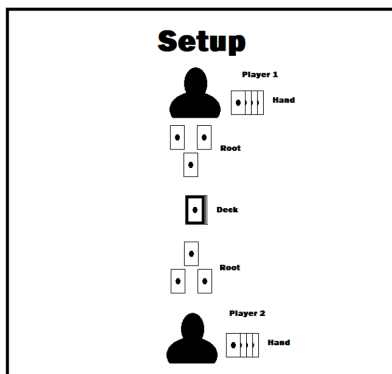




THE ROOT OF ALL

The Root of All is a Card Game for 2 to 4 players using a shared deck of 44 cards. The goal is to make money and lose friends!

SETUP



The game table consists of the deck, the players' hands, and their respective roots. The root is a three-card pyramid formation, formed by the player with cards from their hand or through the effects of played cards.

GAME SEQUENCE

Players start by drawing 7 cards each and choosing 3 of these to form their starting root. The starting player is picked, and the game is divided in turns. The current player draws a card from the deck, plays a card from the root revealing it and saying its effect, replaces the used card with one from the hand and ends the turn.

Played or discarded cards are returned face-down to the bottom of the deck. There is no discard pile.

Important: Both players must always have a full three card root. If the root becomes incomplete during any point of the game, players must complete it with cards from their hand as soon as the action that caused it is resolved. In case the player has no cards left to complete, they must draw the necessary number immediately from the top of the deck and complete it.

If the player has a card that can be played directly from his hand, it must be played before revealing the root, playing one from the root right after. If the player has more than 7 cards in his hand at the end of the turn, he must choose and discard cards until he has only 7 left.

WINNING CONDITION

The player who starts his turn with a root consisting of three Money Bags cards must declare "I'm rich!" and reveal them, winning the game. The victory is only valid if the three cards are already on the field when the turn is passed.