SAN BAN

San Ban is for 2 players and is played on a 3 x 3 tiled board. Each player chooses 5 cards from their deck to play with. Before a game starts, each player must agree on their colour, either blue or white. You then flip a coin and the winner may choose who goes first or second.

Alternating, each player places a card in an unoccupied space. The card is laid face up to show their colour. You continue to do this   until there are no spaces left. Note: There are 10 cards in play and only 9 spaces, the second player will only play 4 cards, however their 5th card still counts as being their colour for purposes of working out who has the majority colour.

Winning the game:

Each card has a number on each edge, this represents the 'power' of that card edge. The aim of the game is to 'flip' as many cards as possible to your colour by the end of the game. The player with the most cards of their colour in play and in hand, wins. In the event, that there are equal numbers of each colour when all spaces are occupied the game ends in a tie.

Playing a card:

To 'flip' an opponent's card, you must lay a card next to an adjacent opposing card, that has a higher value than your opponent. If this is the case, you 'flip' the card to your colour. If you lay card with equal or less value, you cannot 'flip' an adjacent card unless *'add'* or *'elemental'* rules are live.

The number scale is 1, 2, 3, 4, 5, 6, 7, 8, 9, J, Q, K, A

You can 'flip' back, cards that have previously been 'flipped' following this process. Equally you can also 'flip' more than 1 card, if all or any adjacent sides beat that of the cards around it.

Standard Play: In standard play you can freely choose the order in which you place cards from your deck. *'Elemental'* or *'add'* are not live.

Gamer Play: In gamer play, you set the order in which you play from your deck before the game starts, taking the bottom card each time you 'draw'. This means both players cannot see their opponent's cards. You should use a 'deck topper' to conceal your last card. *'Elemental'* or *'add'* are not live.

Advanced Play: In advanced play, 'add' is not live. Each player shuffles their opponent's deck and places a 'deck topper' on their last card and passes over. Each player draws the bottom card and is therefore 'blind'. In advanced play, *'elemental'* is live. A card that has an element symbol, will always beat a card of equal adjacent value that does not have an element symbol. In addition, if a card is played adjacent to another card that has an element, follow this hierarchy if the adjacent numbers are equal:

Water > Fire, Fire > Metal, Metal > Wood, Wood > Earth, Earth > Water

Hardcore Play: In Hardcore play; you can freely choose the order in which you place cards. *Elemental* play and *'add'* are live. *'Add'* works as follows: When playing a card, if you create the same total number (by adding any 2 adjacent numbers) on more than one edge, then flip all affected cards to your colour. In addition, in hardcore play at the end of the game, if there is a winner, the winner may choose to take and keep 1 opponent card of their choice.

PURGATORY