
ELEMENT
CORNERSTONE COLLECTION
BOARDGAME CORNER
MIKE RICHIE & GRANT WILSON
RATHER DASHING
Well Played!


ELEMENT

Goal
Remove all movement options for your opponent's Sage. This is done by strategic placement of Element Stones and using the unique properties of each Element to encircle your opponent and claim victory.

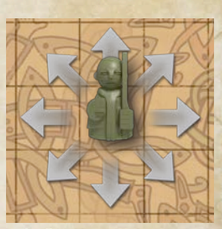
Setup
Each player selects a Sage. Place those Sages in the start spaces (Page 3). Place the bag of Element Stones within reach of all players. Determine who goes first.



A Sage

Drawing Element Stones and Moving Spaces
There are four different colors of Element Stones. Each color represents one of the four basic Elements: Fire, Water, Earth, and Wind. At the beginning of your turn, you may draw up to four Element Stones from the bag. All stones drawn must be placed on your turn.

Once per turn, your Sage can move to an adjacent unoccupied space in any direction.



A Sage can move one unoccupied space in any direction for each move they have on a turn.

You may elect to draw fewer than 4 Element Stones at the beginning of your turn to increase your Sage's movement. If you draw 3 Stones, your Sage can move 2 spaces. Drawing 2 Stones means your Sage can move 3 spaces. Drawing 1 Stone increases your Sage's movement to 4 spaces. And deciding to draw no Stones allows you to move your Sage 5 spaces.

You do not have to move your Sage any of the allowed spaces. However, unused moves do not carry over to your next turn. You cannot decide to draw Stones for unused movement, nor exchange Stones you've already drawn for extra moves.



Fire Stone *Water Stone* *Wind Stone* *Earth Stone*

Fire, Water, and Earth Stones, as well as other Sages, block movement. Wind Stones do not block movement by themselves and may be used to immediately jump to another space (Pages 10-11).

Element Stones and the Rule of Replacement
Element Stones have unique powers that affect gameplay (Pages 4 through 11). Additionally, each Element can be replaced by another.

Called the Rule of Replacement, you may remove a single Element Stone from the board and replace it with one of the Stones you drew at the beginning of your turn, so long as you have an appropriate Stone.
The Rule of Replacement works like this:

Fire replaces Wind, Water replaces Fire, Earth replaces Water, and Wind replaces Earth.



Rule of Replacement

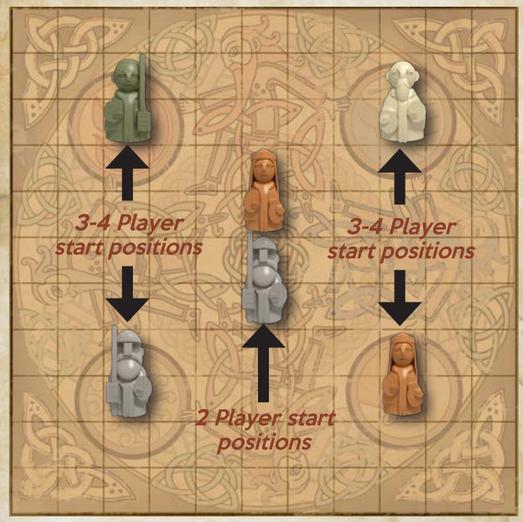
There is no limit to how many times an Element Stone on a space may be replaced, provided the player has sufficient Stones and they are replaced in the proper order. For example, if you had one of each variety of Element Stone, you could replace a Fire Stone already in play with a Water Stone, then replace the Water Stone with an Earth Stone, followed by Air, then Fire. All replaced Stones are returned to the bag.

