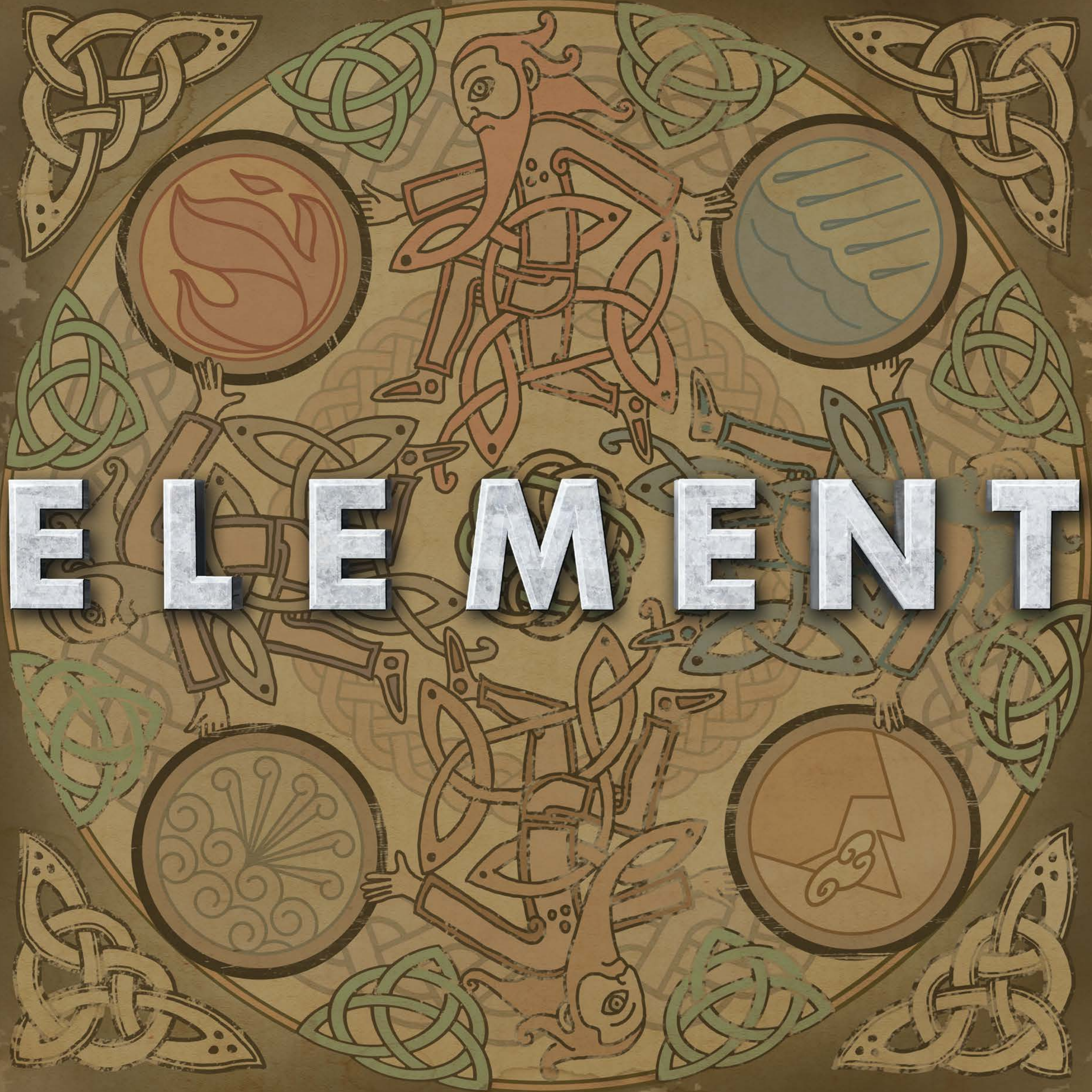ELEMENT

Goal

Remove all movement options for your opponent's Sage. This is done by strategic placement of Element Stones and using the unique properties of each Element to encircle your opponent and claim victory.

Setup

Each player selects a Sage. Place those Sages in the start spaces (see page 3). Place the bag of Element Stones within reach of both players. Determine who will go first.

Drawing Element Stones & Moving Spaces

There are four different colors of Element Stones. Each color represents one of the four basic Elements; Fire, Water, Earth, and Wind. At the beginning of your turn, you may draw up to four Element Stones from the bag.

Once per turn, your Sage can move to an adjacent unoccupied space in any direction.

You may elect to draw fewer than 4 Element Stones at the beginning of your turn to increase your Sage's movement. If you draw 3 stones, your Sage can move 2 spaces. Drawing 2 stones means your Sage can move 3 spaces. Drawing 1 stone increases your Sage's movement to 4 spaces. And deciding to draw no stones allows you to move your Sage 5 spaces.

You do not have to move your Sage any of the allowed spaces. However, unused moves do not carry over to your next turn. You cannot decide to draw stones for unused movement, nor exchange stones you've already drawn for extra moves.

Fire, Water, and Earth Stones, as well as other Sages, block movement. Wind Stones do not block movement by themselves and may be used to immediately jump to another space (see Wind, pages 10-11).

