Elements

a game for exactly three players **by David Brain**

Add and change influence on the Elements of Earth, Air and Water so that your power will be maximised when compared to your rivals at the end of the game.

COMPONENTS

The game comprises the following:

- 3 Element cards (Earth, Air, Water)
- 15 Action cards with three parts: a number (when the Action occurs), an Action (what the card does), and a Score part (used at the end of the game)
- 15 Influence markers (5 cubes in blue, red, yellow)
- 3 Agent markers (blue, red, yellow meeples)

SETUP

Place the three Element cards in the centre of the table. Put one Agent randomly onto each card to begin the game. Put the Influence markers in a pool beside the Element cards (but not on them.)

Shuffle the 15 Action cards and deal four to each player; these should be taken into hand and kept hidden. Then deal one card face-up to each player; these cards are kept on the table.

GAMEPLAY

In each round, each player selects a card from their hand to take the Action and places it face-down. They then take the face-up card from the previous round into their hand.

The Action cards are turned face-up simultaneously and take effect in increasing numerical value (i.e. "1" occurs first and "15" occurs last.)

+ means "add an Influence marker of this colour" to the card with a matching Agent.

⇔ means "exchange" either Agents or Influence markers of the indicated colours.

A split Agent or Box means that either of the indicated colours may be chosen.

If it is possible to carry out an action, it must be performed; otherwise it may be ignored.

The played card is passed to the next player clockwise, remaining face-up in front of them.

After all actions have been completed, then if all the Influence markers of at least two colours have been placed, the game is over. Otherwise a new round begins.

SCORING

Players take the final face-up passed card into their hand. They then reveal their hand and calculate the value of the Score part (at the bottom) on all five cards that they now hold.

Each Influence marker on an Element card is worth 1 point unless there is a matching colour Agent there, in which case it is worth 2 points.

A coloured box means all the Influence markers of that colour on the specified Element card are scored.

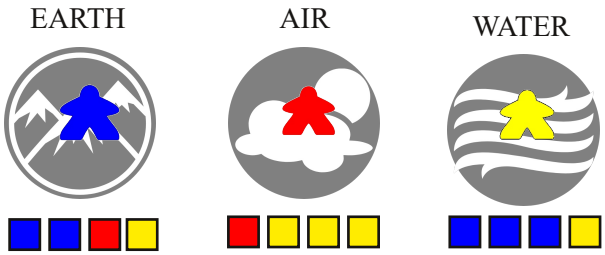
A ??? in the Element space means that any Element card may be selected but the crossed-out Agent means that it does not double the Influence marker value for this Scoring card only.

The three-coloured box means that any colour may be selected on that Element card but the crossed-out Agent means that it does not double the Influence marker value for this Scoring card only.

Cards that do not score must be discarded. Then the player chooses one of their remaining cards as a "penalty" card. They add up the total value of the other cards and subtract the "penalty" value from this total. This is their final score.

The highest score wins. In the event of a tie, the lowest total value of the numbers on the Scoring cards wins.

SCORING EXAMPLE



Cards:

1: WATER - this scores 3 points as there are three blue markers on the Water card but the Agent doesn't match

4: AIR - this scores 2 points as there is one red marker on the Air card and the Agent matches

9: AIR - this scores 0 points as there are no blue cubes on the Air card

10: WATER - the player chooses Blue and scores 3 points for the three blue cubes

13: ??? - the player chooses Earth and scores 1 point for the one red cube

They must discard card #9 as it scores 0. They pick card #13 as their penalty card. The other three cards score 8 points, minus 1 for the penalty giving a total score of 7 points.

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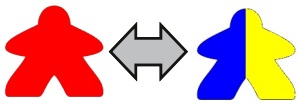

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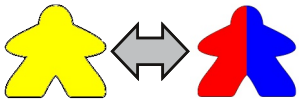

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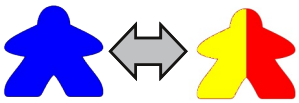

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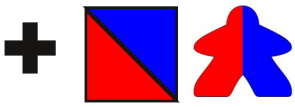

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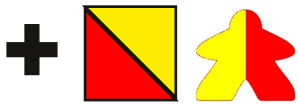

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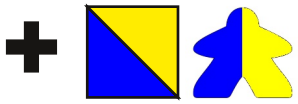

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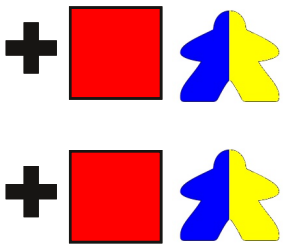

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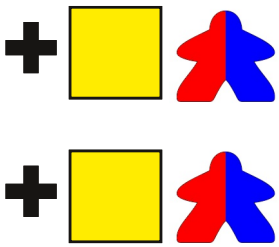

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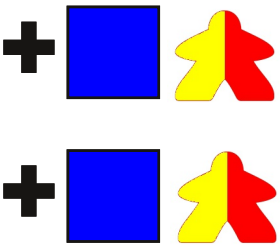

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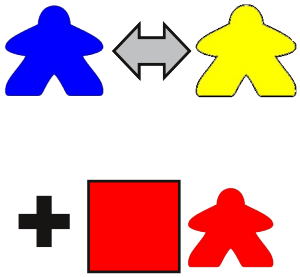
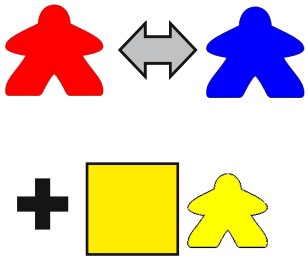
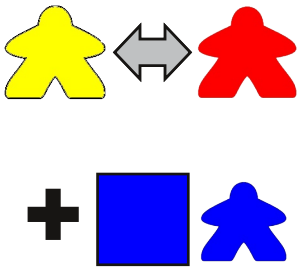
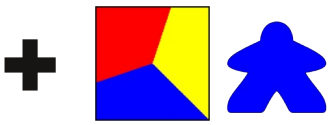
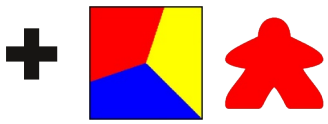
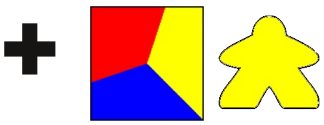
6 	5 	4 
WATER	EARTH	AIR
3 	2 	1 
EARTH	AIR	WATER
EARTH	AIR	WATER

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