◆ Diamond Heist ◆

Solitaire Playing Card Game

Overview

Arrange the diamonds so all vertical, horizontal, and diagonal sums are the same to unlock the Royal Vault and escape with the diamonds…but beware of the vault traps!

Setup

The game uses a non-standard deck of 10 playing cards consisting of the 1, 2, 3, 4, 5, 6, 7, 8, 9 of Diamonds and the Jack of Spades. Shuffle the numbered cards **(*diamonds*)** and deal them in a 3 by 3 grid **(*vault*)**. Place the Jack **(*thief*)** above the top left diamond.

```
|J|
|1|3|6|
|7|9|5|
|4|8|2|
```

Turn Sequence

Diamond Movement Phase

Swap a diamond that is in the same column, row, or diagonal as the thief with a diamond that isn't.

```
|J|           |J|
|1|3|6|       |1|4|6|
|2|9|5|  =>   |2|9|5|
|4|8|7|       |3|8|7|
```

Thief Movement Phase

There are 16 spaces around the outside of the vault. Add up the values of the two swapped diamonds and move the thief that many spaces clockwise around the outside of the vault.

```
|J|           |J|1 2 3
|1|4|6|       |1|4|6|4
|2|9|5|  =>   |2|9|5|5
|3|8|7|       |3|8|7|6
                    |J|
3 + 4 = 7
```

Losing the Game

If the sum of the column, row, or diagonal that the thief is in is greater than 15 diamonds, you trigger a vault trap and lose the game!

```
|1|4|6|
|2|9|5|
|3|8|7|
      |J| => J☒

1 + 9 + 7 = 17 > 15
```

Winning the Game

If the sum of every column, row, and diagonal equals 15 diamonds, you unlock the vault and win the game!

```
|?|?|?|
|?|5|?|J| => J◆
|?|?|?|
```