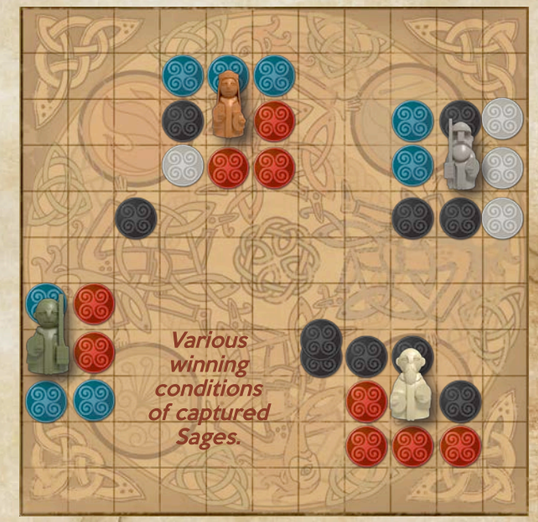
Actions on a turn
After drawing your Element Stones, you may place them on the board in any vacant space in any order you wish. You can move your Sage at any time. For instance, if you drew 3 Stones on your turn, you could move your Sage, place 2 stones, move your sage again, and then lay your final Stone.

Effects from playing an Element Stone are resolved BEFORE the next Stone is placed or a Sage is moved.

Winning
You win the game the MOMENT you surround the opposing player's Sage so it has no legal move. The opposing player does not draw Stones to try to free their Sage. You can trap a Sage against the edge of the board or use your Sage to block movement (see below). You cannot place Stones in a way that captures your Sage.

Three- and 4-player games
For a 3- or 4-player game, see setup below. Each player is attempting to capture the Sage of the player to their right. Turn order proceeds counterclockwise. You can only win if you capture the Sage of the player to your right. If you capture a Sage other than the one to your right, you forfeit victory to whoever was intended to capture that Sage. All other rules remain the same.





Fire

Growing ~ Vibrant ~ Extinguishable

Fire spreads the more it is fed.

When you place a Fire Stone next to one or more Fire Stones already on the board, draw a free Fire Stone from the bag and place it on the opposite side of the Fire Stone already in play. This creates a Fire Line.

If a Water or Earth Stone or a Sage occupies the opposite space, do not place a free Fire Stone. If there is a Wind Stone in that space, remove it and place a free Fire Stone in its place because of the Rule of Replacement.

Free Fire Stones are only placed orthogonally (never diagonally). Free Fire Stones do not generate additional free Fire Stones.







A A Fire Stone (1) can replace a Wind Stone (2) or a Whirlwind (Page 11).

B When a Fire Stone is placed next to an adjacent Fire Stone (1), draw a Fire Stone and place it opposite the Stone you just played.

C If the Fire Stone is placed adjacent to multiple Fire Stones (1), a free Fire Stone is placed opposite of each of those Fire Stones in play (2).

D A linear demonstration of Example C.

E You can place a Fire Stone adjacent to an existing Fire Line (1) and still generate a free Fire Stone (2). Note that free Fire Stones do not generate additional free Fire Stones.

Remember: You cannot replace Water or Earth Stones with a Fire Stone. Sages and the edge of the board block the placement of free Fire Stones.



Placed Fire Stone *Free Fire Stone*

WATER

flowing ~ bending ~ displaceable

Water Stones can form Rivers and move.

You form a River by placing a Water Stone next to a Water Stone or a straight line of Water Stones already on the board. A River must move orthogonally a number of spaces equal to the number of Water Stones in the River. A River must move every time a Water Stone is added.

The River may turn at right angles in its movement. If a River cannot move its full number of spaces, then the move is illegal and cannot be made.

Wind, Water, and Earth Stones, Sages, and the edge of the board block a moving River, and it must change direction.

