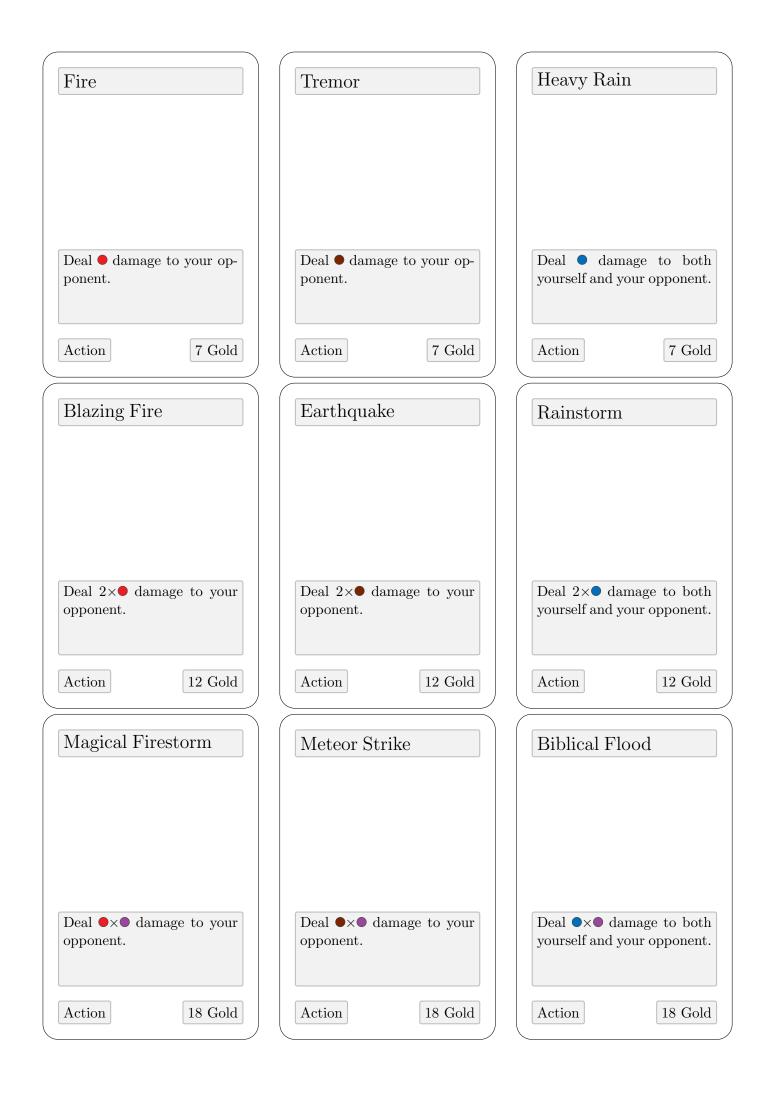
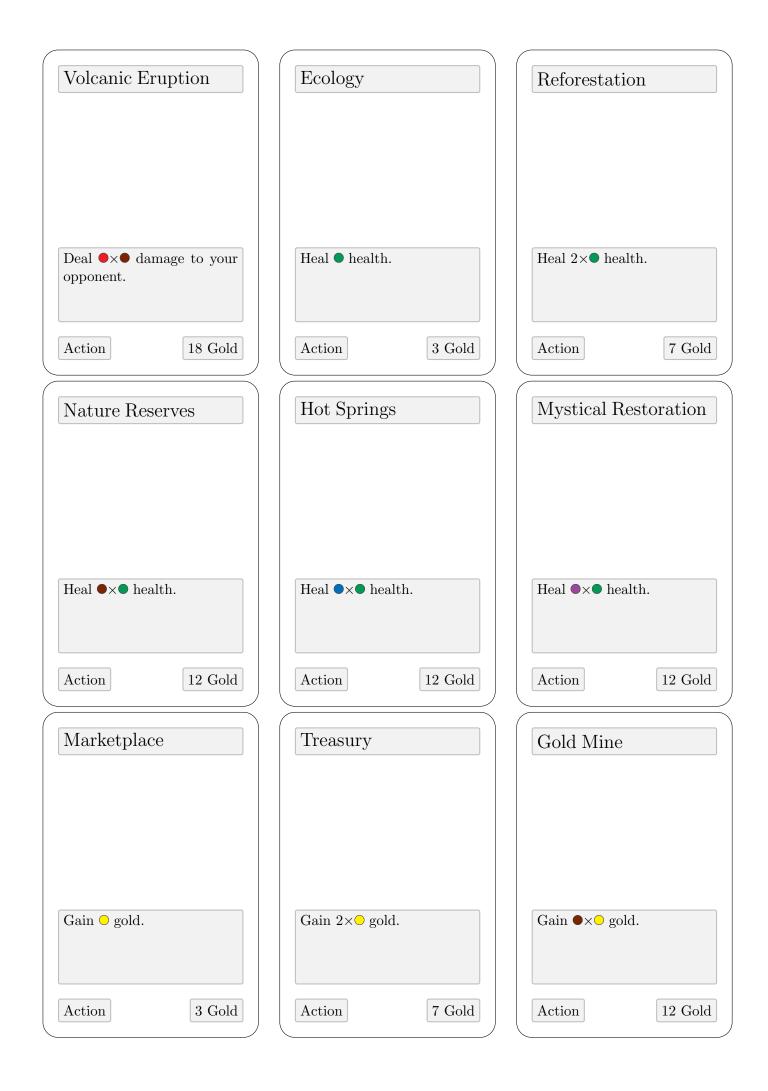
## Rules and Cards for Elemental Deck Builder

