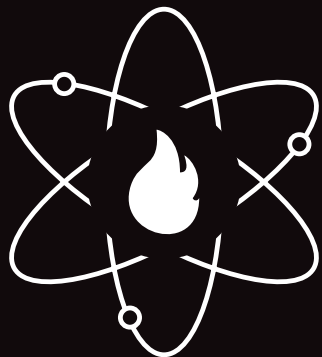


How to Play

ELEMENTS



A simple, speedy, spell-slinging party game for 2-8 players

8+ 2-8 5-20

Contents

80 card Elements deck | 8 Greatspells
16 tracker cards | 16 clips | rules

Objective

Be the first to have 20 gems or the last one standing to instantly win. If you reach 0 life, you are eliminated.

The Elements

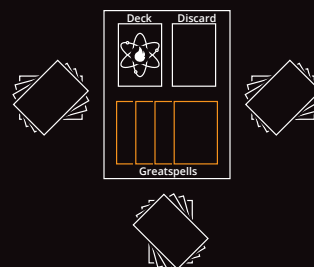
Each spell is one of the 4 Element types:

- Fire spells **deal damage**
- Water spells **restore health**
- Gem spells **generate gems**
- Electric spells **counter spells**



1 Setup

- Give each player 2 tracker cards. Set them to 20 life and 0 gems.
- Shuffle and place the Elements deck facedown.
- Place the Greatspells faceup. Place one of each for 2-6 player games and two of each for 7-8 player games.
- Randomly determine the starting player.
- Deal 4 cards facedown to each player, to begin the first round.



2 Parts of a Card

- Power: Number in the center of the card. It's the size of the spell's effect. Spells without a number (electric) have 0 power.
- Target: Text on the bottom of the card. It's who is affected by the spell.



Greatspells

Greatspells are powerful spells. They are revealed and not kept in hand. Players can purchase one per game for 8 gems. They are kept face down once cast and can only be purchased if available.



Greatspells can be combined, overpowered, and countered, like normal spells. If a player loses and has a Greatspell, it returns to the center.

Parts of a Round

1. Selection

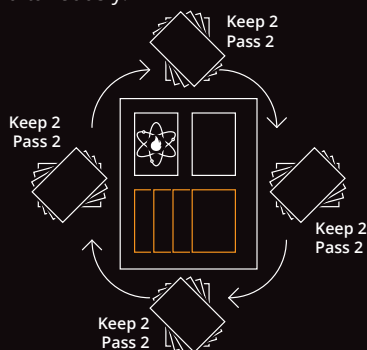
- Deal 4 spells to each player, facedown.
- Players select two cards to save and two cards to pass. After all players select, players pass their two cards to their left.
- Players may purchase a Greatspell (starting with the player who will begin the next round and continuing clockwise).

2. Casting

- Players take turns clockwise.
- Each turn, the current player may cast a spell from their hand ("cast") or take no action ("pass").
- If all players pass consecutively, the round ends, players discard their hands and a new round begins.
- Each future round starts with the player after the most recent player to pass.

4 Selection Example

Each player sets aside two cards to pass to the player to their left. Once all players have selected, then all cards are passed simultaneously.



5 Spell Mechanics

Combining

- Players may combine two or more spells of the same type into one spell.
- The combined spell has power equal to the sum of the individual spells.
- The caster chooses any target from the individual spells as the new target.
- Combined spells count as one spell, so they cannot be individually overpowered, or countered.



Overpowering

Immediately after a player casts a spell, any opponent may cast a spell of the same element with greater power. This also counters the previous spell.



6 Casting

- The caster states their targets, waits for responses, then discards the spell.
- A player can interact with a spell even if it is not targeting them. Priority for responding to a spell goes clockwise from the caster. Only the most recent spell can be interacted with. Only one spell resolves.

More

- Check elementscardgame.com/rules to read rules, examples and FAQs online, print the rules, or watch a video explaining how to play.
- Check elementscardgame.com/variants for even more ways to play.
- Check elementscardgame.com/printandplay to print a free copy of Elements.

Countering

Countering a spell prevents its effect. Countered spells go to the discard pile.

If the deck runs out, shuffle the discard pile in. Players discard at the same time, facedown. The discard pile is revealed.

About

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