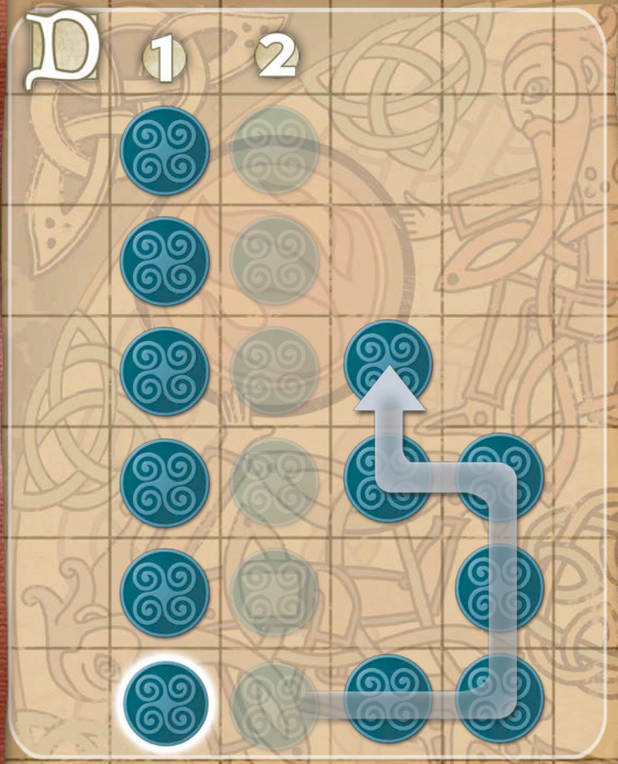
Water can pass through spaces containing Fire Stones. This removes the Fire Stones from the board due to the Rule of Replacement.













A A Water Stone (1) can replace a Fire Stone (2).

B When a Water Stone is placed next to a Water Stone (1), they become a River and must now move as many spaces as the size of the River (2). In this case, it moves 2 spaces. The Water Stone that is placed is called the Headwater and movement must begin from that spot.

C A similar situation as Example B, except because there are 3 Water Stones in the River (1), it moves 3 spaces. It also illustrates that you can change direction as you move the River (2).

D A third example of moving a River. Once the Headwater is placed (1), the River is 6 Water Stones long and must move 6 spaces (2). Again, the ability to change direction is illustrated.

E If a Water Stone is placed in a position such as this (1), you must choose which line of Water Stones to move, the 2 horizontal Stones (2a) or the 2 vertical Stones (2b). The lower left Stone in this example does NOT become part of the River. This also applies when a Water Stone is placed between 2 other Water Stones.



Placed Water Stone



Direction of River

Earth

timeless ~ steadfast ~ erodible

Earth Stones do not have any movement options on the board. If a second Earth Stone is placed on top of one already in play, it becomes a Mountain and is immune to the Rule of Replacement for the remainder of the game.

This means a Mountain cannot be replaced by Wind Stones.

Any Earth Stones connected orthogonally OR diagonally to a Mountain become a Range and are similarly immune for the remainder of the game.

Any Earth Stone later placed that connects to a Mountain or Range becomes part of the Range.

Additionally, a Range can block a Sage's diagonal movement—the only Element to be able to do so.







A An Earth Stone (1) can replace a Water Stone (2).

B We see that a Sage is not blocked in its diagonal movement (1) until a second Earth Stone is placed on top of another Earth Stone (2), making all connected Earth Stones a Range. Earth Stones in a Range cannot be replaced by Wind Stones for the duration of the game. A Range blocks diagonal movement (3).

C Wind Stones can still be used to jump a Range, but only on the side of the Range where the Wind Stone is placed (Pages 10-11).

D Connecting a Range (1) to other Earth Stones instantly turns all connected Earth Stones into a Range (2).

E It is possible to surround and capture a Sage with 4 Earth Stones rather than the usual 8 Stones if the Earth Stones are functioning as a Range, which blocks diagonal movement.



WIND

FORMLESS ~ AGILE ~ CONSUMABLE

Wind is the only Element a Sage can use to jump.

