



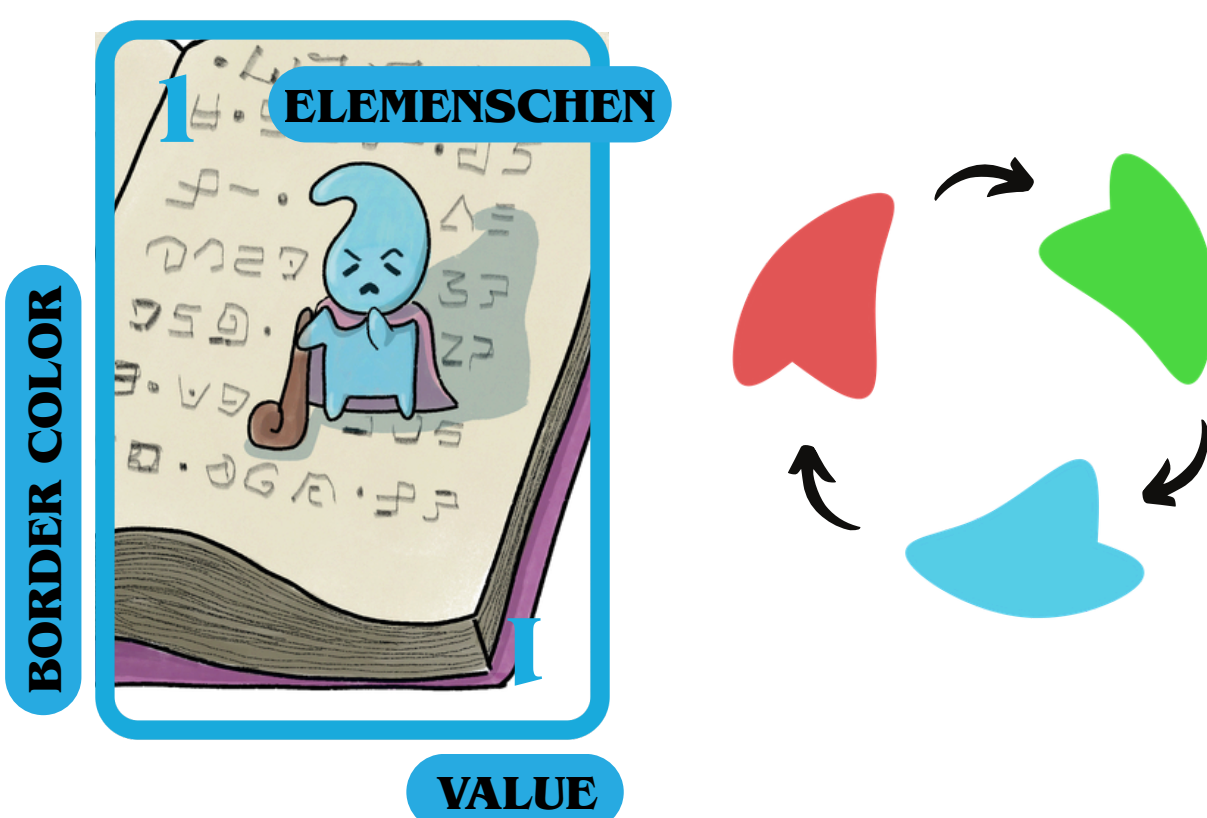
# Elemente



In Elemente, you are a tactician guiding your village in a battle of memory and strategy. Your goal: become the ruler of the Kingdom of Elemente by outwitting your opponents and avoiding penalty points.

