princess Celestia is on your gem!

Things To Remember

- All Gem cards played must match on all sides.
- Always say "Thank you" when someone makes a gem for you!



THE WINNER!

The winner is the player with the most complete gems that match their ponies.
(see how to score below)

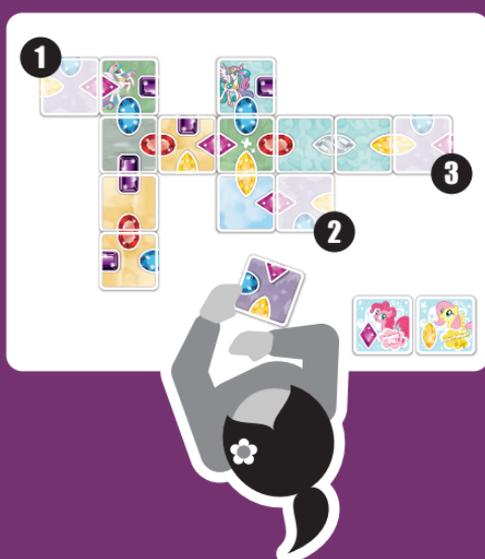
Congratulations! Each player is allowed to say one lovely thing to the winner!

EXAMPLE GAME PLAY

Sophie has chosen Pinky Pie and Fluttershy. That means she is collecting Pink and Orange gems.

She picks up the next card and looks at the cards already played. The illustration shows the three possible places she can play the card.

If she played it in **location 1** she would also be next to Celestia. That means at the end of the game that tile would score 2 points.

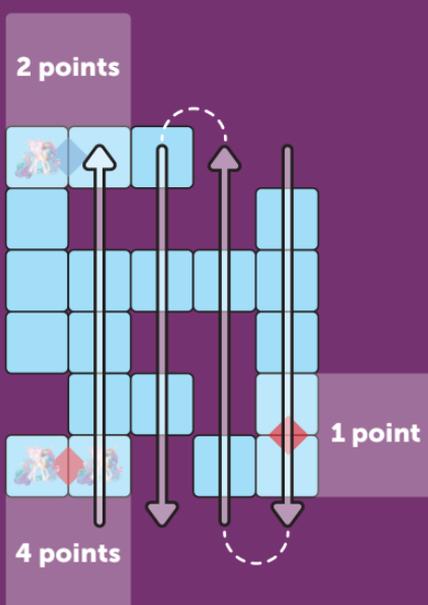


Once all the cards are played, all players take turns to add up their gems. It is easier to do this by counting in rows or columns one at a time (as shown opposite).

Remember each complete gem that matches the gem of your ponies is worth 1 point. If Celestia is on any part of the gem it scores 2 points.

If Celestia is on BOTH tiles then you score 4 points!

Add up your scores. It might be helpful to use paper and pencil to keep score.



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