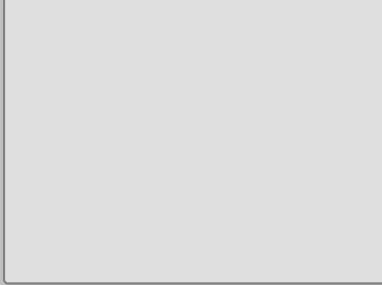
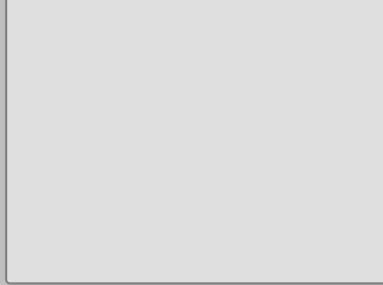
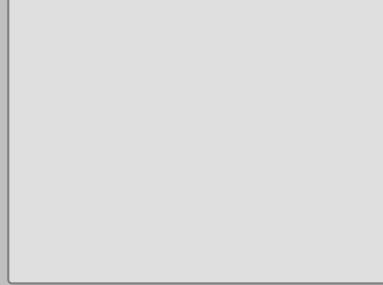


Rules and Cards for Elemental Deck Builder

Emil Indzhev

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- The game is played between two players who take turns. The player whose HP reaches 0 first loses. If both players' HPs reach 0 at the same time, the one whose action caused this wins.
- Seven dice determine the strengths of various cards: fire ● (red), earth ● (brown), water ● (blue), nature ● (green), magic ● (purple), gold ● (yellow) and chance ● (orange). They are rolled at the start of the game. The chance ● die is also re-rolled whenever its value is needed (possibly multiple times per turn) and dice-control cards cannot affect it.
- Each starts with 60 HP and 8 Basic Income cards in their draw pile. The first player starts with 5 gold and the second with 6 gold.
- All non-starter cards are shuffled into a shop deck. Initially, there is no shop laid out. When a player re-rolls the shop, which costs 2 gold, the current laid out shop is moved to the shop's discard pile and 5 cards are drawn from the shop's draw pile. When a card is bought by a player, by paying its cost, it is not automatically replaced with a new card. The bought card goes to the player's discard pile, unless it is a passive card, in which case it is immediately and permanently deployed.
- On each turn a player may (in any order): gain one gold, play at most one action from their hand, play any number of blessings from their hand, play any number of face down cards, re-roll the shop at most twice, buy at most one card from the shop. Instead of playing an action, the player may place a card face down, which costs 5 gold. A played card, after its effect is executed, goes to the player's discard pile. After a player's turn is over, they have to discard their hand and draw 4 cards from their draw pile (this is also done at the start of the game). A player may have at most 2 face down cards at a time.
- Whenever a card needs to be drawn from a deck's draw pile, but it is empty. Its discard pile is shuffled and it becomes the draw pile.
- Blessings and face down cards may also be played during the opponent's turn. This can be done at any time, including between the opponent playing a card and executing its action. In such a situation, the player whose turn it is, may in turn, also respond before executing their original action. This can repeat ad infinitum.
- A player dealing damage (to their opponent or themselves) receives gold equal to the damage dealt.

<h3>Fire</h3>  <p>Deal ● damage to your opponent.</p> <p>Action 7 Gold</p>	<h3>Tremor</h3>  <p>Deal ● damage to your opponent.</p> <p>Action 7 Gold</p>	<h3>Heavy Rain</h3>  <p>Deal ● damage to both yourself and your opponent.</p> <p>Action 7 Gold</p>
<h3>Blind Attack</h3>  <p>Deal ● to your opponent.</p> <p>Action 7 Gold</p>	<h3>Blazing Fire</h3>  <p>Deal 2×● damage to your opponent.</p> <p>Action 12 Gold</p>	<h3>Massive Earthquake</h3>  <p>Deal 2×● damage to your opponent.</p> <p>Action 12 Gold</p>
<h3>Torrential Rainstorm</h3>  <p>Deal 2×● damage to both yourself and your opponent.</p> <p>Action 12 Gold</p>	<h3>Haphazard Offence</h3>  <p>Deal 2×● to your opponent.</p> <p>Action 12 Gold</p>	<h3>Lava Surge</h3>  <p>Deal ●+● damage to your opponent.</p> <p>Action 12 Gold</p>

