

# Rules and Cards for Elemental Deck Builder

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July 8, 2022

- The game is played between two players who take turns. The player whose health reaches zero first loses and the other wins.
- Seven dice determine the strengths of various cards: fire 🔴, earth 🟤, water 🔵, nature 🟢, magic 🟣, gold 🟡 and chance 🟠. They are rolled at the start of the game. The seventh one is also rerolled whenever its value is needed (possibly multiple times per turn).
- Players start with 100 health, 6 gold, 5 Basic Income cards in their deck and no cards in their hand. The player whose health reaches 0 first loses. If both players' health pools reach 0 at the same time, the one with more health wins. If equal, the player with more gold wins.
- 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, if no card was bought from that shop. 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 card is played, its effect is executed and then it goes to the discard pile. 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 half its card 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 half the card 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.
- If a card is played and its effect needs the top  $X$  cards of a player's deck, but the deck has fewer than  $X$  cards, the player's discard pile is shuffled and added to the bottom of their deck.
- 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.

Fire

Deal  damage to your opponent.

Action

7 Gold


Tremor

Deal  damage to your opponent.

Action

7 Gold

Heavy Rain

Deal  damage to both yourself and your opponent.

Action

7 Gold


Blind Attack

Deal  to your opponent.

Action

7 Gold

Blazing Fire

Deal 2× damage to your opponent.

Action

12 Gold


Earthquake

Deal 2× damage to your opponent.

Action

12 Gold


Rainstorm

Deal 2× damage to both yourself and your opponent.

Action

12 Gold

Haphazard Offence

Deal 2× to your opponent.

Action

12 Gold

Magical Firestorm

Deal × damage to your opponent.

Action

18 Gold



### Meteor Strike

Deal  ×  damage to your opponent.

Action

18 Gold

### Biblical Flood

Deal  ×  damage to both yourself and your opponent.

Action

18 Gold

### Chaotic Spell

Deal  ×  damage to your opponent.

Action

18 Gold

### Volcanic Eruption

Deal  ×  damage to your opponent.

Action

18 Gold

### Quantum Explosion

Deal  ×  damage to your opponent.

Action

18 Gold


### Ecology

Heal  health.

Action

3 Gold



### Reforestation

Heal 2 ×  health.

Action

7 Gold



### Nature Reserves

Heal  ×  health.

Action

12 Gold

### Hot Springs

Heal  ×  health.

Action

12 Gold

### Mystical Restoration

Heal   $\times$   health.

Action

12 Gold

### Alternative Medicine

Heal   $\times$   health.

Action

12 Gold


### Marketplace

Gain  gold.

Action

3 Gold

### Treasury

Gain 2  $\times$   gold.

Action

7 Gold

### Gold Mine

Gain   $\times$   gold.

Action

12 Gold

### Gold Panning

Gain   $\times$   gold.

Action

12 Gold

### Ancient Alchemy

Gain   $\times$   gold.

Action

12 Gold

### Speculative Investment

Gain   $\times$   gold.

Action

12 Gold

### Water Reservoirs

Shield  against  damage.

Passive

7 Gold

### Solid Infrastructure

Shield ● against ● and ● damage.

Passive

7 Gold

### Natural Forests

Shield ● against ● and ● damage.

Passive

7 Gold

### Paid Militia

Shield any amount of damage by paying one gold per unit of damage to your opponent.

Passive

12 Gold

### Magical Barrier

Shield ●×● against combo damage.

Passive

18 Gold

### Prometheus's Gift

Triple the strength of all your ● effects.

Action

12 Gold

### Gaia's Protection

Double the strength of all your ● effects.

Action

12 Gold

### Poseidon's Trident

Double the strength of all your ● effects.

Action

12 Gold

### Ancient Grimoire

Double the strength of all your ● effects.

Action

12 Gold


### Nymphs' Grace

Double the strength of all your ● effects.

Action

7 Gold

### Midas Touch

Double the strength of all your  effects.

