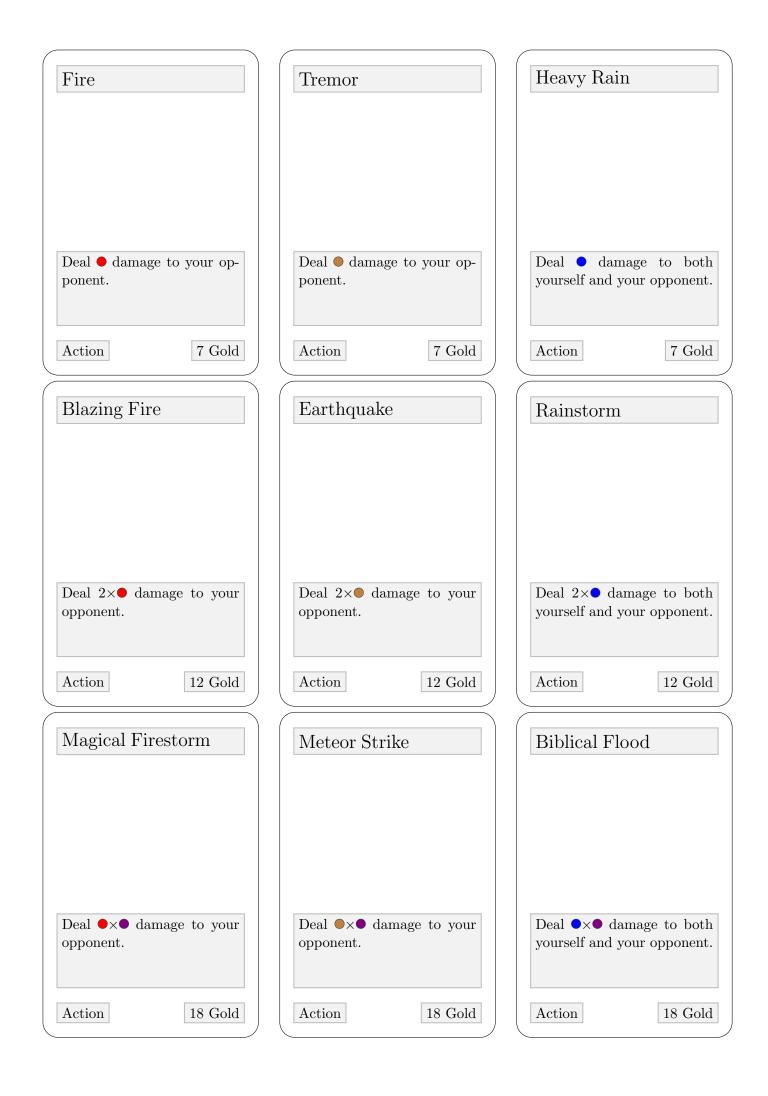
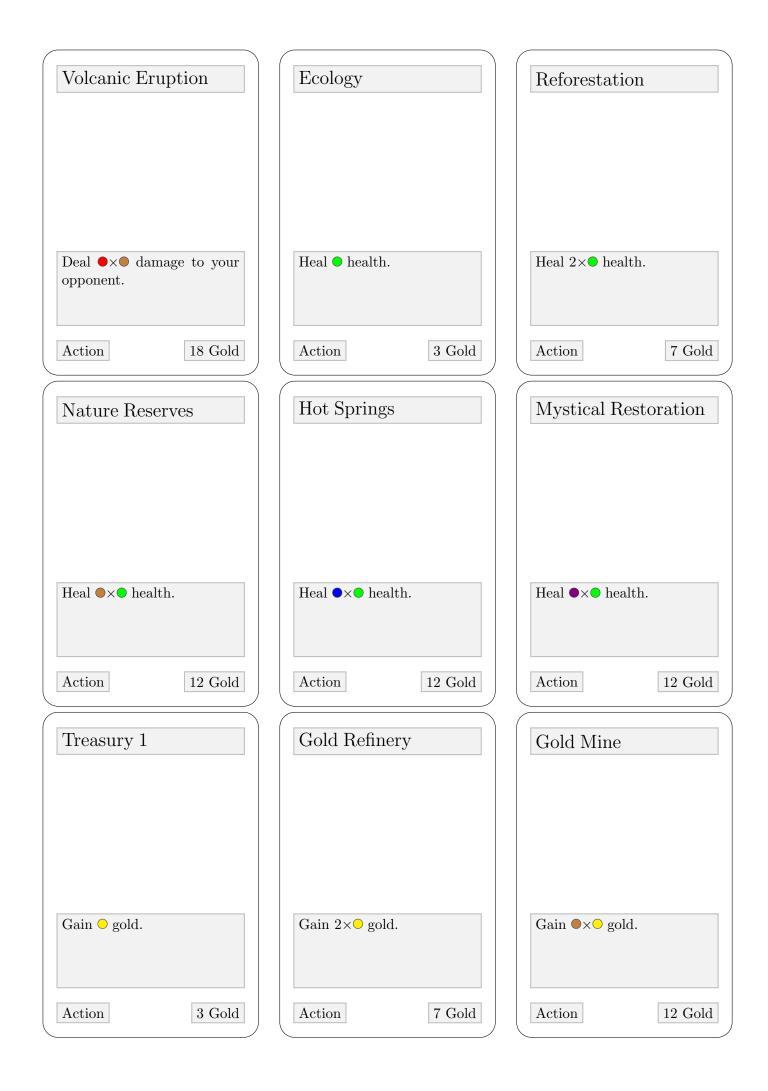
Rules and Cards for Elemental Card-Dice Game

