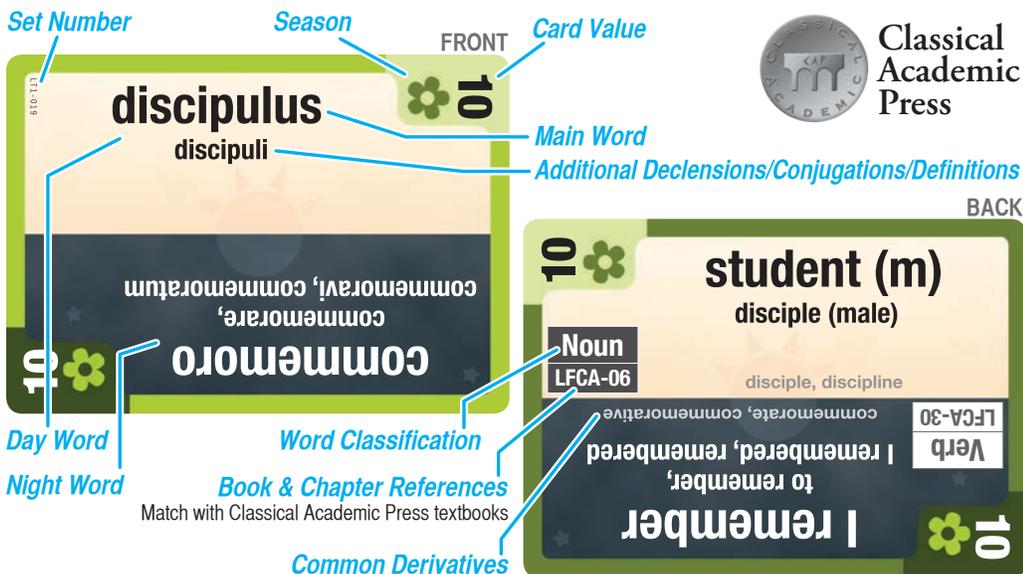


**Important:** All the cards in the game decks should face the same direction. For example, all the English sides are facing up and the day and night sides are lined up. Use the light and dark corners to aid you with this. Also, for all games, the card side that corresponds to the language which a player is translating *to* is called the **card back**. For example, if a player wants to practice translating from Latin to English, the English side would be called the card back and when the instructions say to play a card faceup the Latin side should be faceup.

**Card Anatomy:** The cards are specially designed to make organizing them simple and quick, since you want the same sides (e.g., English or Latin) facing the same direction and with the same orientation. Anytime the deck has been shuffled poorly or is just a mess, look at the long edge of the cards and make sure all the dark corners and light corners are lined up. Turn and flip any cards that do not match properly, fanning the cards out slightly, if needed, to check. Once the corners are all lined up, ensure that the correct side of each card is facing down. The deck is now ready for play and/or shuffling. Players should try to keep the cards lined up when shuffling.

Players should take note that each card has two vocabulary words on it: one on the lighter half of the card—the **day** word—and the other on the darker half—the **night** word. As a player prepares his deck for practice or to play the game, he should decide if he will be practicing the day or night words.



Each vocabulary word is featured as a “main word,” which is a primary word and definition for students to focus on. It is good to practice just these main words first. Directly underneath the main words is included additional declensions, conjugations, or definitions which should also be learned eventually. When playing the game players should decide if they will be practicing with just the main words on the card or if they want to practice all included declensions, etc.

Each vocabulary card is also called a **season card** and each features graphics identifying it as belonging to one of the four seasons: Spring 🌸, Summer ☀️, Winter ❄️, Fall 🍂.

Each of these cards also have a “card value” indicated above the season icons. The use of these elements is explained in game rules below.

Unlike many other card games, in this game other players will often know exactly what types of cards you have in your hand, since the cards are double-sided. Feel free to keep the content of your hand as secret as possible by fanning out the cards in a direction that blocks most of the numbers, etc. However, the focus of the game is on your strategy in using the cards, so do not be overly concerned with hiding your cards from other players or with trying to keep track of what cards everyone else has.

## About Clash Cards

### Types of Games

Clash Cards is a game you can play using this specially created set of flash/game cards. It is suggested that you learn the vocabulary through traditional flash-card methods and then practice and reinforce your vocabulary by playing the game. There are three levels of play:

1. **Quick Clash:** A short, simple version of the game that can be played with as few as 10-20 cards per player. This game is ideal when you are first learning the vocabulary words or if you are focusing on a short list of words.

