Elementa

2 vs 2 / English

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

40	5	5	4
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

Standard rules

2 vs 2

Players

Four players form two teams, with teammates sitting opposite each other and players from opposing teams alternating around the table.

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 **three cards to each player**, one at a time, clockwise. The player to the dealer's left is the first active player.

Playing a hand

The active player selects one card and places it face up. The other three players each play one card clockwise. Once **four cards** are on the table, calculate their effective values:

- For each regular card, start 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 several cards tie for the highest value, the **first of those cards played** wins. The winner collects all four cards face down as *captured* cards and becomes the next active player.

If cards remain in the deck, each player **draws one card**, clockwise starting with the active player. Play continues until all cards have been played.

End of game and scoring

If one team has captured **all five relics**, that team wins automatically. Otherwise the team with the most points wins. Count the cards captured by the team 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.