

Objective

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

Components

74 Element Cards

28 Substance Cards

36 Element Tokens

2 six-sided dice are a required component

Setup

Place the element tokens in the center of the table. Each player then chooses one primary element token, either fire, earth, water or air. The chosen element token must be a different 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 of the element deck to start the discard pile. Flip over the top three cards of the substance deck to create the face-up substance pool.

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. If dice outcomes are impossible to complete, a player may reroll one die until an outcome is possible. All element cards and tokens 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 tokens, or a combination of both. To begin building a substance, the first element used must be a primary element (either card or token) 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 to build 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 tokens 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 token 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 tokens) are in play. When this occurs, all element cards and tokens 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 primary element token from the center of the table, receives a token bonus if earned, and may draw any one of the substance cards from the face-up substance pool. The substance pool is then replenished by the substance deck by drawing one card from the substance deck and placing it face-up in the substance pool.

Elements



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



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



There are two special elements, Meta and Elixir. Meta and Elixir are represented by both cards and tokens. Meta can be used as a substitute for any element in a substance. Elixir can be used to increase the point value of a substance by one point. An Elixir card must remain on a substance for at least one turn before the substance is completed to earn an additional point.

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

Substances

The substance card includes the substance's name, graphic, required elements, token 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 primary element token from the center of the table to add to their hand. If a substance is completed naturally, a player also earns the token bonus. Not all substances have token 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 token 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 token bonus.

Fusion of Elements

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



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



Players who create a secondary element simply place both primary element tokens used on the substance card. Note that either primary element token used to create a secondary element is subject to dice outcomes. If primary element token 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 token, the Meta token cannot be taken from dice outcomes or removed from a substance if it is the only element in play. Meta tokens are also reusable. In other words, if you create a substance using a meta token, the meta token is returned to your hand rather than placed out of play with the other elements used to complete that substance.

When a player fuses enough elements to create an Elixir token, the Elixir token cannot be taken from dice outcomes or removed from a substance if it is the only element in play. An Elixir token does not have a turn requirement, so you may play it during the same turn you complete a substance to earn one additional point. Elixir tokens cannot be reused.

Tokens can and do run out. You cannot recycle tokens into the game that have already been used to create a substance.

DICE OUTCOMES

-  Draw one card from the deck.
-  Draw one card from the discard pile.
-  Randomly choose one card from another player's hand, then give them one card from your hand.
-  All players choose one card in hand to give to the player to their left.
-  Trade one token with another player or the table.
-  Take one card from another player's play or hand.

DOUBLES: Dice outcome and steal one token from another player or take one token from the center of the table.