Element Stones & The Rule of Replacement

Element Stones have unique powers that affect gameplay (see pages 4-11). Additionally, each Element can be replaced by another.
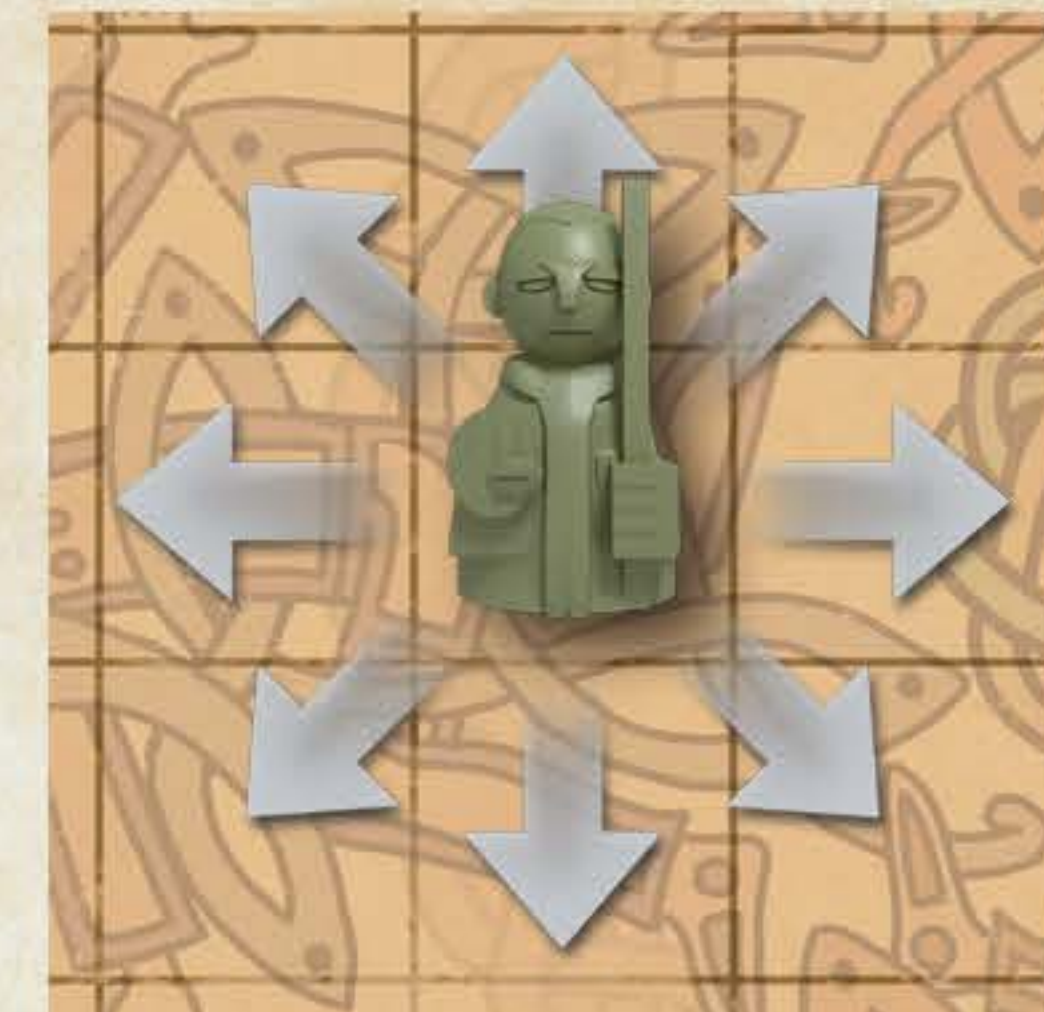
Called the Rule of Replacement, you may remove a single Element Stone from the board and replace it with one of the stones you drew at the beginning of your turn, so long as you have an appropriate Stone.

The Rule of Replacement works like this:

Fire replaces Wind, Water replaces Fire, Earth replaces Water, and Wind replaces Earth.

A Sage

A Sage can move one unoccupied space in any direction for each move they have on a turn.

Fire Stone   *Water Stone*

Wind Stone   *Earth Stone*

Rule of Replacement

There is no limit as to how many times an Element Stone on a space may be replaced, provided the player has sufficient stones and they are replaced in the proper order. For example, if you had one of each variety of Element Stone, you could replace a Fire Stone already in play with a Water Stone, then replace the Water Stone with an Earth Stone, and then replace that with a Wind Stone, finally changing the Wind Stone for Fire, ending where you started. All replaced stones are returned to the bag.