<p>Erratic Blaze</p> <p>Deal $\text{●} + \text{○}$ damage to your opponent.</p> <p>Action 12 Gold</p>	<p>Chaotic Avalanche</p> <p>Deal $\text{●} + \text{○}$ damage to your opponent.</p> <p>Action 12 Gold</p>	<p>Scalding Fog</p> <p>Deal $\text{●} + \text{●}$ damage to both yourself and your opponent.</p> <p>Action 12 Gold</p>
<p>Devastating Mudslide</p> <p>Deal $\text{●} + \text{●}$ damage to both yourself and your opponent.</p> <p>Action 12 Gold</p>	<p>Wild Seas</p> <p>Deal $\text{●} + \text{○}$ damage to both yourself and your opponent.</p> <p>Action 12 Gold</p>	<p>Magical Inferno</p> <p>Deal $\text{●} \times \text{●}$ damage to your opponent.</p> <p>Action 18 Gold</p>
<p>Arcane Meteor</p> <p>Deal $\text{●} \times \text{●}$ damage to your opponent.</p> <p>Action 18 Gold</p>	<p>Biblical Flood</p> <p>Deal $\text{●} \times \text{●}$ damage to both yourself and your opponent.</p> <p>Action 18 Gold</p>	<p>Ethereal Havoc</p> <p>Deal $\text{●} \times \text{○}$ damage to your opponent.</p> <p>Action 18 Gold</p>

<h3>Ecology</h3> <p>Restore ● HP.</p> <p>Action 3 Gold</p>	<h3>Reforestation</h3> <p>Restore 2×● HP.</p> <p>Action 7 Gold</p>	<h3>Nature Reserves</h3> <p>Restore ●+● HP.</p> <p>Action 7 Gold</p>
<h3>Hot Springs</h3> <p>Restore ●+● HP.</p> <p>Action 7 Gold</p>	<h3>Clover Field</h3> <p>Restore ●+● HP.</p> <p>Action 7 Gold</p>	<h3>Mystical Restoration</h3> <p>Restore ●×● HP.</p> <p>Action 12 Gold</p>
<h3>Marketplace</h3> <p>Gain ● gold.</p> <p>Action 3 Gold</p>	<h3>Treasury</h3> <p>Gain 2×● gold.</p> <p>Action 7 Gold</p>	<h3>Gold Mine</h3> <p>Gain ●+● gold.</p> <p>Action 7 Gold</p>

<p>Gold Panning</p> <p>Gain  +  gold.</p> <p>Action 7 Gold</p>	<p>Free Market</p> <p>Gain  +  gold.</p> <p>Action 7 Gold</p>	<p>Ancient Alchemy</p> <p>Gain  ×  gold.</p> <p>Action 12 Gold</p>
<p>Water Reservoirs</p> <p>Shield  against  damage until the end of your opponent's turn.</p> <p>Action 7 Gold</p>	<p>Solid Infrastructure</p> <p>Shield  against  damage until the end of your opponent's turn.</p> <p>Action 7 Gold</p>	<p>Natural Forests</p> <p>Shield  against  damage until the end of your opponent's turn.</p> <p>Action 7 Gold</p>
<p>Magical Barrier</p> <p>Shield  against multi-element damage until the end of your opponent's turn.</p> <p>Action 7 Gold</p>	<p>Paid Militia</p> <p>Shield any amount by paying one gold per unit of damage until the end of your opponent's turn.</p> <p>Action 7 Gold</p>	<p>Prometheus's Gift</p> <p>Triple the strength of all your  effects.</p> <p>Action 12 Gold</p>

<p>Gaia's Protection</p> <p>Double the strength of all your ● effects.</p> <p>Action 12 Gold</p>	<p>Poseidon's Trident</p> <p>Double the strength of all your ● effects.</p> <p>Action 12 Gold</p>	<p>Ancient Grimoire</p> <p>Double the strength of all your ● effects.</p> <p>Action 12 Gold</p>
<p>Nymphs' Grace</p> <p>Double the strength of all your ● effects.</p> <p>Action 7 Gold</p>	<p>Midas Touch</p> <p>Double the strength of all your ● effects.</p> <p>Action 7 Gold</p>	<p>Purism</p> <p>Double the strength of all your single-element effects.</p> <p>Action 12 Gold</p>
<p>Risk Aversion</p> <p>You may choose not to re-roll the ● die when its value is needed.</p> <p>Passive 12 Gold</p>	<p>Gambling</p> <p>Re-roll a die once.</p> <p>Action 3 Gold</p>	<p>Cheap Trick</p> <p>Change the value of a die by one.</p> <p>Action 3 Gold</p>

