

Tears of Nature



Earth



Air



Fire



Water



Spirit

□ Apprentice rules	2 players	Ages 4+	5-15 minutes
⬠ Master rules	2-4 players	Ages 8+	10-15 minutes
⊙ Practitioner rules	2-4 players	Ages 13+	10-30 minutes

67 cards: 40 build (1-8 element), 17 attack (✂), 6 defend (🛡), 4 wild (⊙)

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GAME SETUP

Deck: for Apprentice and Master rules, set aside all Spirit cards (⊙).

Determine dealer: prior game winner [or] each player draws from draw deck for a build card, highest build wins; redraw highest ties.

Dealer: shuffle deck; deal 5 cards each player for Apprentice/Master rules, 6 cards for Practitioner rules; the remainder is the draw deck.

First player: is to the left [clockwise] of dealer, play continues left.

Each player: completes the TURN SEQUENCE, then play continues.

Victory ties: Strength tie, the most pairs. Pair tie, the first empire.

Discard pile: cards are *face down* in the discard pile.

Empire and stock pile: cards are *face up* visible to other players.

Tangible elements: Earth (🟩), Air (🟡), Fire (🔴), and Water (🟦).

□ Apprentice Rules – TURN SEQUENCE □

- Draw:** draw cards from the draw deck until you have 5 cards in your hand. If the draw deck is depleted, the dealer shuffles the discard pile to create a new draw deck.
- Choose 1 action:**
 - Build** (1-8 element) – Place any 2 cards (pair) of the same *element (color)* face up in your empire; the element must be different from all other empire pairs and 1 card may be wild (⊙).
 - Attack** (✂) – Attack an opposing player's pair with a wild card (⊙) [or] an attack card containing the pair's element.
 - **Defend** (🛡) – The pair owner may immediately defend with a wild card (⊙) [or] with a defense card containing the pair's element. If defended, discard the attack and defense cards. Otherwise, discard the attack card and surrender the pair to the attacker.
 - Discard** – discard any single card from your hand. If discarding a wild card (⊙), discard your entire hand and **Draw** normally. Take no further action.
- Check end of game:** Current player empire has 4 pairs, 1 of each element. Victory Condition – The winner is the current player.

⬠ Master Rules – TURN SEQUENCE ⬠

Primary rule differences (from Apprentice):

- pairs must have matching strength (value), not element (color).*
- victory condition is the greatest empire sum total strength.*

- Draw:** draw cards from the draw deck until you have 5 cards in your hand. If the draw deck is depleted, the dealer shuffles the discard pile to create a new draw deck.
- Choose 1 action:**
 - Build** (1-8 element) – Place any 2 cards (pair) of the same *strength (value)* in your empire; 1 card may be wild (⊙).
 - Attack** (✂) – Attack an opposing player's pair with a wild card (⊙) [or] with an attack card matching both pair elements and with an attack strength equal to or greater than the pair sum total strength. If the pair contains a wild card (⊙), either element of the attack card must match the pair's element.
 - **Defend** (🛡) – The pair owner may immediately defend with a wild card (⊙) [or] with a defense card matching both pair elements. If the pair contains a wild card (⊙), either element of the defense card must match the pair's element. If defended, discard the attack and defense cards. Otherwise, discard the attack card and surrender the pair to the attacker.
 - Discard** – discard any single card from your hand. If discarding a wild card (⊙), discard your entire hand and **Draw** normally. Take no further action.
- Check end of game:** Current player empire has any 4 pairs. Victory Condition – The winner is the player with the greatest empire sum total strength, regardless of the number of pairs. The strength is zero for all wild cards (⊙).

Practitioner Rules – TURN SEQUENCE

Primary rule differences (from Master):

- use entire deck including all Spirit cards (○).
- draw 6 cards to hand during the Draw step.
- empire must contain at least 1 pair with Spirit element (○).
- the addition and use of player stock piles.

- Draw:** draw cards from any combination of the draw deck and player stock piles until you have 6 cards in your hand. If the draw deck is depleted, the dealer shuffles the discard pile and all player stock piles to create a new draw deck.
- Choose 1 action:**
 - Build** (1-8 element) – Place any 2 cards (pair) of the same *strength (value)* face up in your empire. Your empire may have no more than 5 pairs; at least 1 must contain a Spirit element. If the pair contains a Spirit element (○), it must be paired with a tangible element. Otherwise, 1 card may be wild (⊛).
 - Attack** (⊗) – Attack an opposing player's pair. Attack a pair containing a Spirit element (○) with only a Spirit attack card. Otherwise, attack with a wild card (⊛) [or] with an attack card matching both pair elements and with an attack strength equal to or greater than the pair sum total strength. If the pair contains a wild card (⊛), either element of the attack card must match the pair's element.
 - Defend (⊞) – A Spirit attack (○) is indefensible. Otherwise, the pair owner may immediately defend with a wild card (⊛) [or] a defense card matching both pair elements. If the pair contains a wild card (⊛), either element of the defense card must match the pair's element. If defended, discard the attack and defense cards. Otherwise, discard the attack card and surrender the pair to the attacker.
 - Stock** – place any single card from your hand face up on your stock pile. If stocking a wild card (⊛), discard your stock pile and your entire hand and **Draw** normally. Take no further action.
- Check end of game:** Current player empire has any 5 pairs. **Victory Condition** – The winner is the player with the greatest empire sum total strength, regardless of the number of pairs. The strength is zero for all wild cards (⊛) and Spirit elements (○).

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OPTIONAL Ends of game

- Quitters never win, Equal opportunity and other end of game options are found at delectare.org/tears
- Selected condition must be agreed to by all players prior to dealing

Contributing Artists

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