Actions on a Turn

After drawing your Element Stones, you may place them on the board in any order you wish. You can move your Sage at any time. For instance, if you drew three stones on your turn, you could move your Sage, place two stones, move your Sage again, and then lay your final stone.
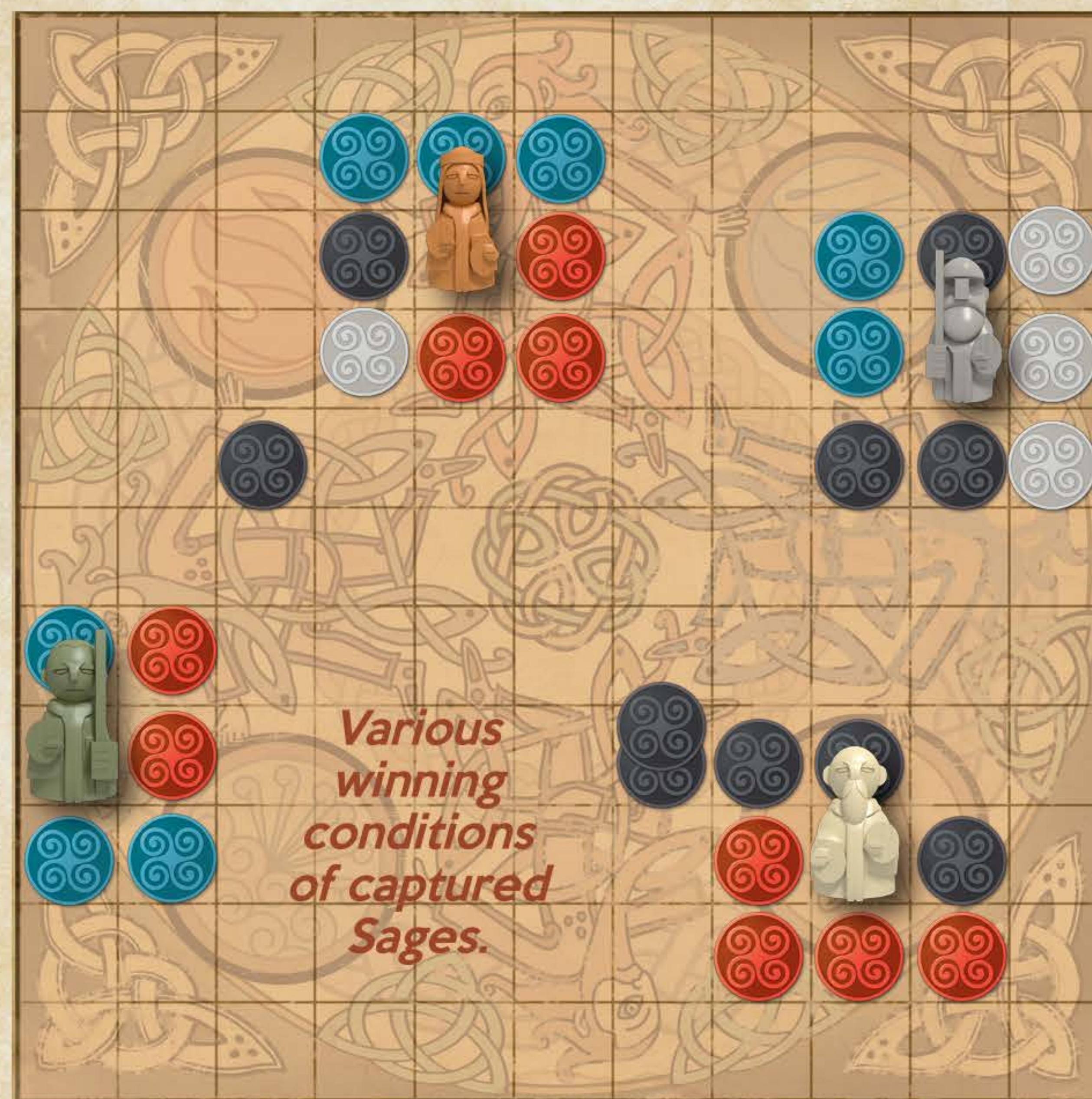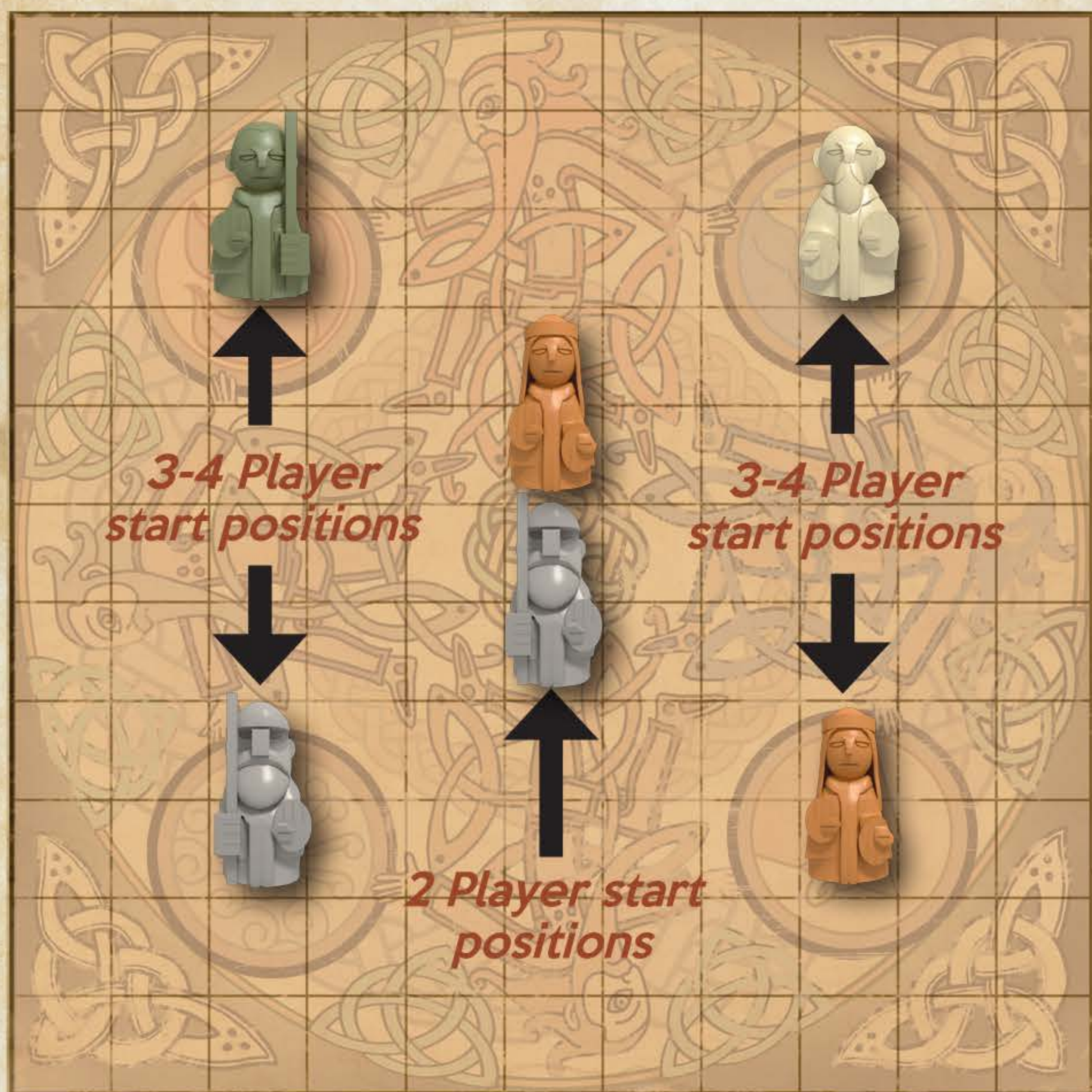
Effects from playing an Element Stone are resolved BEFORE the next Stone is placed or a Sage is moved.

