

# DIAMONSTERS RULEBOOK

Greetings and welcome to the world of the *Diamonsters*! My name is Go (AKA, the dashing No. 5) and I'll be your host during your stay here with me and my posse of bold and brilliant beasts.

So I'm just gonna cut right to the chase—we need your help hunting. Unlike other monsters, we don't eat people (so stop looking so scared!) Diamonsters need only one thing to survive: diamonds.

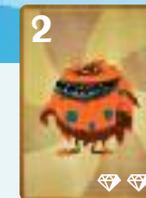
And such expensive tastes means no TV dinners and lots of hungry monsters and we seem to have consumed all of the diamonds in the Diaverse. Well, let's be honest, Shi (No. 4) probably ate half of them alone.

But we're counting on one of you to nab either 3 monsters of the same value OR 5 diamonds in your monster collection. The first person to do so wins—and we get fed! First off, where are my manners?! Let me introduce you to the gang:



**1-ICHI**

Ichi's the smallest monster, but if it comes down to him vs. Go he wins!



**2-NI**

Winning with Ni can be tricky, but it's also worth 2 diamonds if you can pull it off.



**3-SAN**

Sari's not interested in diamonds, just adding friends to your monster collection. Nothing special happens with him.



**4-SHI**

Shi's the greediest of monsters. Win a round with Shi and it'll cost you two diamonds.



**5-GO**

That's me! I'm the biggest and most valuable monster on the block. If only I could keep that pesky little Ichi from winning every time!

## CARD RULES

- Ichi (1) - Lowest value, except if bid against a Go (5). It beats Go (5).
- Ni (2) - Low value but it's worth 2 diamonds.
- San (3) - No special ability.
- Shi (4) - High value, but it costs you 2 diamonds if you win it.
- Go (5) - Highest value, but it loses to an Ichi (1).

## SETUP

Now that we're acquainted, let me explain how things work around here. Each player starts with the same five-card hand.



Ichi (1), Ni (2), San (3), Shi (4), Go (5)



The remaining cards are shuffled together to form a facedown draw deck.

## GAMEPLAY

Each round starts by flipping the top card of the deck face-up. Players then place a facedown bid for the card. When all bids have been made, flip them up. The highest card wins!

The winning player (highest bidder) adds both the face-up card being bid on AND their card played (bidding card) face-up in front of them. This will form that player's "monster collection".

Sound easy? Well, here's where things get **HAIRY**:

If players bid the same amount, their bids cancel out and they return the card they bid to their hand.

If the bid ends with someone playing an Ichi (1) vs. a Go (5), the Ichi (1) beats the Go (5) and the player adds the monster and the Ichi (1) card to their collection. Using an Ichi (1) card is a gamble because if more than one player plays a Go (5) they are returned to the bidders' hands and poor Ichi is left in defeat!

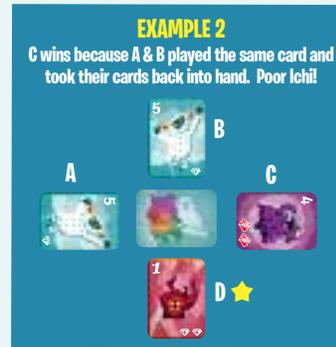


A & B take their cards back, C wins.

- Any player who bids the same card as another player takes their card back in their hand, they are removed from bidding this round. You can only win if you are the only player to use your monster!
- Any player who didn't win the round takes their bid card back into their hand.
- If there is no winner, discard the monster next to the deck.
- After the winner adds to their monster collection, all players draw cards back to a hand limit of 5 cards if necessary.
- If the draw deck is ever empty, shuffle the discarded cards and form a new draw deck. If there are no discarded cards to form a new deck the game ends immediately and the player with the most diamonds in their monster collection wins.



**EXAMPLE 1**  
B & C take their cards back. D wins because Ichi beats Go.



**EXAMPLE 2**  
C wins because A & B played the same card and took their cards back into hand. Poor Ichi!

## ROUND END (IT'S FEEDING TIME!)

The round ends as soon as any of the following occurs:

- A player has 3 of the same monster in their "monster collection" (Remember, your hand is not part of your "monster collection").
- A player has a total of 5 diamonds in their "monster collection" (Remember, for every Shi (4) you have in your collection you subtract 2 diamonds).

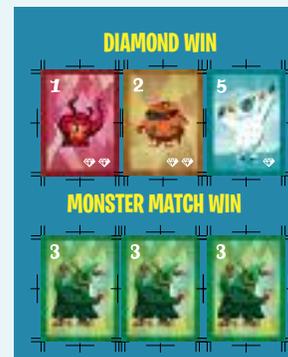
The player who collects enough cards to win the round receives one plastic diamond piece.

## GAME END

Depending on how many people are playing, the game ends when the first person collects the following number of plastic diamond pieces:

- 2 players: 5 pieces
- 3 players: 4 pieces
- 4+ player: 3 pieces

**HAPPY HUNTING!**  
**WE'LL SEE YA AT MEAL TIME!**



## CREDITS

**Game Design:** Masao Suganuma

**Game Development:** Nathan McNair and Molly Wardlaw

**Product Development:** Jerry Bennington and Nate Murray

**Editing:** Jerry Bennington, David Hedgecock, Nathan McNair, Nate Murray, Chris Ryall, and Scott Tipton

**Art Direction:** Robbie Robbins

**Graphic Design:** Taro Hino

**Graphic Design by IDW Games:** Sam Barlin

**Logo Design:** Sam Barlin

**Photography:** Delaney Mamer and Robbie Robbins

**Cover Illustration:** Noboru Hotta

**Card Artwork:** Noboru Hotta

**Production Management:** Kathy Cheong and Thomas Cho

**Special Thanks To:** Ted Adams, Greg Goldstein, Chris Ryall, and Robbie Robbins

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