## BASICS

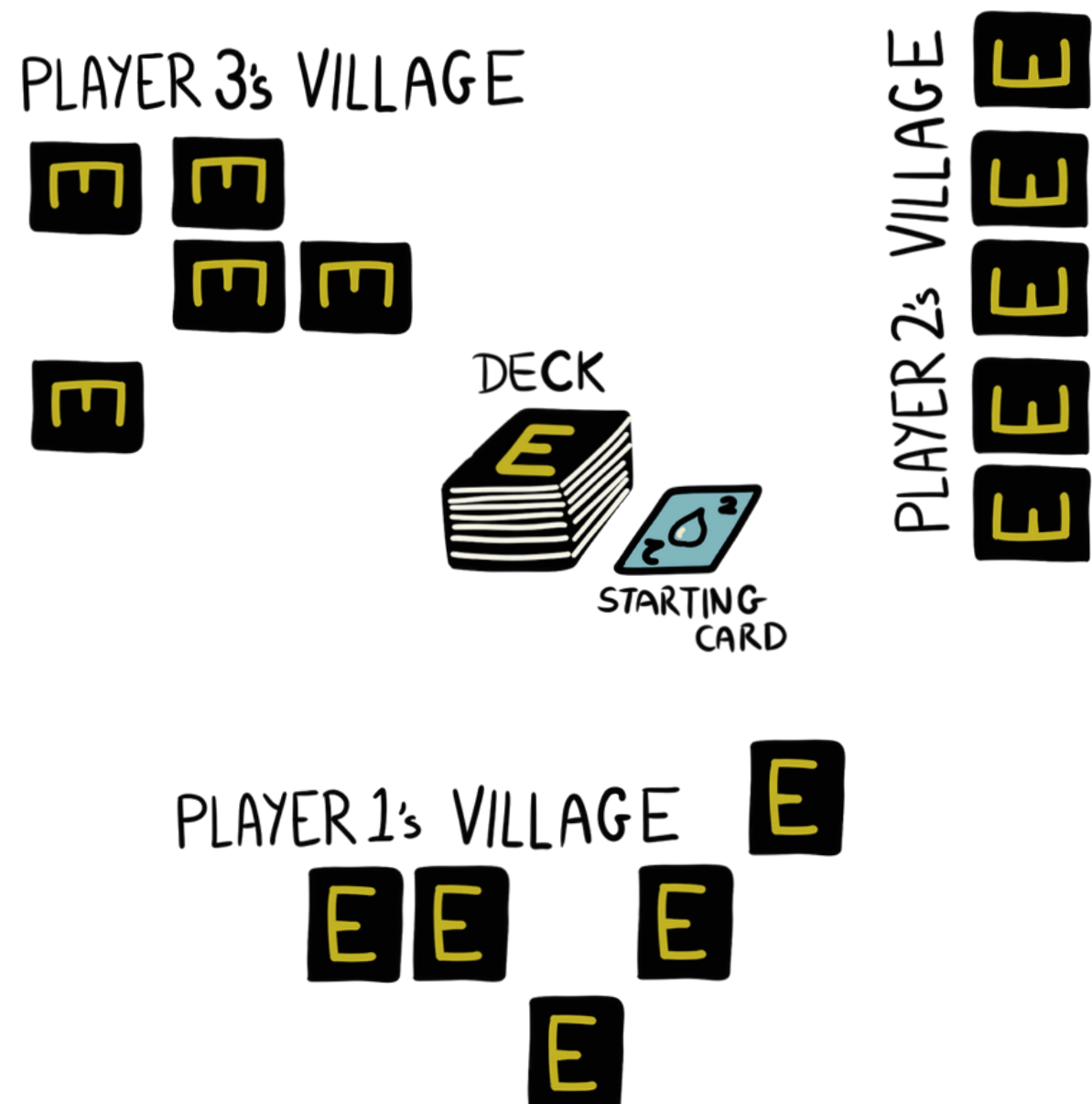
Cards have both a **value** and an **element**! Elements are indicated by border color and **Elemenschen** (the creatures of Elemente). Value is determined by the number in the corner. J(Jack), Q(Queen), and K(King) all have a value of 1.



The 3 **Elements** live in harmony: **Fire** beats **grass**; **grass** beats **water**; **water** beats **fire**.

## SETUP

1. Deal 5 cards to each player.
2. Examine them carefully...
3. Set them **face-down** in any arrangement in your **village** (the area in front of you). You CANNOT freely check cards in your village once all players set.
4. For the **starting card**, place the top card of the deck face up in the center of your play area.
5. The youngest player starts the **first round**. Take turns in clockwise order.