Action

7 Gold


### Purism

Double the strength of all your non-combo effects.

Action

7 Gold

### Risk Aversion

You may choose not to reroll the  die when its value is needed.

Passive

12 Gold

### Gambling

Reroll a die once.

Action

3 Gold

### Cheap Trick

Change the value of a die by one.

Action

3 Gold

### Second Chance

Reroll a die up to twice.

Action

7 Gold

### Sleight of Hand

Change the value of a die by up to two.

Action

7 Gold

### Calculated Risk

Reroll a die up to four times.

Action

12 Gold

### Smoke and Mirrors

Change the value of a die by up to three.

Action

12 Gold

### Perspective Shift

Flip a die over.

Action

12 Gold

### Trickster God

Swap the values of two dice.

Action

18 Gold

### Mirror Wall

Draw a card and look at your opponent's hand.

Blessing

3 Gold

### Mirror Table

Draw a card and look at your opponent's face down actions.

Blessing

3 Gold

### Sneak Peek

Draw a card and look at the top 5 cards of your deck.

Blessing

3 Gold

### Reconnaissance

Draw a card and look at the top 5 cards of your opponent's deck.

Blessing

3 Gold

### Impatience

Look at and reorder the top 5 cards of your deck.

Action

7 Gold

### Sabotage

Look at and reorder the top 5 cards of your opponent's deck.

Action

7 Gold

### Magnetic Hands

Move a chosen card from your deck to your hand and then shuffle your deck.

Action

7 Gold

Weak Hands

Your opponent must discard 4 cards from their hand.

Blessing

12 Gold

Faulty Table

Your opponent must discard 4 cards from their face down actions.

Blessing

12 Gold

Veto

Cancel an action of your opponent.

Action

12 Gold

Deep Pockets

You may bid for more than card per turn.

Passive

7 Gold

Express Shipping

All cards you buy go into your hand.

Passive

12 Gold

Multitasking Novice

Play up to 1 additional action.

Blessing

3 Gold

Multitasking Master

Play up to 2 additional actions.

Blessing

7 Gold

Multitasking Lord

Play up to 3 additional actions.

Blessing

12 Gold

Multitasking God

Play up to 4 additional actions

Blessing

18 Gold



Exploration Novice

Draw 2 more cards.

Action

3 Gold

Exploration Master

Draw 3 more cards.

Action

7 Gold

Exploration Lord

Draw 4 more cards.

Action

12 Gold

Exploration God

Draw 5 more cards.

Action

18 Gold

Recycling Novice

Remove up to 1 card from your hand and return it to the card store.

Action

3 Gold

Recycling Master

Remove up to 2 cards from your hand and return them to the card store.

Action

7 Gold

Recycling Lord

Remove up to 3 cards from your hand and return them to the card store.

Action

12 Gold

Recycling God

Remove up to 4 cards from your hand and return them to the card store.

Action

18 Gold

Big Handed

You may now hold 3 additional cards in your hand.

Passive

7 Gold

Cheapskate

Face down actions and action responses no longer cost gold to play.

Passive

12 Gold

Proactive

You may draw a card as an action.

Passive

12 Gold

Truly Blessed

Draw a card the first time you play a blessing.

Passive

18 Gold

Basic Income

Gain 1 gold.

Blessing

0 Gold

Basic Income

Gain 1 gold.

Blessing

0 Gold

Basic Income

Gain 1 gold.

Blessing

0 Gold

Basic Income

Gain 1 gold.

Blessing

0 Gold

Basic Income

Gain 1 gold.

Blessing

0 Gold

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Gain 1 gold.

Blessing

0 Gold

Basic Income

Gain 1 gold.

Blessing

0 Gold

Basic Income

Gain 1 gold.

Blessing

0 Gold

Basic Income

Gain 1 gold.

Blessing

0 Gold

Basic Income

Gain 1 gold.

Blessing

0 Gold

Gold

Gold

Gold

Gold

Gold