2. **Great Clash:** A more complete version of the game that requires each player to have a full set of 40 cards, numbered 1–10 for each season (spring, summer, fall, winter). Each deck comes with 120 season cards, which cover 240 vocabulary words and allow players to play the full game as they progress through the entire list of words.

3. **Great Clash with Conditions:** This version is the Great Clash game with the inclusion of special cards called **conditions** that add more fun and variety to the game play.

Each clash card has a “set number” in small print in one corner (not to be confused with the card’s value, which is the large number found in two corners on the front and back of the card). The set numbers suggest the order in which you can learn the words in logical groupings, and include a mix of seasons and numbers so that you can play the Quick Clash game after learning only one or two sets of words. If following these set numbers, you should practice through a full deck’s worth (40 cards) on the day words, and then start over again through the same 40 cards practicing the night words. When you play one of the clash games you will want to declare at the beginning whether you will be using the day or night words and should stick to those words for the whole game.

## Quick Clash (Similar to War)

### Setup:

Players must either share a large deck or each player should have his own deck of cards. Either way, you need at least 10 cards per player—20 is recommended. If playing with your own cards, you must have the same number of cards of the same numerical values (the exact same number of 1s, 2s, 3s, etc.), but the cards can be from different seasons since seasons are not very important in this version of the game. If playing from one shared deck, deal out all cards to the players in equal numbers, discarding any leftover cards that would result in players having an unequal number of cards.

Each player should ensure that all cards are facing the same direction, as mentioned under “Card Anatomy.” Players should each decide whether they are practicing English to subject (e.g., Latin) or subject to English and should place their decks so that the side they are practicing translating *to* is facedown. Also, players should declare if they will be practicing the day or night words. Without looking at their cards, each player should shuffle their individual deck and place it in front of them.

### Play:

The game is divided into many rounds, called **clashes**. To start a round, all players draw the top card from their deck and, without looking at the other side, place it faceup on the table in front of them. Starting with the player with the lowest number\*, each player in turn reads the word or phrase on his own card and then provides the matching translation. He then reveals the translation on the other side of the card. If he is correct, he leaves the card in place (faceup again), which means he is still in the clash, and the next player takes his turn. If a player translates incorrectly, he instead **recycles** his card by placing it on the bottom of his deck and is out of the clash. Once all players have finished, the round ends and the player with the highest-value card still in the clash wins. The winner places his card in a **victory pile**. All other players in the clash place their cards back on bottom of their decks. The game then proceeds to the next round.

### \*Lowest Number:

In Quick Clash, the number 1 card counts as an 11 if anyone else has a 10 card in the same round. In this case, a player with a 1 card would go last instead of first.

### Storms (Ties):

When two or more players draw the same number (e.g., both players draw 3s), they each translate their cards (it doesn’t matter who translates first) and leave their cards in the clash or place them on the bottom of their deck as usual. If, once the round ends, the highest-value cards still in the clash are a set of ties (e.g., two 3s), the players with those cards leave them in play and all other players place their cards on the bottom of their decks. The tied players then begin a **storm**, with each dealing the next two cards from his deck on top of the already-in-play card. The top card in this pile is then the new clash card. Each player translates that card as usual. If any of the players translates incorrectly he recycles all his cards in the clash back to the bottom of his deck. If all players translate correctly, the player with the highest value on the top card wins and he put his cards in his victory pile, and all the cards of his opponent(s) are recycled. If there is another tie, players deal out another two cards and play through another storm round until all ties are resolved. If a player is ever caught in a storm and must draw more cards than he has available in his deck, he automatically loses and recycles all his cards in that clash.

### Winning:

The first player to place all of his cards in his victory pile is the winner.

### Game Length:

If you play this game with lots of cards or players, it could take a long time, so you might want to set a time limit or specific number of rounds. When this limit is up, the player with the highest number of cards in his victory pile wins. When playing this method, it is possible to have a tie game between multiple winners.

# Great Clash

## Setup:

Each player must have his own complete deck of 40 cards, numbered 1-10 for each of the four seasons. The specific cards can be from any subject, but no two cards should have the same number and season. If learning the words in the suggested order, as indicated by the set numbers, players should be able to construct a full deck after 4 weeks of 10 words per week. (If playing Great Clash with Conditions, players should include up to 10 **condition** cards in their decks, as explained under "Conditions (Special Cards).")