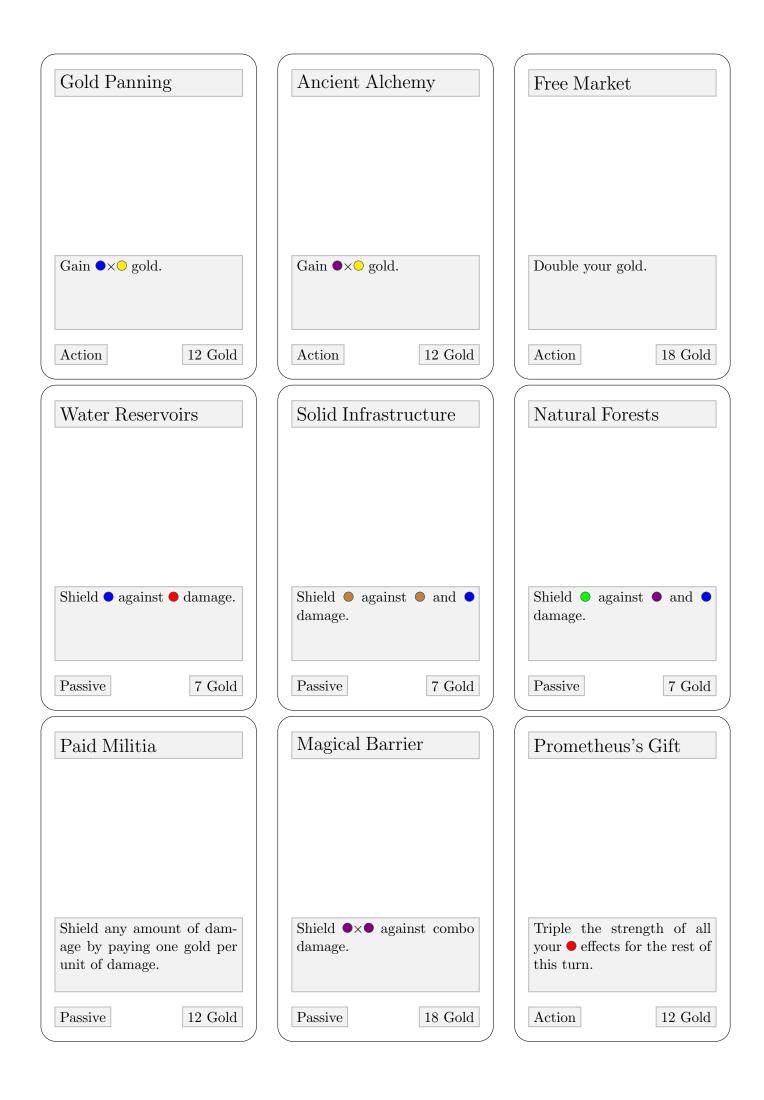
Emil Indzhev

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- 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. Those are the fire ●, earth ●, water ●, nature ●, magic
 ●, gold and utility dice. These dice 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 shop's deck is empty but a card must be drawn from it, the pile of removed cards is shuffled and added to the shop'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.



