



GAME RULES

Ages 7 & up, 2 players, 15 min.

GAME DESCRIPTION: Elementos is a light weight fun flowing strategy game, with a surprising **twist**... Outwit your opponent, set traps and plan ahead, advance your wand across Elementos' land...

GAME CONTAINING:

One wood box (playing board), 18 double sided round wooden game pieces, 2 sticks (wands) and game rules.

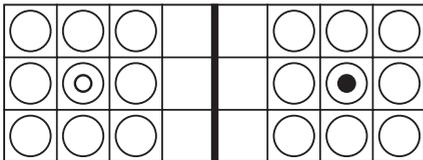
GAME OBJECTIVE:

Be the first player to advance your wand to the other side of the board (one of the last three squares). Player who manages to do so first is the winner of the game.

OPENING:

Each player places their 9 game pieces in the 9 squares close to them. Any symbol order is fine. Best setting is to have three of each symbol facing upwards.

Place your wand in the hole of the middle game piece (the one on the logo), as such:



**FIRE TAKES WOOD,
WOOD TAKES WATER,
AND WATER TAKES FIRE.**

When taking one game piece with another the taken game piece is removed from the board and the superior game piece takes its position on the board.

GAME PLAY:

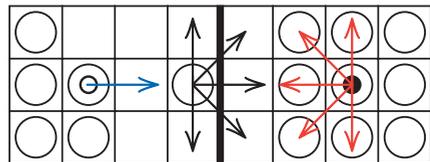
Elementos is a turn based game.

Decide on who goes first.

Each player, in their turn, can do one of the following actions:

1. Move a game piece.
You can move one square in any direction (vertical, diagonal). Except backwards.
2. Flip a game piece (change symbol).
3. Move your wand in one of two options:
 - A. You can move the wand to any of your game pieces in any neighboring square except backwards (same as any game piece movement).
 - B. You can advance with the game piece carrying the wand straight forward only.

- Game piece moving options.
- Wand movement options to another game piece.
- Game piece carrying the wand can move forward only.



The game piece carrying the wand is defined as "Home", meaning it can not take or be taken by rival game pieces (it is protected).

In a situation when both players keep turning two opposing game pieces without resolution, they reached an equilibrium, turning has to stop and players have to take different action.

Each player is allowed to view the other side of their own game pieces during the game.

For a more challenging game, players may decide to cancel the peek privilege making a good memory an important element of the game.

ENJOY!