

ELEMENTS

The elementary card game for 2 players ages 8 and up by Team SAIEN

GAME CONCEPT

Elements is a game of the elements Wood, Fire, Earth, Metal and Water as well as the symbol for Yin/Yang. With only a few cards and little rules, you try to reach a higher sum with your cards than your opponent. But beware: Your sum may not be higher than the limit set by the central display in the middle of the table.

You can find more background information to the interplay of the elements and their relation to Yin and Yang by consulting the Internet; we recommend trying the search phrase „Five Elements Wu Xing“.

COMPONENTS

16 Cards, divided in:



2 × 1 (Wood)



2 × 2 (Fire)



2 × 3 (Earth)



2 × 4 (Metal)



2 × 5 (Water)



6 × 6 (Yin/Yang)



12 Victory point tokens

GOAL OF THE GAME & SETUP

A game is played over several **Rounds**. At the end of each round, one of you will receive either 1 or 2 Victory point tokens. Whoever first gains **6 Victory point tokens**, wins.

Shuffle all **16 Cards**, then deal each player **6 Cards** that form their **Hand**. The 4 remaining cards are **put aside, without looking at them**. They will not be needed this round.

Randomly determine a **Start player** for the 1st round. In later rounds, the Start player will be the player who scored in the last round.

GAME PLAY

Beginning with the Start player, players alternate taking turns. On your turn, you **must** choose and perform **exactly 1** of the following **actions**:

- A) Play a card
- B) Take a card
- C) Discard a 6
- D) Knock
- E) Yield

You **cannot** perform **more than 1 Action** on your turn, like *Play a card* as well as *Knock*.

A) Play a card

With this action you both reduce the sum of values of your cards, as well as increase the limit.

Choose **1 card from your Hand** and **place** it into the **central display** in the middle of the table. If there are already cards there, place yours slightly fanned out **on top**. Then loudly announce the new **limit** – that is the sum of the values of all cards in the central display.

All cards of the central display should be displayed **fanned out**, so that all their **values** and the **order** in which they were played are easily discernible. This order may not be changed during the game.

B) Take a card

This action has the exact opposite effect to playing a card: you both increase the sum of values of your cards, as well as decrease the limit.

Take the **top-most** card of the **central display** and put it openly in front of you. Then loudly announce the new **limit** – that is the sum of the values of all cards in the central display.

All cards **in front of you** add their value to the **sum of values of the cards in your Hand!** Make sure all cards in front of you are clearly visible at all times. (Their order, however, is of no importance.)

All cards in front of you stay there until the end of the round. They can **neither** be played **nor** discarded.

C) Discard a 6

With this action you decrease the sum of values of your cards, without changing the limit.

Show your opponent **1 card from your Hand** with the **value 6** and openly **discard** it, putting it aside. This 6 is not in the game anymore for the rest of the round. It is not played into the central display nor in front of any player.

You **cannot** discard a card with a value of **1 to 5** with this action, but **solely a 6**.

D) Knock

This action ends the current round and decides which player receives 2 Victory point tokens.

To knock, you have to fulfill a **requirement**: the **sum** of all values of your cards (in your Hand + in front of you) must **not be higher** than the current **limit** (=the sum of values of all cards in the central display). Only when your sum is **lower** than, or **equal to**, the current limit can you knock.

When you knock, first reveal all the cards **in your Hand**. Now your opponent can check if you fulfilled the requirement for knocking. (Should you have knocked while your sum was **higher than the limit**, you lose this round and **your opponent receives 2 Victory point tokens**.)

If you knocked correctly, your opponent also reveals his Hand now. If **his sum is higher** than the current limit, you will win this round. **You receive 2 Victory point tokens**.

If **both** of you show a sum not higher than the limit, the winner of this round is the player whose **sum is higher**. He receives **2 Victory point tokens**.

Careful: If both of you have an **equal sum**, you **lose this round**, as the player who knocked! Your opponent receives **2 Victory point tokens**.

E) Yield

This action will also end the current round, but only 1 Victory point token will be awarded.

You loudly announce that you yield the current round to your opponent. Your **opponent** receives **1 Victory point token**.

Since this, too, is an action, you cannot yield while it is your opponent's turn.

A NEW ROUND

The player who last **scored**, will be the **Start player** in the following round. Take care to shuffle **all 16 cards** in the new round, even those who have been put **aside** or **discarded**, before dealing 6 new cards to each player and again putting aside 4!

CREDITS

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your opponent's hand **in front of your opponent** = 12

limit

your hand **in front of you** = 13

Example: The limit in the central display equals 13 (6+3+4). The cards in your Hand equal 6+1, those in front of you 3+1+2. So your sum is 13. You are not above, but exactly at, the current limit. You knock and reveal the cards in your Hand.

The cards in front of your opponent equal 4+2. His Hand reveals a 6. So his sum is 12. You have the higher sum and therefore receive 2 Victory point tokens.

Had your 6 instead be a 5, your sum would only have been 12. In this case your equal sum would have lost you this round, as you were the player who knocked.

Miscellaneous

You may only choose an action that you are actually able to carry out. You may, for example, not *Take a card* when there is no card to take from the central display.

A round does not end simply because you don't have a card in your Hand anymore – you can still *Take a card*, *Knock* or *Yield*, after all.

In rare cases it could happen that there are neither cards in your Hand nor in the central display. Then you can only *Knock* or *Yield*. If you do not fulfill the requirements for knocking, you **must** *Yield*.

END OF THE GAME

The first player to gain **6 Victory point tokens**, wins.

You can also ignore the Victory point tokens and play as many rounds as you like. The *Yield* action can then be ignored as well.

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