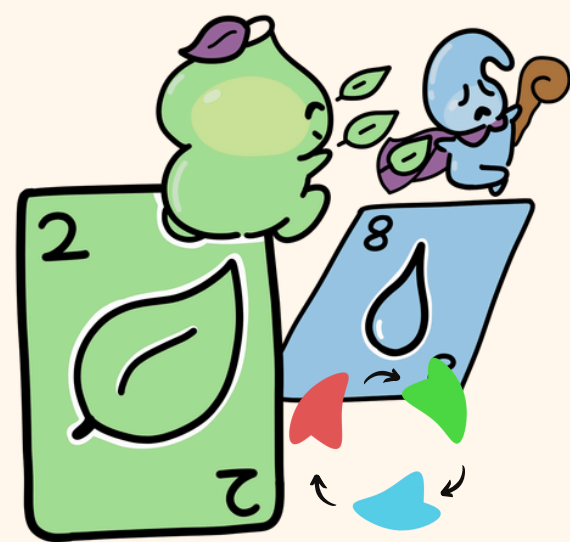
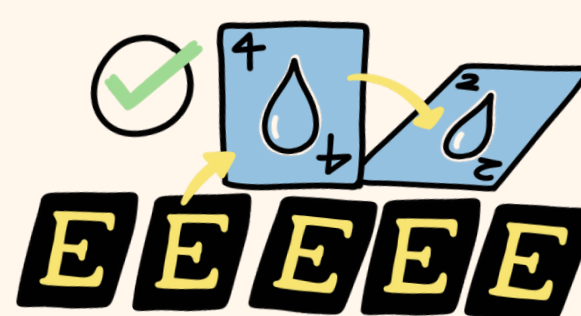
## HOW TO PLAY

On your turn, you can choose 1 of 3 actions...

### PLAY

Play a card face-up from your village that is stronger than the last played card. It must be either...

The **same element** AND **higher value**, or...



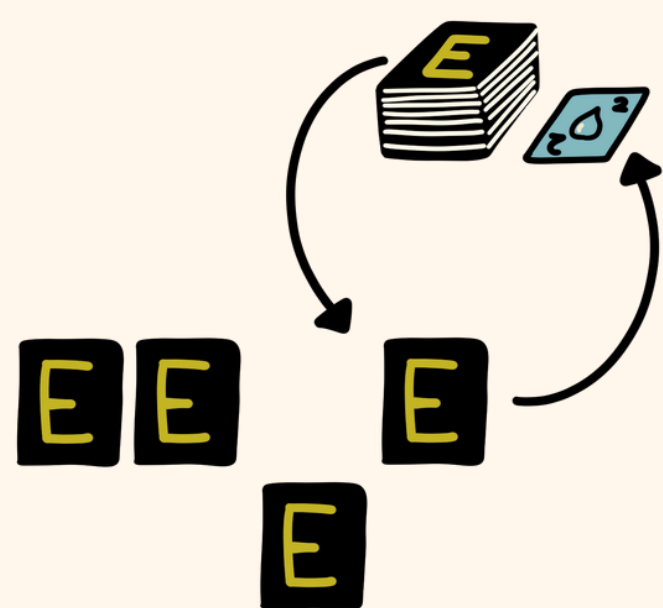
A card with the **element** that beats it!

**IMPORTANT NOTE:** If a card is NOT stronger than the last played card, it is not considered played. Return it face-up to your Village and skip your turn.



### SWAP

Swap a card **from your village** with either a **new card from the deck** OR **one of your penalty cards**. Place the new card face-down. When swapping with the deck, place a card from your village at the bottom of the deck and then draw a new card from the deck.



### CHECK

Say "Check" and check any number of cards in your village.

