Conversion Rule Set

HTKB: Simple Games Suite: Conversion Rule Set

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Setup

Layout the board.
Place the element tokens on the board, these are piece limited.
Place currency tokens to the side of the board.
Deal two objective cards to each player.

Play

Round:
    The round leader is the first player to go in a round.
    The round leader rotates clockwise each round.
    During their turn, a player may pick up any of their fair trade tokens,
    and take one action.
    At end of round, placements resolve.
Actions:
    Go to Work:
        Generate an element.
        Then place elements in player locations to do different conversions:
            Double an element.
            Fire to Air.
            Air to Water.
            Water to Earth.
            Earth to Fire.
            Fire to Earth.
            Earth to Water.
            Water to Air.
            Air to Fire.
            Fair trade:
                Put one element out for someone to trade with you.
                Then trade with a presented elements between players.
    Turn in an objective:
        Return the designated elements to their respective pools.
        Collect currency in the amount of the highest element required, minus
        1, times two. $(n-1)*2$
    Draw a new objective.
    Buy elements from the bank or other players:
        When buying from other players, those players may set their own
        prices or refuse to sell. A player can only sell from their collection, not
        from placed elements.

End Conditions

Buy Out:	A player is out of objective cards, with at least 10 currency.
Retire:	A player is out of objective cards, has completed 5 objectives and is out of elements.
Shortage:	No elements can be collected.
Monopoly:	A player has all of one element.
Market Crash:	No currency is available.

Win Condition

Most currency wins.
In the event of a tie, then player that triggered the event wins.