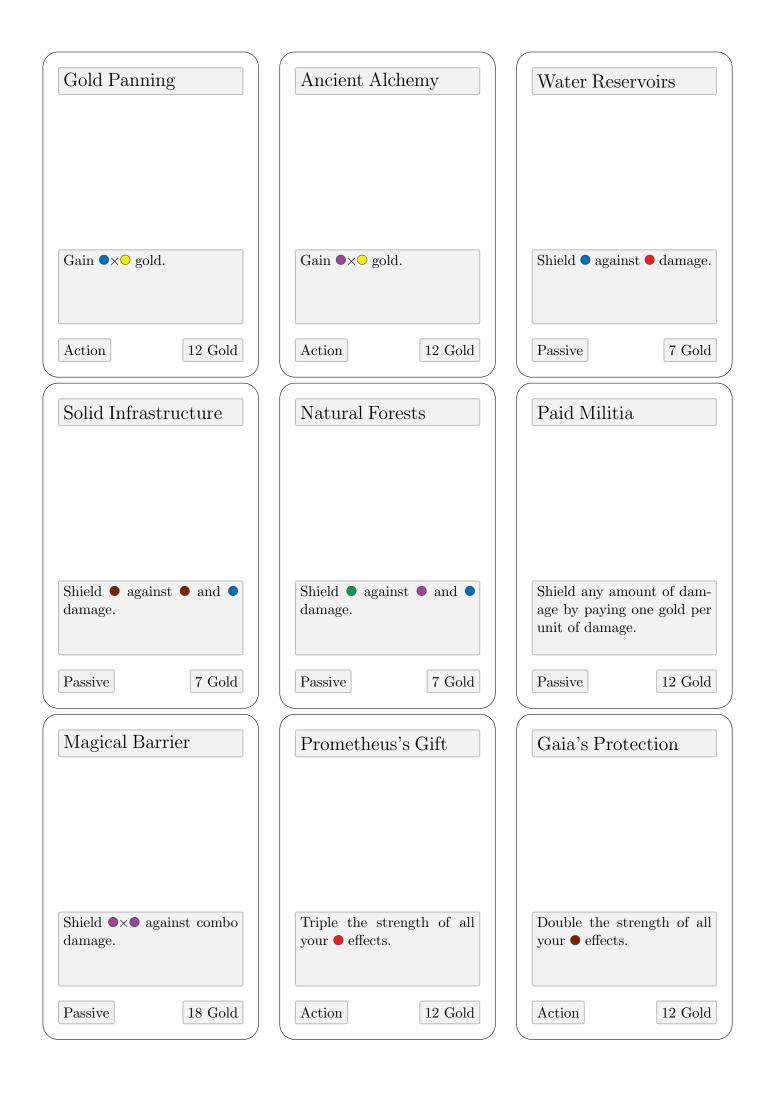
## Emil Indzhev

## December 29, 2021

- The game is played between two players who take turns. The player whose health reaches zero first loses and the other wins.
- Seven dice are rolled at the start of the game: fire ●, earth ●, water ●, nature ●, magic ●, gold and utility ●. They determine the strengths of various cards.
- Players start with 100 health, 6 gold, 5 Basic Income cards in their deck and no cards in their hand.
- All other cards are shuffled into two decks: cheap (costing 3 or 7 gold) and expensive (costing 12 or 18 gold). Four cards are dealt from each deck. Those are the shops from which cards can be purchased. At the end of a player's turn, the oldest card in each of the two card shops is removed. Then both shops are refilled back to four cards from their respective decks. The removed cards are set aside. When a store's deck is empty but a card must be drawn from it, the pile of removed cards is shuffled and added to the store's deck.
- On each turn a player may do the following in any order: gain one gold, draw one card, discard any number of cards, play one action, play any number of blessings and/or bid for one card. When a player must draw but their deck is empty, their discard pile is shuffled and then added to their deck. The player must end their turn with at most 5 cards in their hand.
- Playing an action consists of either executing it or placing it face down on the table for a later turn. Executing it later isn't counted towards that turn's action limit but requires paying its cost.
- A player may respond to their opponent's action by playing an action which affects (or may affect) its result; the response is executed before the action that triggered it. This requires paying the cost of the action but does not count towards the player's action limit on their next turn. The action may either come from the player's hand or their face down actions. The opponent is then allowed to play further actions and/or blessings before executing the original action that triggered the response. In the case of actions, the player may respond to them as well.
- Bidding for a card consists of a player announcing their interest in buying a card from one of the shops for its stated cost. Then their opponent may outbid them to two times that. The player may then match their opponent's bid. This bidding in multiples of the stated cost continues until either the opponent doesn't outbid or the player doesn't match. The player is allowed to play actions during the auction. Its winner gets the card. If it is a passive card, it is immediately activated for the rest of the game. Otherwise, it is added to the player's discard pile.
- A player dealing damage (to their opponent or themselves) receives gold equal to the damage dealt.
- All fractional number amounts are always rounded up before execution.