Winning

You win the game the moment you surround the opposing player's Sage, so that the Sage cannot move. Trapping a Sage against the edge of the board or using your Sage to block movement are legitimate tactics for winning (see below). You cannot place stones in a way that captures your own Sage.

Three and Four Player Games

For a three or four player game, see setup below. Each player is attempting to capture the Sage of the player to their right. Turn order proceeds counterclockwise. You can only win if you capture the Sage of the player to your right. If you capture a Sage other than the one to your right, you forfeit victory to whomever was intended to capture that Sage. All other rules remain the same.

3-4 Player start positions

3-4 Player start positions

2 Player start positions

Various winning conditions of captured Sages.
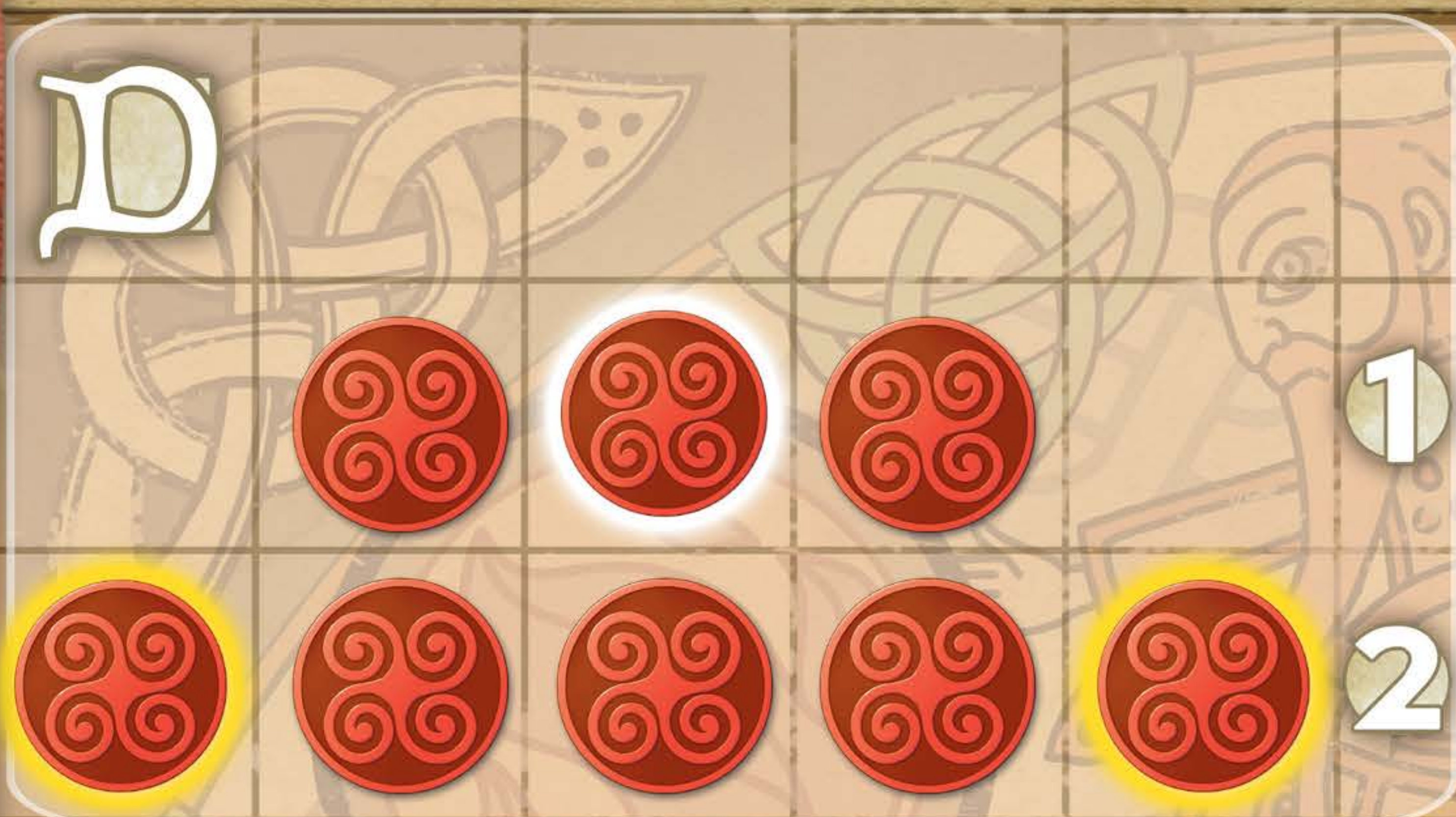
Fire

Growing ~ Vibrant ~ Extinguishable

Fire spreads the more it is fed.

When you place a Fire Stone next to one or more Fire Stones already on the board, draw a free Fire Stone from the bag and place it on the opposite side of the Fire Stone already in play. This creates a Fire Line.

If a Water or Earth Stone occupies that opposite space, do not place a free Fire Stone. If there is a Wind Stone in that space, remove it and place the free Fire Stone in its place because of the Rule of Replacement.

Free Fire Stones are only placed orthogonally (never diagonally). Free Fire Stones do not generate additional free Fire Stones.

D

1

2

1 **2**

E

A A Fire Stone (1) can replace a Wind Stone (2).

B When a Fire Stone is placed next to an adjacent Fire Stone (1), draw a Fire Stone and place it opposite the stone you just played (2).
If the Fire Stone is placed adjacent to multiple Fire Stones (1), a free Fire Stone is placed opposite of each of those Fire Stones in play (2).

C A linear demonstration of example C.

D You can place a Fire Stone adjacent to an existing Fire Line (1) and still generate a free Fire Stone (2). Note that free Fire Stones do not generate additional free Fire Stones.

E Remember: You cannot replace Water or Earth Stones with a Fire Stone. Sages and the edge of the board block the placement of free Fire Stones.

Placed Fire Stone   *Free Fire Stone*

Water

flowing ~ bending ~ displaceable

Water Stones have the unique ability to be moved after they have been played.

