

Elementals

Objective:

1. Knock out other players from play.

Materials:

1. 2-4 Players
2. 52 card deck (and 2 joker)

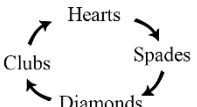
Setting Up:

1. Separate deck into 2 smaller decks, first deck consisting of Ace, Two, Three, Jack, Queen, King, Jokers. The second deck consisting of all other cards, 4 through 10.
2. Shuffle decks separately, place the first deck, which is the buff deck, face down in the middle of the table. And then using the second deck, deal one card to each player, starting with the player left of the dealer, until the deck entire deck is distributed. Depending on if playing with 3 players some players may have more cards than others, that's okay. Two and four player games will have equal number of cards in hands.
3. Players are allowed to look at their cards.
4. Each player takes a single 'buff' card from the buff deck and places it face up in front of them.

Playing:

1. Each player will take a turn around the table CLOCKWISE (to the left) and "declare" on who they think that they can beat.
 - a. Players will choose a card to play each turn (before declaring who they which to challenge) and place it face down in front of them.
 - b. The player whose turn it is can "declare" selectively to either battle against a single player or up to the whole table.
 - c. After a player "declares" against other chosen players, the declared player(s) must play their chosen card.
 - i. If you aren't declared against, do not turn your card over, you may retract your card if you choose to do so.
 - d. If the attacking player wins the battle(s) then they get to keep the card that they played and place it back into their hand.
 - e. If the attacking player loses then their card is placed in the terminated pile.
 - f. This rule applies to player(s) that were declared against.
 - g. After the first table cycles through, each player will pick up a buff card from the buff deck and immediately place it face up next to the other buff card(s) in front of them.
 - h. After having 3 buff cards and picking up a 4th buff card, the players oldest buff card gets terminated so that each player can only have a maximum of 3 buff cards at a time. Players are also allowed to a single time only wipe of their buff cards and collect new ones for a better chance to help their hand.
 - i. If a player has a buff card(s) that counter either their own or other buff cards on the table, they are terminated.
2. The cards work on a value system, a suit/trump system, and a face card buff system.
 - a. The value system works from 4 to 10 high meaning: 4=4, 5=5, 6=6, 7=7, 8=8, 9=9, 10=10.
 - b. The **suit/trump system** goes as the following:

- i. Hearts gets +3 when against Spades
 - ii. Spades gets +3 when against Diamonds
 - iii. Diamonds gets +3 when against Clubs
 - iv. Clubs gets +3 when against Hearts


 - c. When one suit is playing against another a suit of lesser trump the trumping suit gains a + 3 value buff to the current value on the card. *[Example: 7 of Hearts vs. a 9 of Spades. 7 of Hearts gains a + 3 value buff because it is playing against a Spade. Therefore, the 7 of Hearts now is equivalent to a 10 of Hearts. So, the 7 of Hearts would beat the 9 of Spades.]*
 - d. **The trump rule** only works when a card is faced against the suit that it trumps.
 - e. Players may also use face card buffs with number cards.
 - i. All face cards apply a specific value buff to the same suit of cards as the face card.
 - ii. Jack = + 1, Queen = +2, King = +3
 - iii. Face card buffs stack with the trump rule and other face cards of the same suit.
3. Players may, if they wish, to barter cards with opposing players.
 - a. Trades must be made on a "card for a card" bases. Any card for any card.
 - b. Trades don't have to be fair.
 - i. Players cannot reveal which card they are trading. All trading if final.
 - c. Players can only offer trades on their specific turn.
 - d. Players can accept or decline trades
 - e. Trading does not infringe upon your ability to declare on your turn.
4. Alliances, Betrayal, and Deception are welcome.
 - a. Players throughout the game may find themselves working with or against other players.
 - i. Players are welcome to reveal their hands and or intentions to other players to align/betray/ or to deceive other players.
 - ii. Keep in mind there is only one winner of the game.
5. Jokers
 - a. There are only two jokers in the game.
 - b. The joker is an immunity card that protects a player from losing their chosen card in a failed battle against an opposing player.
 - i. The joker is terminated whether the player using it wins or loses.
 - c. If the player loses then they keep their played card.
 - d. Jokers must be played before the chosen cards are revealed.

Scoring:

1. There isn't any scoring.

Winning:

2. Acquire all of the number cards or knock out every player from play.