Each player should ensure that all cards are facing the same direction, as mentioned under "Card Anatomy." Each player should decide whether he is practicing English to subject (e.g., Latin) or subject to English and should place his decks so that the side he is practicing translating *to* is facedown. Also, players should declare if they will be practicing the day or night words.

## To Begin:

To decide who goes first, each player should draw and reveal the bottom card from his deck. Whoever has the highest number card, regardless of season, gets to be the first player. (Condition cards count as 0.) If the highest number is a tie, the tied players continue to draw until one of them draws a card with a higher value. Once the order of play is determined, all players return their cards to their decks, shuffle them and then place the decks in a **draw pile** in front of them.

Each player then deals himself a hand of 7 cards from the top of his deck onto the table. When the player picks up his hand it is important to note that the card back (the side containing the language he is translating *to*) should always face away from him. For example, if a player is practicing translating Latin to English, he would deal out 7 cards, all of which should show the Latin side faceup. When the player picks up his hand of cards, the English should face away from him. The player may look at the card back only after he has played and translated a card and he is checking to see if he is correct.

## Play:

The first player for the clash (round) plays a card from his hand, faceup (with the language he is translating *to* facedown) in front of him. The player reads the word or phrase on his card and then provides the matching translation. He then reveals the translation on the other side of the card. If he is correct he leaves the card in place (faceup again), which means he is still in the clash, and the next player takes his turn. If a player translates incorrectly, he **recycles** his card to the bottom of his draw pile and the next player takes his turn.

Going in a circle clockwise from the first player, each player takes his own turn playing a card and translating it. During his turn, a player may play any season card from his hand that is an equal or higher number value of the same season, or an equal or lower number of the following season in comparison to the last card played (summer follows spring, fall follows summer, winter follows fall, spring follows winter). For example, if the previous card was a 7 spring card, a player may play a 7-10 of spring or a 1-7 of summer. If a player does not have a valid card or he chooses not to play a card, that player can pass his turn without playing a card. If there are no cards in the clash, a player may play any season card he wishes. When a player plays a new card on subsequent turns, it covers any old cards and counts as the main card in play for that person for that clash.

Play continues until any player plays the last season card from his hand or until all players except for the last one to play a season card pass their turn. The last player to play a season card wins that clash. The winner places his card in a **victory pile** to the left of the draw pile. All other players in the clash recycle their cards. The game then proceeds to the next clash, with the player to the left of the winner going first.

At the beginning of every clash, each player may recycle any cards from his hand that he wishes and then draw new cards to create a hand of 7 cards.

## Storms (Ties):

As soon as a player plays a season card that matches the last card played, both in value and season, that season is then **locked**, and a storm is building. If a season is locked, each player not in the storm has one turn to join the storm, break it,

or pass. To *join* the storm a player has to play an exact match of the tied card. To *break* the storm a player must play a following season card of equal or lesser value. Once the storm is broken, play continues as usual. If the players do not break the storm during their one turn, all players not involved in the storm lose that clash and recycle their cards.

The remaining players each deal three additional cards onto their play pile from the tops of their decks. (The values of these cards are ignored—they are simply additional cards to be won.) Players then compare the number of season cards left in their hands. If any player has no season cards left in his hand he immediately loses, and if that only leaves one player that player wins the clash. If the tied players still have season cards in their hands, the storm continues. The storm will have a maximum number of rounds equal to the lowest number of season cards in any player's hand in that storm. For instance, if one player has two season cards and the other in the storm has three, there will be up to two rounds of play in the storm.

Each player in turn proceeds to pick one card from his hand and translate it. Any player that translates incorrectly loses, though all remaining players in that round must still take their turn. If during any round all players translate incorrectly, they all lose and recycle their cards. If at the end of any round only one player remains, that player wins and puts all his cards from that clash into his victory pile. If during any round at least two players translate correctly, they proceed to another storm round. If no rounds remain, all players still in the storm win and put all their cards from that clash into their victory piles.

## Final Hand(s):

Once a player draws the last cards from his draw deck and no longer has enough cards for a full hand of 7, he continues with whatever number of cards he has remaining. This can make the final hands of the game tricky because the player has fewer cards with which to counter other players, but can also give an advantage because the player has fewer cards to play to bring the clash to an end.

