



ELEMENTS



RULEBOOK

OBJECTIVE

Strategically use the elements in your possession to construct a variety of substances, earning enough points to be declared the winner.

COMPONENTS

1-Telescoping box

1-Rulebook

72 Element cards (10 -Fire, 10 -Water, 10 -Air, 10 -Earth, 8 -Power, 8 -Wood, 6 -Oil, 6 -Metal, 4 -Meta)

18 Substance cards

34 Element Gems (8 -Orange, 8 -Blue, 8 -Clear, 8 -Green, 2 -purple)

2 -6 sided Dice

SETUP

Remove the gems from the bag and place them in the center of the table. Each player then chooses one gem either orange, green, blue, or clear. The chosen gem must be a different color from all other players.

Separate the substance cards from the element cards. Shuffle both decks. Deal one substance card face-up to each player and four element cards face down to each player, then place both decks in the center of the table.

Discard the top three cards in the element deck to start the discard pile.

Each player rolls both dice. The player with the highest roll goes first following a clockwise pattern around the table.

WINNING CONDITIONS

Be the first player to earn 10 points or have the highest score when all substances have been built.

HOW TO PLAY

A player begins their turn by drawing one card from the deck and then rolling both dice, followed by choosing one die and completing the associated dice outcome (dice outcomes are provided on the back of this rulebook). If dice outcomes are impossible to complete, a player may reroll one die until an outcome is possible. All element cards and gems in hand or in play are subject to all dice outcomes.

After completing the dice outcome, a player may then begin to build their substance using element cards, element gems, or a combination of both. To begin building a substance, the first element used must be a primary element (either card or gem) if the substance contains one. This is the only element that can be played when first building a substance. In other words, on the first turn a substance is built, only one element can be played and it must be a primary element.

During subsequent turns there is no limit to the amount of elements that can be played to build a substance. However, if a player loses all primary elements played on a substance as a result of dice outcomes (even if the substance still has secondary elements), a player must play a primary element before continuing to build the substance. If all elements are removed from a substance as a result of dice outcomes, a player must begin building their substance again as if they had not yet started to build, and may only play one primary element on their turn.

Substances consisting of only secondary elements can be built with no limitation to the number of elements played per turn.

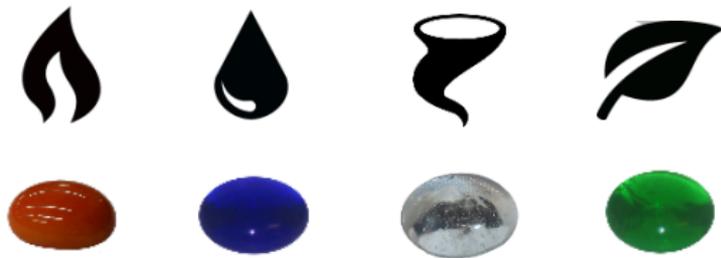
Element cards used to build a substance are played face-up under the substance card on the table. Element gems used to build a substance are played on the substance card.

A player's turn ends at their discretion (usually after completing their dice outcome and either starting or continuing to build a substance). A player must have at least 3 cards and no more than 5 cards in their hand at the end of a turn. Draw and discard accordingly. A player also has the option to discard one gem in hand to discard up to their entire hand of cards and then draw cards from the deck equal to the amount of cards discarded.

A substance is considered complete when all required elements (either cards or gems) are in play. When this occurs, all element cards and gems and the substance card are placed to the side of the player and are now out of play. The point value of the substance card is noted and used at the end of the game to declare the winner.

After the completion of a substance a player chooses one element gem from the center of the table, receives a gem bonus if earned, and draws a new substance card from the substance deck.

ELEMENTS



The primary elements are Fire, Water, Air, and Earth. They are represented by both cards and gems.



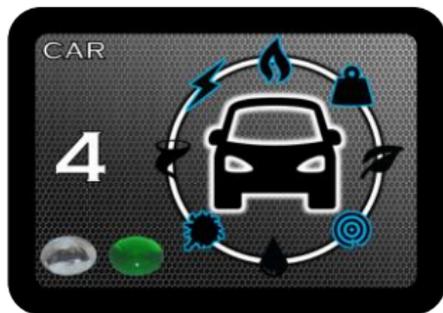
The secondary elements are Oil, Power, Wood, Metal. They are represented by cards.



The special element is Meta. It is represented by both cards and gems. Meta can be used as a substitute for any element in a substance.

A substance cannot contain only special element cards (it can however only contain special element gems). If this occurs, the special element cards are discarded.

SUBSTANCES



The substance card includes the substance's name, graphic, required elements, gem bonus and point value. The elements required to build a substance are outlined in blue. When a substance is completed, a player may choose one element gem from the center of the table to add to their hand. If a substance is completed naturally, a player also earns the gem bonus. Not all substances have gem bonuses.

NATURAL VS. ARTIFICIAL SETS

A natural set is any substance whose completion includes only primary and secondary elements. When this occurs the player receives a gem bonus indicated on the substance card.

An artificial set is any substance whose completion includes one or more special elements. When this occurs the player receives no gem bonus.

FUSION OF ELEMENTS

Fusion of elements refers to the use of primary element gems to create secondary and special elements.

When a player has a sufficient amount of primary element gems in their possession, they may combine them to form secondary and special elements.



Players who create a secondary element simply place both primary elements used on the substance card. Note that either primary element gem used to create a secondary element is subject to dice outcomes. If primary element used to create a secondary element is removed from dice outcomes, the secondary element is no longer valid.

When a player fuses enough elements to create a meta gem, the meta gem cannot be taken from dice outcomes or removed from a substance if it is the only element in play.

MORE INFORMATION

Check out www.rampagegamesllc.com for more great games by Rampage Games!

GRAPHIC DESIGN

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ICONS

Provided by www.flaticon.com

PLAYTESTERS

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LEGAL

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1-Draw one card from the deck.



2-Draw one card from the discard pile.



3-Randomly choose another player's card in hand and give them one card from your hand.



4-All players give one card in hand to the player to their left.



5-Trade one gem with another player or the table.



6-Take one card from another player's play or hand.

DOUBLES

Normal dice outcome + Steal one gem from another player



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