A straight line of Water Stones (more than one) is called a River. If a Water Stone is placed orthogonally next to a River, then that River moves orthogonally a number of spaces equal to the number of Water Stones in that River.

The River may turn at right angles in its movement. If a River cannot move its full number of spaces, then the move is illegal and cannot be made.

Sages, Wind, Water & Earth Stones, as well as the edge of the board block a moving River and it must change direction.

Water can pass through spaces containing Fire Stones. This removes the Fires Stones from the board due to the Rule of Replacement.
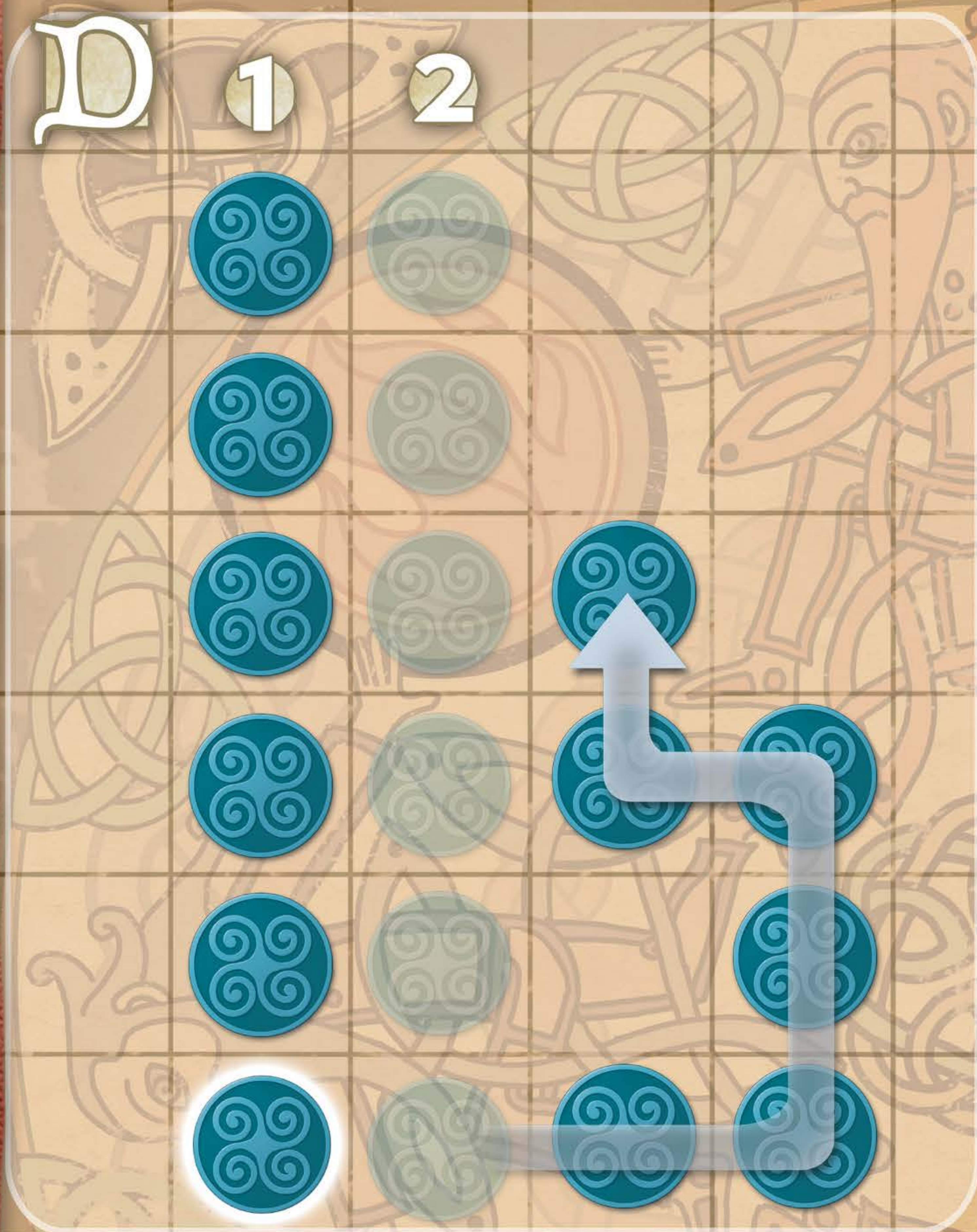
A A Water Stone (1) can Replace a Fire Stone (2).

B When a Water Stone is placed next to another Water Stone (1) it becomes a River and must now move as many spaces as the size of the River (2). In this case it moves two spaces. The Water Stone that is placed is called the Headwater and movement must begin from that spot.

C A similar situation as example B except as there are three Water Stones in the River (1) it moves three spaces. It also illustrates that you can change direction as you move the River (2).

D A third example of moving a River. Once the Headwater Stone is placed (1), the River is six Water Stones long and therefore moves six spaces (2). Again, the ability to change direction is illustrated.

E If a Water Stone is placed in a position like this (1) you must choose which line of Water Stones to move, the two horizontal stones (2a) or the two vertical stones (2b). The lower left Stone in this example does NOT become part of the River. This applies when a Water Stone is placed between two other Water Stones as well.