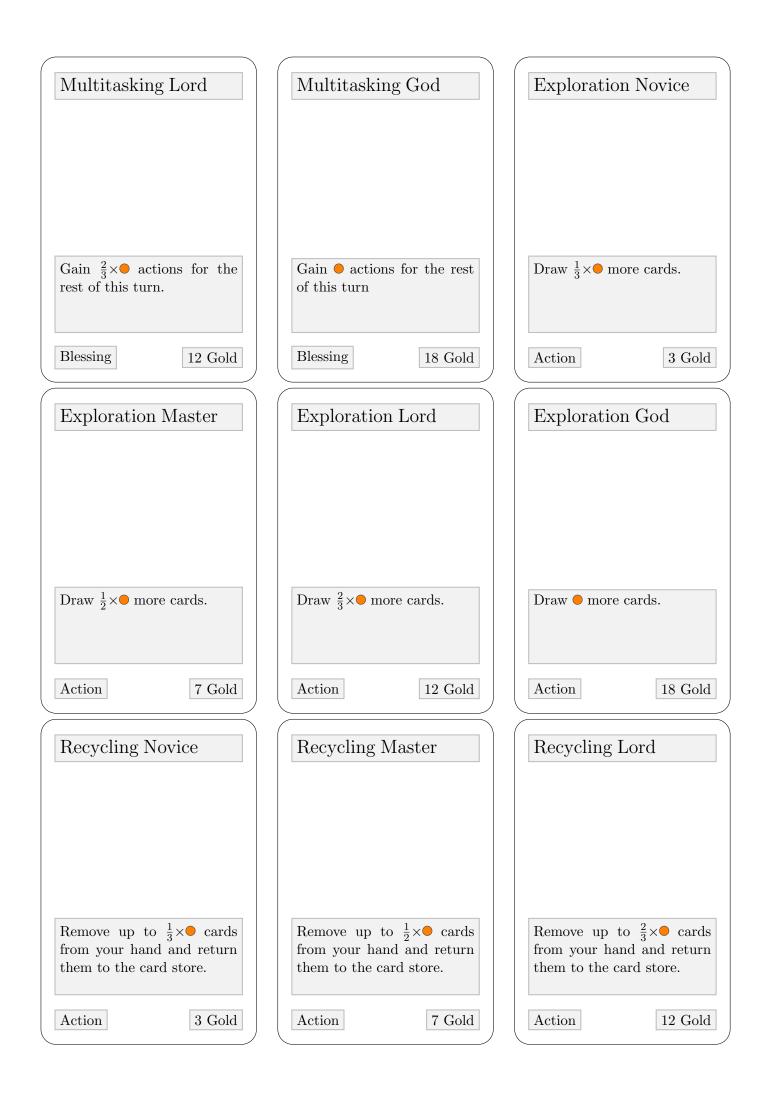




Gaia's Protection	Poseidon's Trident	Ancient Grimoire
Double the strength of all your • effects for the rest of this turn. Action 12 Gold	Double the strength of all your • effects for the rest of this turn. Action 12 Gold	Double the strength of all your • effects for the rest of this turn. Action 12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

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

Impatience	Sabotage	Magnetic Hands
Look at and reorder the top cards of your deck.	Look at and reorder the top cards of your opponent's deck.	Move a chosen card from your deck to your hand and then shuffle your deck.
Action 7 Gold	Action 7 Gold	Action 12 Gold
Express Shipping	Weak Hands	Faulty Table
Move a card you just bought to your hand.	Your opponent must discard cards from their hand.	Your opponent must discard cards from their face down actions.
Action 12 Gold	Blessing 12 Gold	Blessing 12 Gold
Veto	Multitasking Novice	Multitasking Master
Cancel an action of your opponent.	Gain $\frac{1}{3} \times \bullet$ actions for the rest of this turn.	Gain $\frac{1}{2} \times \bullet$ actions for the rest of this turn.
Action 18 Gold	Blessing 3 Gold	Blessing 7 Gold



Recycling God	Big Handed	Cheapskate
V		
	37 1 11 11	
Remove up to cards from your hand and return them to the card store.	You can now hold an additional • cards in your hand.	Face down actions no longer cost gold to play.
Action 18 Gold	Passive 7 Gold	Passive 12 Gold
Truly Blessed	Always Lucky	Basic Income
Draw a card each time you	Draw an additional card	Gain 1 gold.
play a blessing but you may no longer draw cards from active effects.	each turn.	
Passive 18 Gold	Passive 18 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.	Gain 1 gold.	Gain 1 gold.
Blessing 3 Gold	Blessing 3 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