<p>Second Chance</p> <p>Re-roll a die up to twice.</p> <p>Action 7 Gold</p>	<p>Sleight of Hand</p> <p>Change the value of a die by up to two.</p> <p>Action 7 Gold</p>	<p>Calculated Risk</p> <p>Re-roll a die up to four times.</p> <p>Action 12 Gold</p>
<p>Smoke and Mirrors</p> <p>Change the value of a die by up to three.</p> <p>Action 12 Gold</p>	<p>Perspective Shift</p> <p>Flip a die over.</p> <p>Action 12 Gold</p>	<p>Trickster God</p> <p>Swap the values of two dice.</p> <p>Action 18 Gold</p>
<p>Mirror Wall</p> <p>Draw a card and look at your opponent's hand.</p> <p>Blessing 3 Gold</p>	<p>Mirror Table</p> <p>Draw a card and look at your opponent's face down cards.</p> <p>Blessing 3 Gold</p>	<p>Sneak Peek</p> <p>Draw a card and look at the top 4 cards of your deck.</p> <p>Blessing 3 Gold</p>

<p>Reconnaissance</p> <p>Draw a card and look at the top 4 cards of your opponent's deck.</p> <p>Blessing 3 Gold</p>	<p>Forecast</p> <p>Draw a card and look at the top 5 cards of the shop's draw pile.</p> <p>Blessing 3 Gold</p>	<p>Impatience</p> <p>Reorder your deck.</p> <p>Action 7 Gold</p>
<p>Sabotage</p> <p>Reorder your opponent's deck.</p> <p>Action 7 Gold</p>	<p>Magnetic Hands</p> <p>Move a chosen card from your deck to your hand and then shuffle your deck.</p> <p>Action 7 Gold</p>	<p>Weak Hands</p> <p>Your opponent must discard 3 cards from their hand.</p> <p>Action 12 Gold</p>
<p>Faulty Table</p> <p>Your opponent must discard 1 card from their face down cards.</p> <p>Action 12 Gold</p>	<p>Veto</p> <p>Cancel an action of your opponent and permanently remove this card.</p> <p>Action 12 Gold</p>	<p>All for One</p> <p>Discard 3 cards from your hand and play up to 1 extra action.</p> <p>Blessing 3 Gold</p>

Deal with the Devil	Multitasking Novice	Multitasking Master
Draw a card from the shop's draw pile and "buy" it for free; play up to 2 extra actions.	Play up to 1 extra action.	Play up to 2 extra actions.
Blessing	3 Gold	Blessing
Multitasking Lord	Multitasking God	Exploration Novice
Play up to 3 extra actions.	Play up to 4 extra actions.	Draw 2 cards.
Blessing	18 Gold	Action
Exploration Master	Exploration Lord	Exploration God
Draw 3 cards.	Draw 4 cards.	Draw 5 cards.
Action	7 Gold	Action

Recycling Novice	Recycling Master	Recycling Lord
Permanently remove up to 1 card from your hand.	Permanently remove up to 2 cards from your hand.	Permanently remove up to 3 cards from your hand or this card.
Action	Action	Action
3 Gold	7 Gold	12 Gold
Recycling God	Wish	Deep Pockets
Permanently remove up to 4 cards from your hand, discard pile or this card.	Buy any card in the game, then shuffle the shop's draw pile.	You may re-roll the shop and buy cards from it an unlimited number of times per turn.
Action	Action	Passive
18 Gold	25 Gold	7 Gold
Express Shipping	Re-roller	Big Handed
All cards you buy go into your hand.	Shop re-rolls cost 1 less gold.	Draw 1 extra card after your turn.
Passive	Passive	Passive
12 Gold	12 Gold	18 Gold

Roomy Table	Cheapskate	Proactive
You have space for 1 extra face down card.	Face down cards no longer cost gold to play.	Play up to 1 extra action per turn, but draw 1 fewer cards after your turn.
Passive	12 Gold	Passive
At what cost	Truly Blessed	Basic Income
Permanently remove a passive card upon buying this; play up to 1 extra action per turn.	Draw a card whenever you play a blessing.	Gain 1 gold.
Passive	18 Gold	Action
Basic Income	Basic Income	Basic Income
Gain 1 gold.	Gain 1 gold.	Gain 1 gold.
Action	0 Gold	Action



