Elementa

1 vs 1 / English

An illustrated card game inspired by Tarot, Briscola and the five elements of Wu Xing.

40	5	5	2
CARDS	SUITS	RELICS	PLAYERS

Deck composition

Elementa uses a deck of **40 cards**:

- **35 regular cards** belonging to five Wu Xing suits: earth, fire, wood, water and metal. Each suit contains seven cards, numbered from **1 to 7**.
- **Five special cards**, called *relics*.


Earth


Fire


Wood


Water


Metal

The number at the upper right is the **base value**; the lower corners display the **destroying suit** and the **generating suit**.

REGULAR CARD

Card anatomy



01	**Suit** Water	02	**Base value** 7
03	**Destroying suit** Earth −1	04	**Generating suit** Metal +1

SPECIAL CARD

Relic anatomy



Name at the bottom only. Effective value **0**.

Clavis Finium et Initiorum

Rules

1 vs 1

Players

The game is played by **two players**.

Objectives

The primary objective is to capture all five relics. The secondary objective is to earn points by winning hands.

Start of the game

After shuffling, the dealer deals **four cards to each player**, one at a time. The player to the dealer's left becomes the first active player.

Playing a hand

The active player chooses a card and places it face up. The other player does the same, then the active player plays a second card, followed by the other player's second card: **two cards per player, four cards in total**.

When all four cards are on the table, calculate their effective values:

- For each regular-suit card, begin with its base value, **subtract** the number of cards on the table belonging to its destroying suit, then **add** the number belonging to its generating suit.
- A relic's effective value is always **0**.

The player who played the card with the highest effective value wins the hand. If two or more cards tie for the highest value, the player who played the **first** of those cards wins. The winner takes the four played cards, puts them face down in front of them as *captured* cards, and becomes the next active player.

If cards remain in the deck, each player **draws two cards**, alternating turns and starting with the active player. Play continues until all cards have been played.

End of game and scoring

If a player captures **all five relics**, that player wins automatically. Otherwise, the player with the highest score wins. Each player's captured cards score as follows:

- **+5 points** for each captured card with base value 1;
- **+3 points** for each captured card with base value 7;
- **+1 point** for each captured card when at least two other cards with the same base value have also been captured.