Placed Water Stone   *Direction of River*

Earth

*timeless ~ steadfast ~ erodible*

Earth Stones do not have any movement options on the board. If a second Earth Stone is placed on top of one already in play, it becomes a Mountain and is now immune to the Rule of Replacement for the remainder of the game.
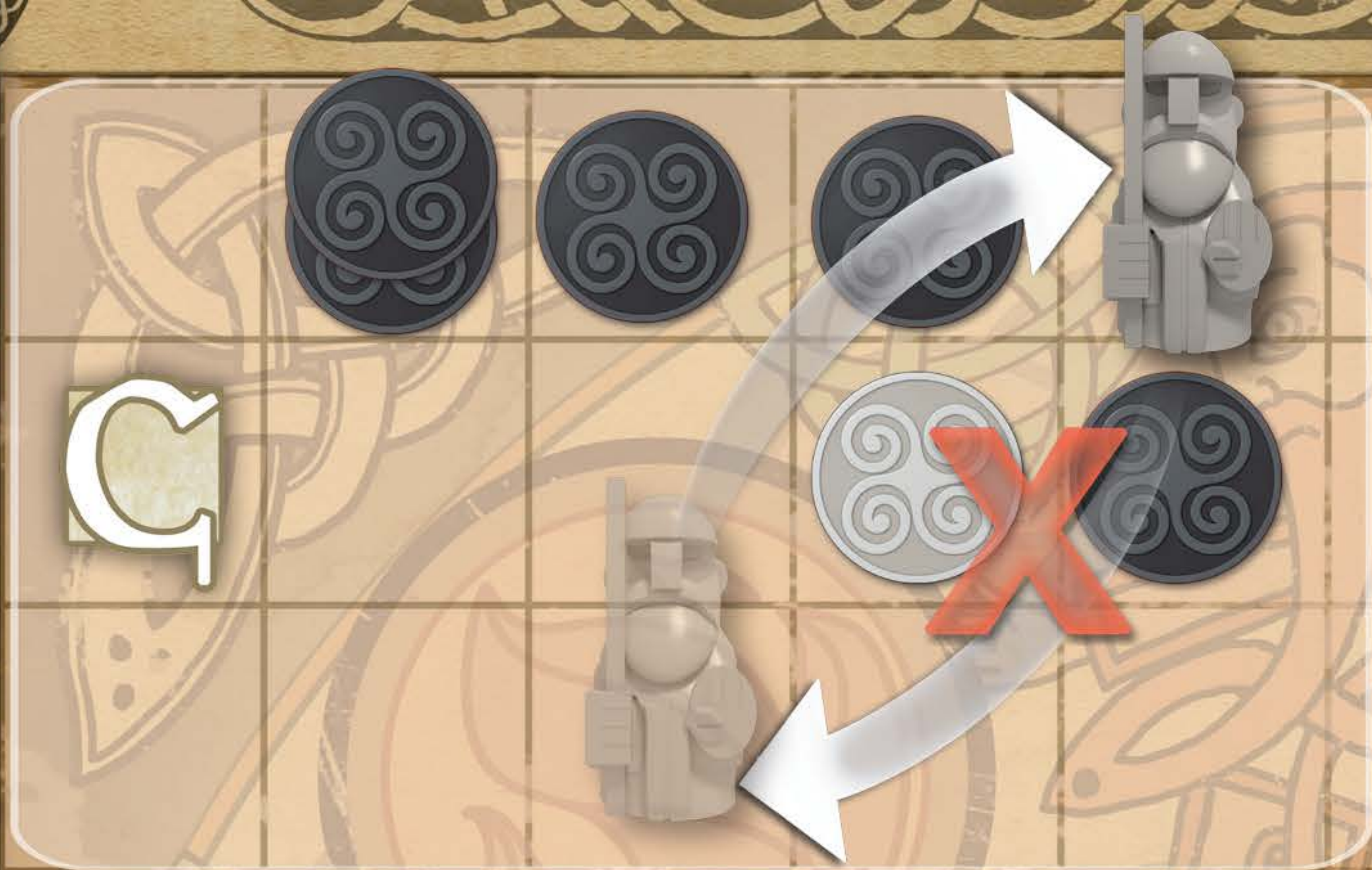
This means they cannot be replaced by Wind Stones.

Any Earth Stones connected orthogonally OR diagonally to this Mountain becomes a Range are also immune for the remainder of the game.

Any Earth Stone later placed that connects to a Range becomes part of the Range.

Additionally, a Range can block on the diagonal, the only Element to be able to do so.
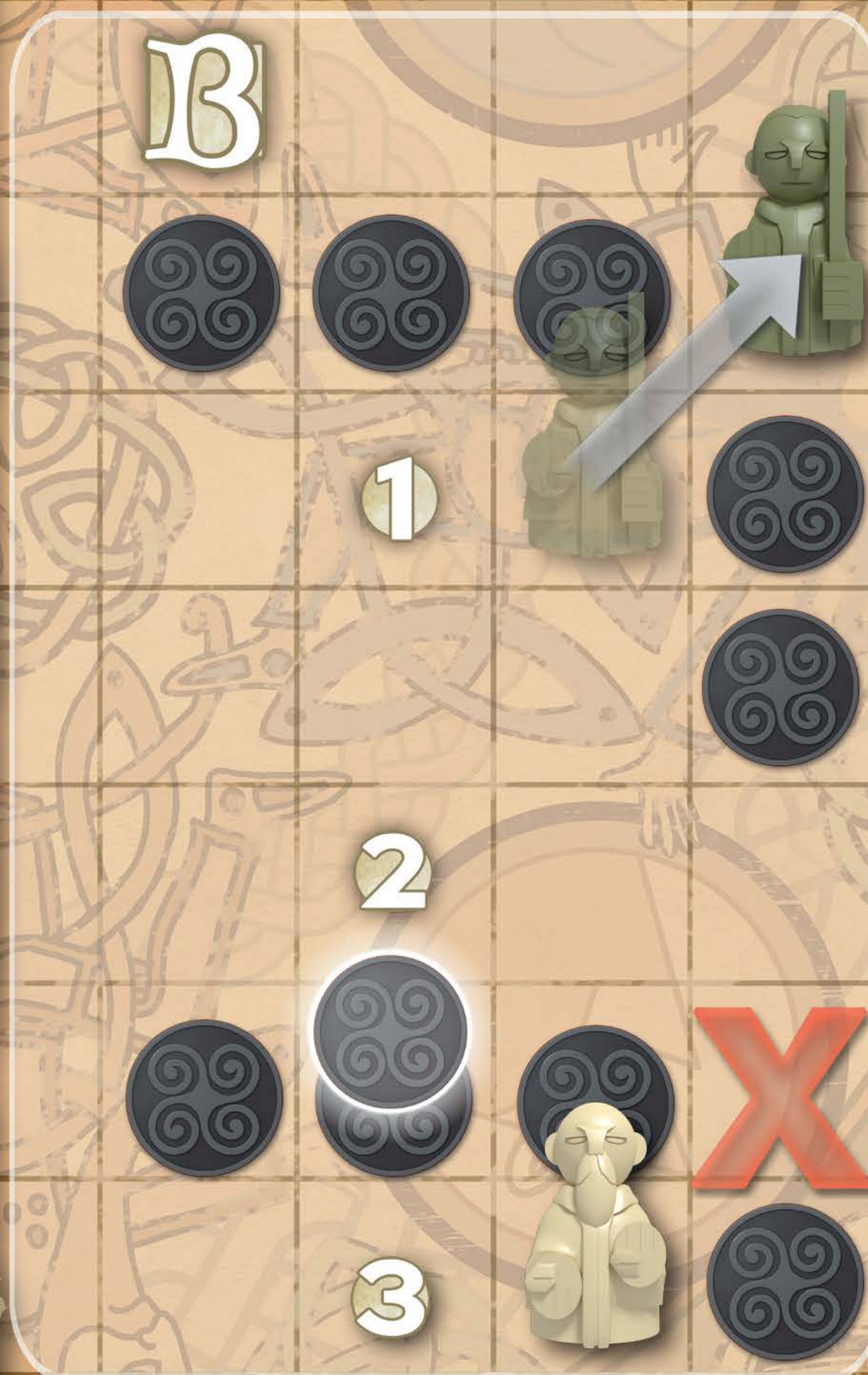
A An Earth Stone (1) can replace a Water Stone (2).

