

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.


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

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



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

Volcanic Eruption

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  ×  health.

Action

12 Gold


Treasury 1

Gain  gold.

Action

3 Gold

Gold Refinery

Gain 2 ×  gold.

Action

7 Gold

Gold Mine

Gain  ×  gold.

Action

12 Gold

Gold Panning

Gain  ×  gold.

Action

12 Gold

Ancient Alchemy

Gain  ×  gold.

Action

12 Gold

Free Market

Double your gold.

Action

18 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.

Passive

12 Gold


Magical Barrier

Shield  ×  against combo damage.

Passive

18 Gold

Prometheus's Gift

Triple the strength of all your  effects for the rest of this turn.

Action

12 Gold

Gaia's Protection

Double the strength of all your ● effects for the rest of this turn.

Action

12 Gold

Poseidon's Trident

Double the strength of all your ● effects for the rest of this turn.

Action

12 Gold

Ancient Grimoire

Double the strength of all your ● effects for the rest of this turn.

Action

12 Gold

Nymphs' Grace

Double the strength of all your ● effects for the rest of this turn.

Action

7 Gold

Midas Touch

Double the strength of all your ● effects for the rest of this turn.

Action

7 Gold

Purism

Double the strength of all your non-combo effects for the rest of this turn.

Action

7 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  cards of your deck.

Blessing

3 Gold

Reconnaissance

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

Blessing

3 Gold

Impatience

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

Action

7 Gold

Sabotage

Look at and reorder the top
● 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

12 Gold

Express Shipping

Move a card you just bought
to your hand.

Action

12 Gold

Weak Hands

Your opponent must discard
● cards from their hand.

Blessing

12 Gold

Faulty Table

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

Blessing

12 Gold

Veto

Cancel an action of your op-
ponent.

Action

18 Gold

Multitasking Novice

Gain $\frac{1}{3} \times \bullet$ actions for the
rest of this turn.

Blessing

3 Gold

Multitasking Master

Gain $\frac{1}{2} \times \bullet$ actions for the
rest of this turn.

Blessing

7 Gold

Multitasking Lord

Gain $\frac{2}{3} \times \text{orange}$ actions for the rest of this turn.

Blessing

12 Gold

Multitasking God

Gain orange actions for the rest of this turn

Blessing

18 Gold

Exploration Novice

Draw $\frac{1}{3} \times \text{orange}$ more cards.

Action

3 Gold

Exploration Master

Draw $\frac{1}{2} \times \text{orange}$ more cards.

Action

7 Gold

Exploration Lord

Draw $\frac{2}{3} \times \text{orange}$ more cards.

Action

12 Gold

Exploration God

Draw orange more cards.

Action

18 Gold

Recycling Novice

Remove up to $\frac{1}{3} \times \text{orange}$ cards from your hand and return them to the card store.

Action

3 Gold

Recycling Master

Remove up to $\frac{1}{2} \times \text{orange}$ cards from your hand and return them to the card store.

Action

7 Gold

Recycling Lord

Remove up to $\frac{2}{3} \times \text{orange}$ cards from your hand and return them to the card store.

Action

12 Gold

Recycling God

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

Action

18 Gold

Big Handed

You can now hold an additional ● cards in your hand.

Passive

7 Gold

Cheapskate

Face down actions no longer cost gold to play.

Passive

12 Gold

Truly Blessed

Draw a card each time you play a blessing but you may no longer draw cards from active effects.

Passive

18 Gold

Always Lucky

Draw an additional card each turn.

Passive

18 Gold

Basic Income

Gain 1 gold.

Blessing

3 Gold

Basic Income

Gain 1 gold.

Blessing

3 Gold

Basic Income

Gain 1 gold.

Blessing

3 Gold

Basic Income

Gain 1 gold.

Blessing

3 Gold

Basic Income

Gain 1 gold.

Blessing

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Gain 1 gold.

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3 Gold

Basic Income

Gain 1 gold.

Blessing

3 Gold