

Elements

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Number of players: 3 - 5

Grade: 10 - 12

Material

50 cards (10 cards each in each suit (grey, brown, red, blue, green) that are given a number from 1-10) ;
+ 5 Help cards

Duration of the game

ca. 15 – 20 min

Goal of the game

The goal of the game is to win as many of the ten rounds of possible.

Construction/Preparation

The cards are shuffled properly and each player receives ten cards that are placed face down.

Course of the game

The game starts with the youngest players. The game consists of ten rounds. In each round all the players place clockwise one card in the middle. The round ends when each player has placed one card. After each round, the players check who has won. This is done according to the following rules:

- The two parameters to win are the value of the card (the number in the corners) and the element (recognizable by the color and print in the centre of the card).
 - You go through the cards one after another and check each card to see if it would beat the previous one.
 - First check the element and then the number, if necessary.
 - If the two cards have the same element, the card with the higher value wins.
 - If the elements are different, you have to look at your helpcard. If the elements are connected by arrows, the element loses at the arrowhead (water strikes fire, fire strikes metal, metal strikes wood, wood strikes earth, earth strikes water).
 - If the elements of the cards are next to each other in the outer circle, the one with the higher value wins again.
 - If these two have the same value, take the next card played and see how they react to them.
 - Example: If water with a value of 6 and metal with a value of 6 are in a tie, you take the card. If, for example, this is fire with the value of 3, metal would be hit by fire, but fire would be hit by water. So you would continue with the water 6.
 - Once you have determined which card wins against the other, you take the card that won and the next card and check them against each other. The round ends when all the cards which are lying on the table have been checked. The winner is the player whose card remains at the end.
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Olympic values

- Fair Play
- Competiton