B We see that a Sage is not blocked in its diagonal movement (1) until a second Earth Stone is placed on top of another (2), making all connected Earth Stones a Range. Earth Stones in a Range cannot be replaced by Wind Stones for the duration of the game. A Range blocks on the diagonal (3).

C Wind Stones can still be used to jump a Range, but only on the side of the Range where the Wind Stone is placed (see pages 10-11).

D Connecting a Range (1) to other Earth Stones instantly turns all connected Earth Stones into a Range (2).

E It is possible to Surround and capture a Sage with four Earth Stones rather than the usual eight if they are functioning as a Range which blocks on the diagonal.

Placed Earth Stone → *Sage's movement* → *Sage jumping Wind*

Mountain

*Sage cannot move here*
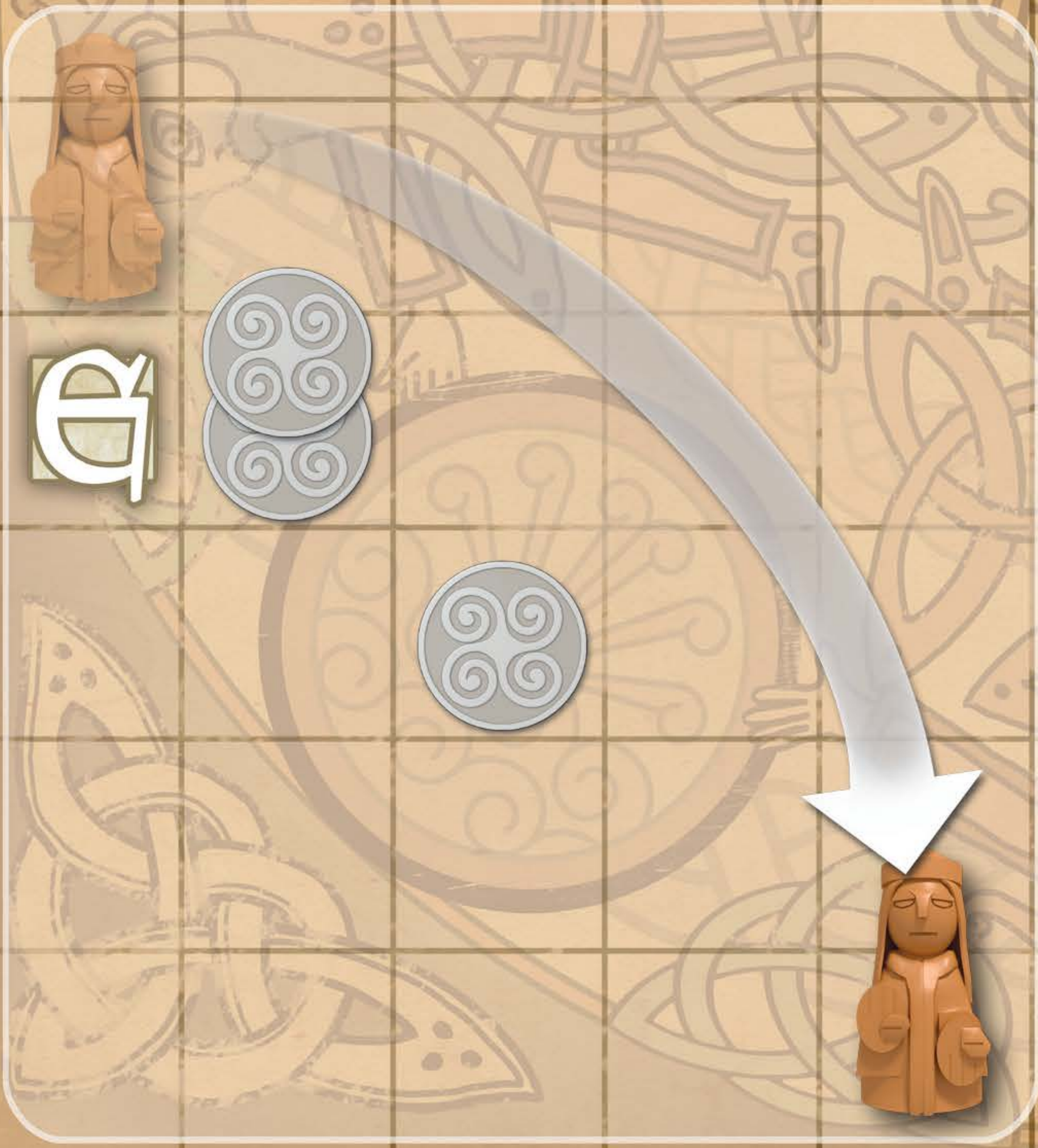
Wind

formless ~ agile ~ consumable

Wind is the only Element a Sage can jump over.