Poseidon's Trident	Ancient Grimoire	Nymphs' Grace
Double the strength of all your • effects.	Double the strength of all your • effects.	Double the strength of all your • effects.
Action 12 Gold	Action 12 Gold	Action 7 Gold
Midas Touch	Purism	Gambling
Double the strength of all your • effects.	Double the strength of all your non-combo effects.	Reroll a die once.
Action 7 Gold	Action 7 Gold	Action 3 Gold
Cheap Trick	Second Chance	Sleight of Hand
Change the value of a die by one.	Reroll a die up to twice.	Change the value of a die by up to two.
Action 3 Gold	Action 7 Gold	Action 7 Gold

Calculated Risk	Smoke and Mirrors	Perspective Shift
Reroll a die up to four times.	Change the value of a die by up to three.	Flip a die over.
Action 12 Gold	Action 12 Gold	Action 12 Gold
Trickster God	Mirror Wall	Mirror Table
Swap the values of two dice.  Action 18 Gold	Draw a card and look at your opponent's hand.  Blessing 3 Gold	Draw a card and look at your opponent's face down actions.  Blessing  3 Gold
Sneak Peek	Reconnaissance	Impatience
Draw a card and look at the top ● cards of your deck.	Draw a card and look at the top ● cards of your opponent's deck.	Look at and reorder the top  • cards of your deck.
Blessing 3 Gold	Blessing 3 Gold	Action 7 Gold

Sabotage	Magnetic Hands	Deep Pockets
Look at and reorder the top  cards of your opponent's deck.  Action  7 Gold	Move a chosen card from your deck to your hand and then shuffle your deck.  Action 12 Gold	Bid for an additional card.  Blessing 7 Gold
Express Shipping	Weak Hands	Faulty Table
Move all cards you just bought to your hand.  Action 12 Gold	Your opponent must discard card cards from their hand.  Blessing 12 Gold	Your opponent must discard card cards from their face down actions.  Blessing 12 Gold
Veto	Multitasking Novice	Multitasking Master
Cancel an action of your opponent.	Play up to $\frac{1}{3} \times \bullet$ additional actions.	Play up to $\frac{1}{2} \times \bullet$ additional actions.

Multitasking Lord	Multitasking God	Exploration Novice
Play up to $\frac{2}{3} \times \bullet$ additional	Play up to • additional ac-	Draw $\frac{1}{3} \times \bullet$ more cards.
actions.	tions	graw 3700 more cards.
Blessing 12 Gold	Blessing 18 Gold	Action 3 Gold
Exploration Master	Exploration Lord	Exploration God
Exploration Waster	Exploration Lord	Exploration God
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Draw $\frac{1}{2}\times \bullet$ more cards.	Draw $\frac{2}{3} \times \bullet$ more cards.	Draw • more cards.
Action 7 Gold	Action 12 Gold	Action 18 Gold
Recycling Novice	Recycling Master	Recycling Lord
Remove up to $\frac{1}{3} \times \bullet$ cards	Remove up to $\frac{1}{2} \times \bullet$ cards	Remove up to $\frac{2}{3} \times \bullet$ cards
from your hand and return them to the card store.	from your hand and return them to the card store.	from your hand and return them to the card store.
Action 2 Cald	Action 7 Cald	Action 19 Call
Action 3 Gold	Action 7 Gold	Action 12 Gold

Recycling God	Big Handed	Cheapskate
Remove up to • cards from your hand and return them to the card store.  Action 18 Gold	You may now hold • additional cards in your hand.  Passive 7 Gold	Face down actions no longer cost gold to play.  Passive 12 Gold
Truly Blessed	Always Lucky	Basic Income
Draw a card each time you play a blessing but you may no longer draw cards from active effects.  Passive  18 Gold	Draw an additional card each turn.  Passive 18 Gold	Gain 1 gold.  Blessing  3 Gold
Basic Income	Basic Income	Basic Income
Gain 1 gold.	Gain 1 gold.	Gain 1 gold.
Blessing 3 Gold	Blessing 3 Gold	Blessing 3 Gold

Basic Income	Basic Income	Basic Income
Gain 1 gold.  Blessing  3 Gold	Gain 1 gold.  Blessing 3 Gold	Gain 1 gold.  Blessing 3 Gold
Basic Income	Basic Income	Basic Income
Gain 1 gold.	Gain 1 gold.	Gain 1 gold.
Blessing 3 Gold	Blessing 3 Gold	Blessing 3 Gold
Gold	Gold	Gold