

A gem is a rotating pyramid that appears in the maze. A gem alternately rises to the sky and then sinks to the floor. As long as a gem is not too high, you can pick the gem up by running your ship through or over it. A gem eventually melts into the floor and disappears if it is not picked up by any player. You cannot kill gems with your puny weapons.

In the Fox & Hounds and Gold Rush scenarios, the first player to pick up four gems wins a round. In Gold Rush, you steal a gem each time you kill an opponent who has one or more gems.