Wind Stones do not trap a Sage unless the space opposite the Wind Stone is occupied by a different Element Stone, an opposing Sage, or the edge of the board.

Jumping Wind Stones is a FREE ACTION and does not count as movement. A Sage may jump single or multiple Wind Stones. A Sage may jump orthogonally and diagonally. A Sage may jump multiple times but may not jump over the same Wind Stone more than once during a turn.

Wind Stones may be stacked (up to four high) to create a Whirlwind. Whirlwinds allow a Sage to jump a number of spaces equal to the number of Wind Stones in the stack and any part of a line that the stack may be part of. A Sage must jump the total amount of this stack or line of Wind.

C

D

E
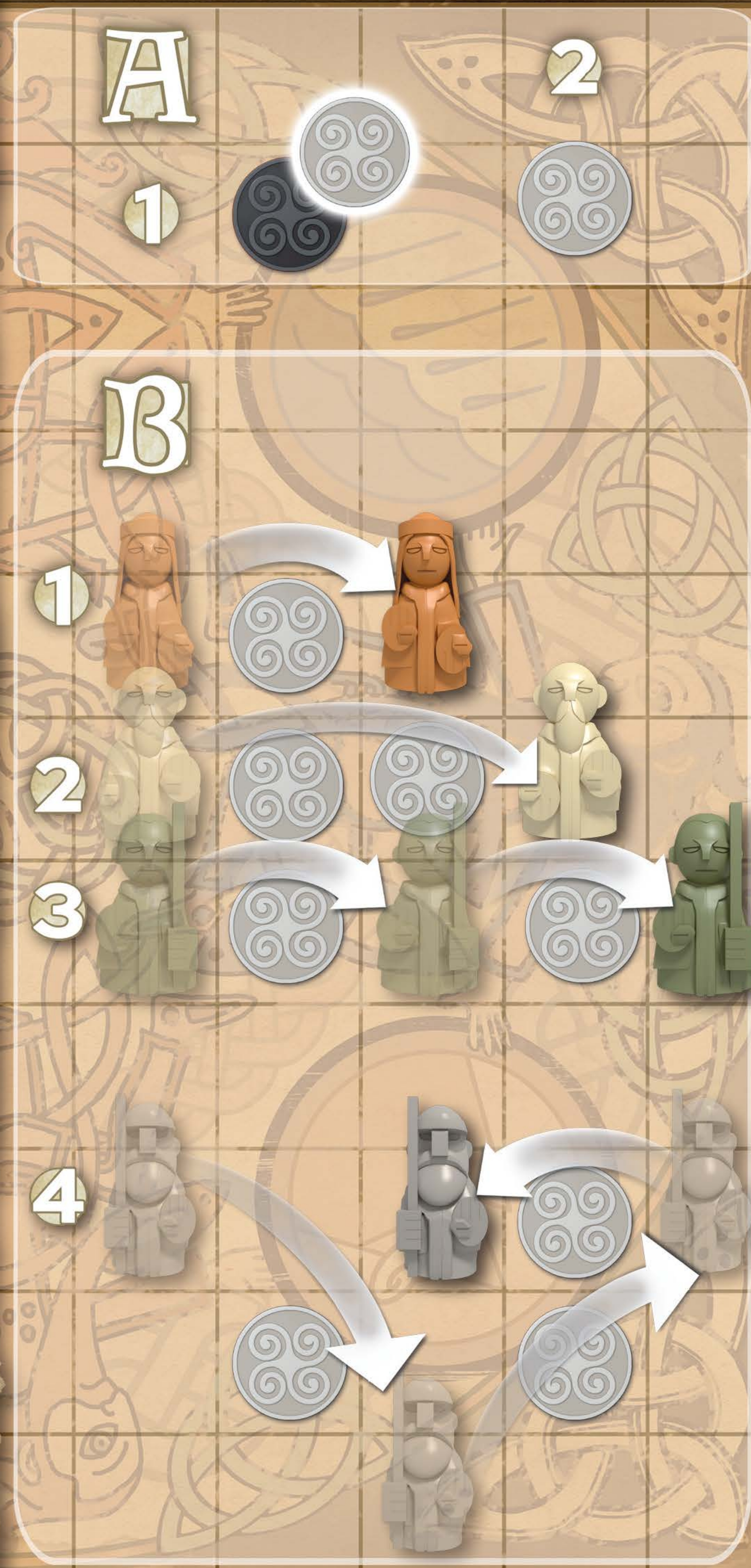
A A Wind Stone (1) can Replace an Earth Stone (2).

B These are various examples of how a Sage may jump Wind Stones. A Sage jumping a single Wind Stone (1). A Sage jumping two Wind Stones (2). A Sage jumping a Wind Stone and then jumping a second Wind Stone (3). A Sage jumping three Single Wind Stones (4).

C A Sage jumping a Whirlwind. As the Whirlwind is stacked two Stones high, the Sage must jump two spaces. Other Element Stones and Sages may be jumped in this manner.

D If the exit point of a jump is blocked by any Element Stone, another Sage, or the edge of the board, the jump is not permitted.

E An example of a Whirlwind combined with another Wind Stone.

Placed Wind Stone   *Sage Jumping*

Whirlwind   *Sage cannot jump here*