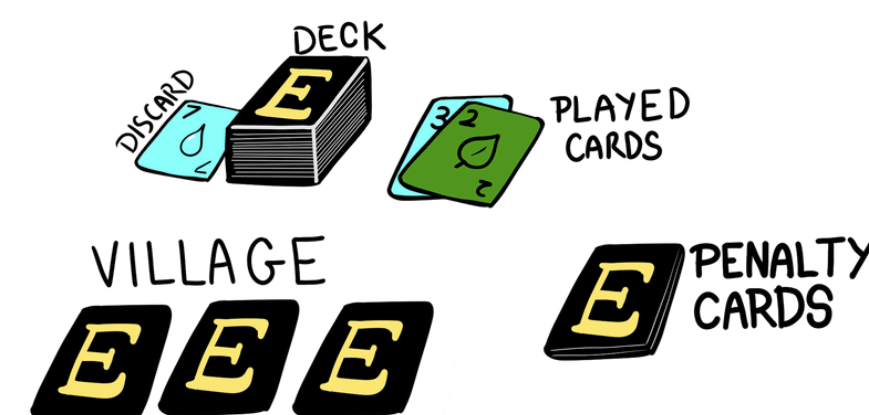


## PENALTY CARDS

Penalty cards give you **penalty points**, based on their **value** (remember: Jacks, Queens, and Kings all have a value of 1). Your penalty cards are kept in a separate face-down pile, or in your hand.

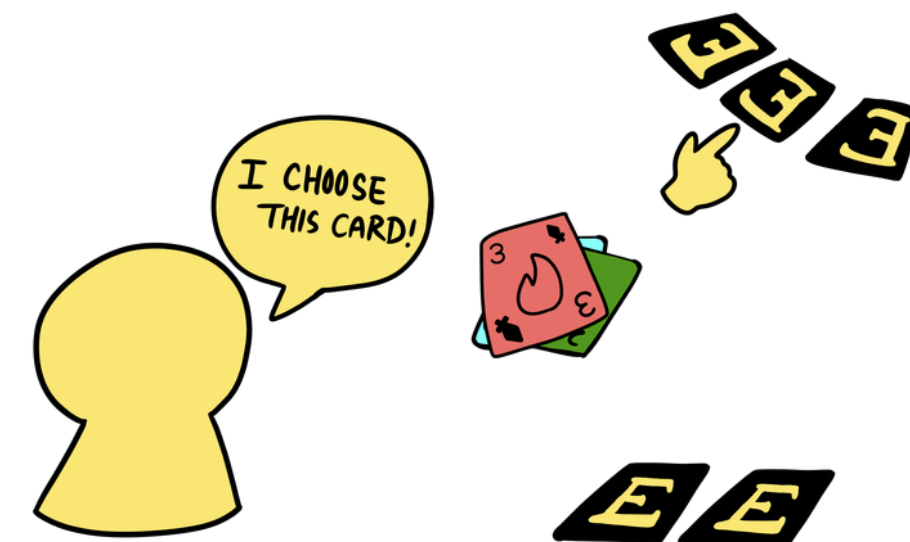
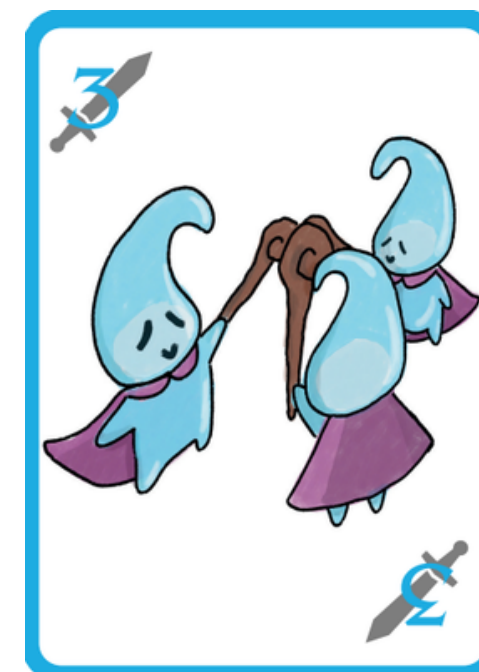
Penalty cards are earned in **2 different ways**:

1. When you get attacked.
2. When you end a round with cards in your village.

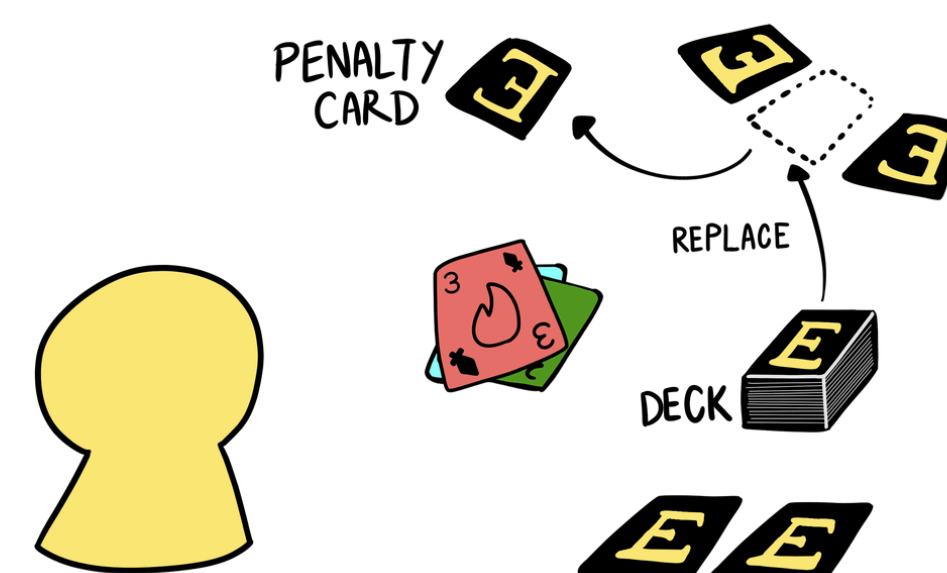


## BATTLE CARDS

**3/ATTACK** When played, declare an **attack** against any other player. If not countered, choose a card from their village and, without revealing it, send it directly to their **penalty cards**, and **replace it** with a card from the deck, face-down (they may look at it).



**Example.** The player plays a 3 of fire and declares an attack against another player. They don't counter, so the card is added to their penalty cards, and they take a new card from the deck.



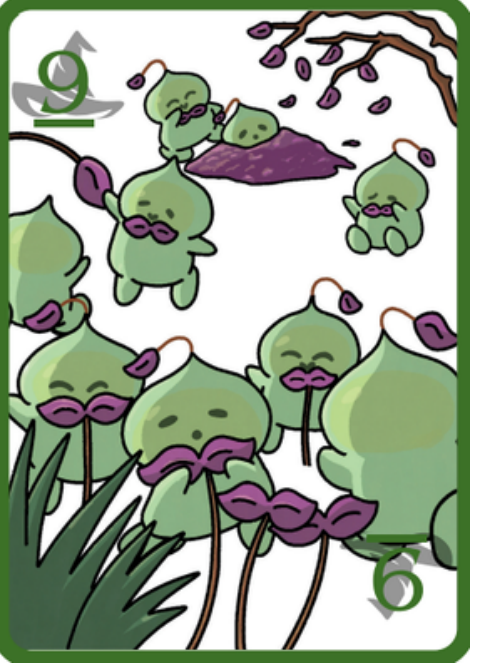
## BATTLE CONT.