## Winning:

The first player to place all of his season cards in his victory pile is the winner.

**(Optional) Redraw Rule:** Because playing with double-sided cards may take some getting used to, players should be understanding if beginners accidentally flip cards the wrong way or have a few cards in their decks that are upside down. After players have some experience with the game, however, they should strive to eliminate these mistakes since they could affect the outcome of the game. If desired, players can implement the "redraw rule," which means that if any player draws a new card and it is facing with the wrong side up, he immediately places that card on the bottom of his deck, correctly, and draws a new card to replace it. If any player has to do this more than 3 times in one game, he should remove himself from the game and fix his deck for the next game. In general, though, players should be understanding with each other and be sure that everyone is playing to have fun.

**High-Frequency Words:** The words used in each deck are some of the words that appear with the highest frequency in the subject being studied (e.g., Latin). In our ongoing partnership with Classical Academic Press, the words in the decks are arranged in an order that matches with their textbooks. The abbreviations shown under each word's classification correspond to the book and chapter for that word. For example, "LFCA-06" would indicate that the word can be found in *Latin for Children, Primer A*, chapter 6. However, the cards can be used by any student wishing to practice the most common words in the subject being studied, regardless of curriculum or course of study.

**Immense Expandability:** One of the most exciting aspects of the Clash Cards game is that it can be played with several people, all of whom are practicing vocabulary at different levels or even from different languages or subjects! Players can bring their own decks (as long as those decks follow the construction rules for the game being played) and play against anyone else who also has his own set of Clash Cards. In other words, you can practice your first-level Latin words as you play against someone else who is using cards from the advanced Spanish deck. The rules are still the same.

# Conditions (Special Cards)

Condition cards are special cards that players may add to their decks to make a game of Great Clash more exciting. Players are allowed to choose any 10 of the condition cards and include them in their deck before the game starts. Each card has special rules that change the basic play of the game. These rules are explained below. If a card has the Clash symbol on it, it remains faceup on the table and is in play until the clash is complete or another condition card overrides it. There can be multiple condition cards in play at once, unless there are rules that override a condition card previously played in the round. Each player can play no more than one condition card during each turn, though he can play one at each of his turns if a clash continues into multiple turns. Once a condition card's effect is over, it remains with the player's play pile and is either recycled or put in the victory pile depending on the player's success that round.

Players may never have more than 3 condition cards in their hand. If they ever draw a fourth condition card, they must immediately select any one of the four condition cards to recycle and then continue drawing to complete their hand.

Note that condition cards do not count as season cards, so, for example, a player may play his last season card and end a round even though he still has two condition cards in his hand, or he may win the game by playing the last season card in his hand if his draw deck contains nothing but condition cards. If a player plays a condition card and no season card, it counts as a passed turn.

Each condition card features an icon and key word or phrase that summarizes its use. Below you will find details for each type of condition card.



**Recycle:** Forces any player (including yourself) to discard one card of the indicated season from his hand.



**Add 2/Subtract 2:** Play with any season card to add/subtract 2 from its normal value. This new value is permanent for the whole clash.



**Trump:** The season indicated on this card becomes trump and may be played on any player's turn regardless of the value or season of the previous card played by another player. The trump card remains in play for the whole clash and any player can take advantage of it. Play continues and all cards not of the trump season follow the rules as normal, but cards of the trump season may always be played, regardless of value, unless the trump changes. A new trump card forces any other trump in play to be removed to the bottom of the owner's play pile.



**Play Twice:** Allows the player to play 2 cards during his turn, but both cards must follow normal play rules.



**Lose Turn:** Forces any player to skip his next turn during the current clash.



**Higher/Lower Value:** Allows play of any season card of higher/lower value than the previous card played, ignoring season. For example, if the previous card is a 7 fall, the sunset card allows a player to play any card of a value of 1-6.



**Storm Front:** If any storm begins after this card is in play, the storm immediately takes place and all players are included. This card remains for the whole clash.



**Hurricane\*:** Player loses this turn, and *all* players recycle all cards in play before continuing the clash.



**Lingering Weather\*:** Player may exchange this card with any condition card in his *victory* pile and place the new card in hand.



**Fairer Climate\*:** Player discards this to his *victory* pile and chooses another player's condition card to discard to his own *victory* pile.