Conversion Rule Set

HTKB: Simple Games Suite: Conversion Rule Set

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<u>Setup</u>

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.

<u>Play</u>

Round:
- The round leader is the first player to go in a round.
- The round leader rotates clockwise each round.
- Each player takes one action on their turn.

Actions:

Go to Work:
- Generate an element.
- Place elements in worker spots 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.
    - Trade with a presented element.

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.

<u>End Conditions</u>

Buy Out:	A player is out of objective cards, with at least 10 currency.
Retire:	A player is out of bojective 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.

<u>Win Condition</u>

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