Pentrix

Game Design:
Players: 3-5
Duration: 20 minutes

OVERVIEW

You are a summoner in a world ruled by the five elements, and your goal is to become the strongest summoner in the world. You summon monsters using their attributes, but it is not only their power, but also the chemistry of their attributes and the right combination of them that will play tricks to your advantage. Brilliant tactics and cool thinking will light the way to becoming a true summoner.

GAME OBJECTIVE

This game is a trick-taking game, with the addition of five-element philosophy-like mechanisms such as Growth, Rival, and Conflict, allowing for slightly unusual tactics. Each person takes turns playing a card, starting with the lead player, and then players play a round, and the person who plays the card with the highest number wins. This is called a trick. Repeating a trick a set number of times is called a round, and the person with the highest total score after repeating the round three times wins the game.

CONTENTS

● 30 game cards:
5 types: Wood/Fire/Earth/Gold/Water x numbers 1 to 6.
● 2 summary cards:
1 sheet each of "Five Element Correlation Diagram" and "How to View Display."
● Instruction manual (this book)
*Please write down your score.

PREPARING FOR THE GAME

● Number of players is 3 to 5.
● The number of cards in hand and the number of tricks per round are determined by the number of participants.

Number of people	Number of cards in hand
3 people	10 cards, 7 tricks
4 people	7 cards, 5 tricks
5 people	6 cards, 5 tricks

HOW TO READ THE CARD DISPLAY

The game cards have 5 attributes (wood, fire, earth, gold, and water) and a number (strength) from 1 to 6. The following is how to read the card's left shoulder.

For a Wood card that indicates an attribute related to rivalry, Gold becomes the trump card attribute, and Wood always loses.

Shows the attributes and numbers (strength) of this card
The attribute of this card is Wood and the number (strength) is 3.

Indicates the attributes related to growth, Wood cards can be strengthened by adding Water cards to them.

Indicates the attributes related to Conflict, if two Earth cards appear after the lead player plays Wood, that trick will cease.

Translator Note: the Conflict attribute is the element that is trumped by the played element. E.g. Wood trumps Earth so if two Earth cards appear in a Wood-led trick, the trick will cease.

About Growth, Rivalry, and Conflict.

● Growth attributes help and complement other attributes. You can strengthen your card by adding more.

Growth
→Wood burns and creates fire.
→After fire (material) burns, earth (ash) remains.
→Gold (mineral) is dug out from the soil.
→Water condenses on the metal surface.
→A tree grows when you give it water.

● A Rival attribute is an attribute that can always win against a certain attribute as a trump card attribute.

Rivalry
→Trees absorb nutrients from the soil.
→Fire melts metal.
→Soil makes water cloudy.
→Cut down a tree with a metal ax.
→Water extinguishes fire.

● The Conflicting attribute is the opposite of the Rival attribute, and if two cards are put out, the trick will cease.

① Preparation for trick

● Shuffle the game cards well and distribute the number of cards according to the number of players. The remaining cards will not be used in this trick, so please keep them face down.

● Choose two unnecessary cards from the dealt hand and exchange one with the players on the left and right.

② Trick steps

● At first, the person who dealt the cards becomes the lead player and takes out one card (or two in the case of Growth) from their hand. The attribute of the first card played by the lead player becomes the "field attribute" for this trick.

● Starting with the player to the left of the lead player, each player plays cards from their hand in a clockwise direction. At this time, if you have a card with the same attribute as the one on the field, you must play a card with that attribute.

● If you do not have a card with the same attribute as the one on the field, you can play any card you like. If there is a card related to Rivalry, it can be used as a trump card attribute.

● The player can also add a card that has the same attribute as the card on the table (e.g., Fire + Wood, Water + Gold, etc.), and the total of the two cards is used to determine the winner.

● If during a trick, two cards appear that have a Conflicting relationship with the attributes on the field, the trick ends at that point. Cards on the field are simply discarded, and if there are players who have not played any cards yet, they will not be played and will be saved.

Conflict Example

- The lead player played Wood. The attribute of the field is Wood.
- Second player also played a Wood.
- The third player played Earth.
- The 4th player is also Earth, so the trick will cease.
- The 5th player does not play a card.

Conflict Example Continued Explanation

At this time, the player who played the second card with the Conflict attribute (the 4th player in the previous example becomes the lead player for the next trick.
Please note that tricks that cease due to two Conflict cards are not counted in the number of tricks in the round.

● One trick ends when everyone has played their cards. We will judge the winner or loser.

③ Trick winning/losing and points

● Normally, the player who plays the highest strength of attribute cards on the field, including the Growth part, wins.

If multiple people played the same numbers, the one with the greater number added in Growth wins.

Example

【Water 6】<【Water 5】+【Gold 1】<【Water 3】+【Gold 3】

*Even though the numbers are the same 6, the higher the Growth number, the stronger it is.

● If someone plays a card that Rivals the field attribute , it becomes a trump card attribute, and you win the trick regardless of the size of the number. If there are multiple trump attributes, the one with the higher number wins.

● All cards other than Growth and Rivalry that differ from the field's attributes will be defeated.

● The numbers of the cards you played when you won a trick are totaled as your score. If you win with Growth, the total of the two cards is your score.

● The player who wins the trick becomes the next lead player and repeats steps 1 to 3 a specified number of times.

● If a player runs out of cards in hand during a round, no points are awarded for subsequent tricks.

④ End of the game

● After playing the specified number of tricks x 3 rounds, the player with the highest total score from all rounds will be the final winner.

We will post additional information such as errata and FAQs on this URL, so please check it from time to time.