**6/SHIELD** When attacked, you may reveal a 6 of any color from your village to block the attack.



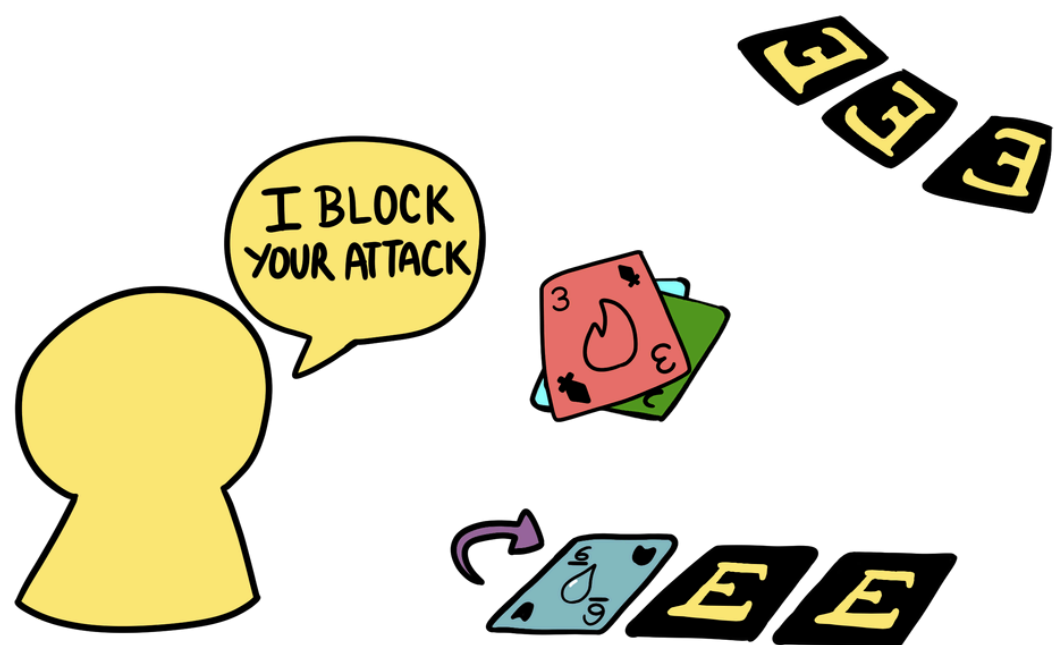
When you reveal a card, flip it face-up and keep it face-up in your village.

**9/MAGIC** When attacked, you may reveal a 9 of any color from your village to redirect the attack to any player!



They may also reveal a 6 or 9 in response.

**Important Note:** Already revealed 6s and 9s CANNOT be used to block or redirect attacks. Revealed cards can still be played normally.



**Example.** The player flips over and reveals a 6 of water to block the attack declared against them.

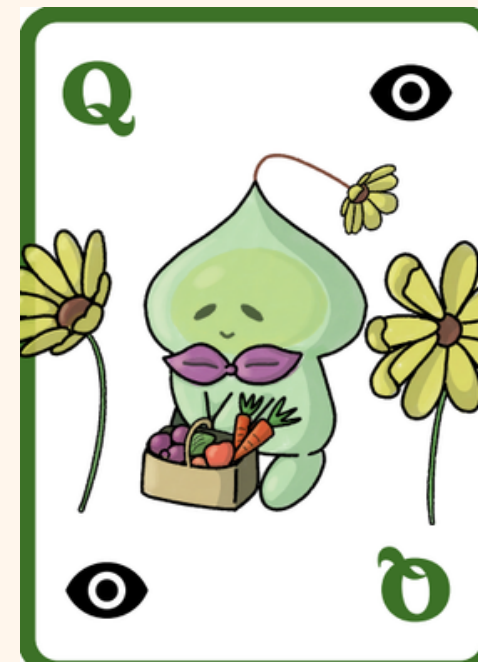
## SPECIAL CARDS

The face cards, **Jack, Queen, and King**, have special effects that trigger when played.

**JACK** Attack any player. This attack CANNOT be blocked.



**QUEEN** Reveal 2 cards total from any combination of villages. For example, you may reveal 1 card from your village and 1 from another, or 2 cards from one village.



Remember, revealed cards remain face-up.

**KING** Make a decree that determines the element of the next card played. ex. "The next played card must be fire!" The next card must be of that element, but any value.



## ROUND END

A round ends immediately when either one player plays the last card in their village OR all players consecutively fail to play a card (this includes checking and swapping).

Add remaining cards from your village to your penalty cards, and shuffle the rest of the cards into the deck. Deal 5 cards to each player and reveal a new starting card. The player to the left of whoever ended the previous round takes the first turn.

**Important Note:** Do not resolve effects of the last card played.

## GAME END

2-4 players - 5 rounds  
5-6 players - 3 rounds

At the end of the last round, all players will sum up their penalty points. The player with the least penalty points wins the game!

In the event of a tie, the player with the least number of penalty cards wins.

## DIFFICULTY

**Easy:** remove Jack, Queen, King

**Hardmode:** Revealed cards have no effects. Similar to a revealed 6 or 9, a revealed 3 or King would have no effect when played.

## CREDITS



Elemente

Designed by Krishna Patel  
Art by Krishna Patel  
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Manufactured by Winco Games  
in China

Special thanks to everyone who helped playtest and support this project, especially Ester.

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