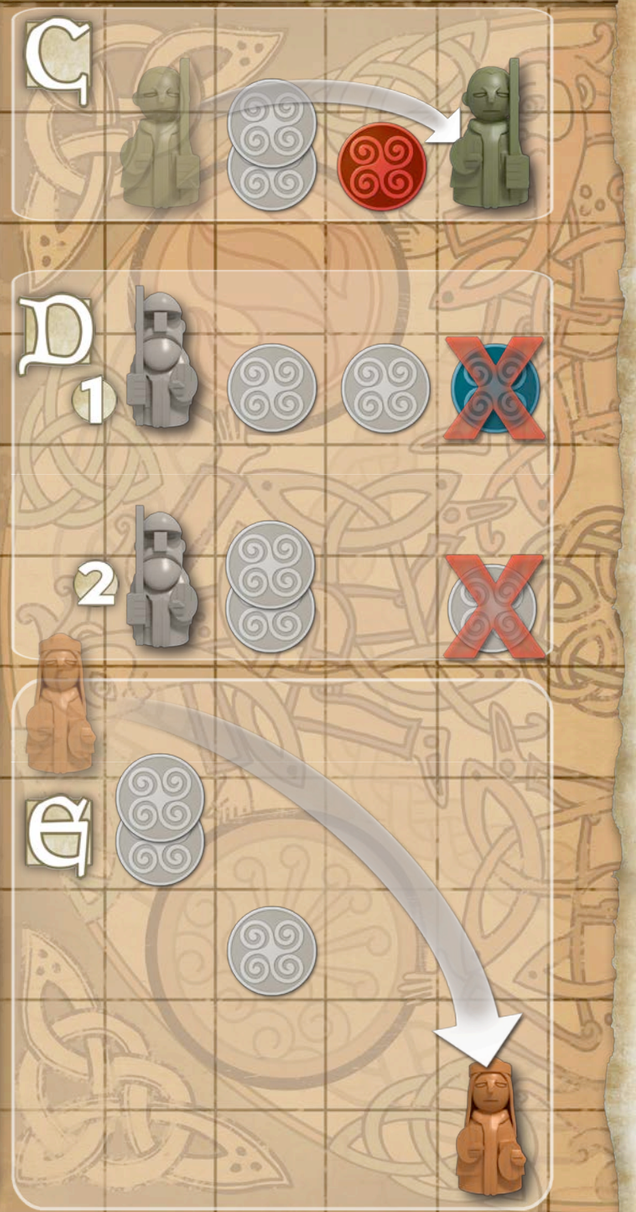
Wind Stones do not trap a Sage unless the space opposite the Wind Stone is occupied by an Element Stone, an opposing Sage, or the edge of the board.

Jumping Wind Stones is a FREE ACTION and does not count as movement. A Sage may jump orthogonally and diagonally. A Sage may jump multiple times but may not jump over the same Wind Stone more than once during a turn.

Wind Stones may be stacked (up to 4 high) to create a Whirlwind. Whirlwinds allow a Sage to jump a number of spaces equal to the number of Wind Stones in the stack and any part of a line that the stack may be part of. A Sage must jump the total amount of this stack or line of Wind.







A A Wind Stone (1) can replace an Earth Stone (2).

B These are examples of how a Sage may jump Wind Stones. A Sage jumping a single Wind Stone (1). A Sage jumping 2 Wind Stones (2). A Sage jumping a Wind Stone and then jumping a second Wind Stone (3). A Sage jumping 3 single Wind Stones (4).

C A Sage jumping a Whirlwind. The Whirlwind is 2-Stones tall, so the Sage jumps 2 spaces. Other Element Stones and Sages may be jumped in this manner.

D If the exit point of a jump is blocked by any Element Stone (1), even a Wind Stone (2), another Sage, or the edge of the board, the jump is not permitted.

E An example of a Whirlwind combined with another Wind Stone.



Placed Wind Stone



Sage Jumping



Whirlwind



Sage cannot jump here



Game by Mike Richie
Art by Grant Wilson

A special thanks to all who have playtested over the years and helped make Element what it is today.

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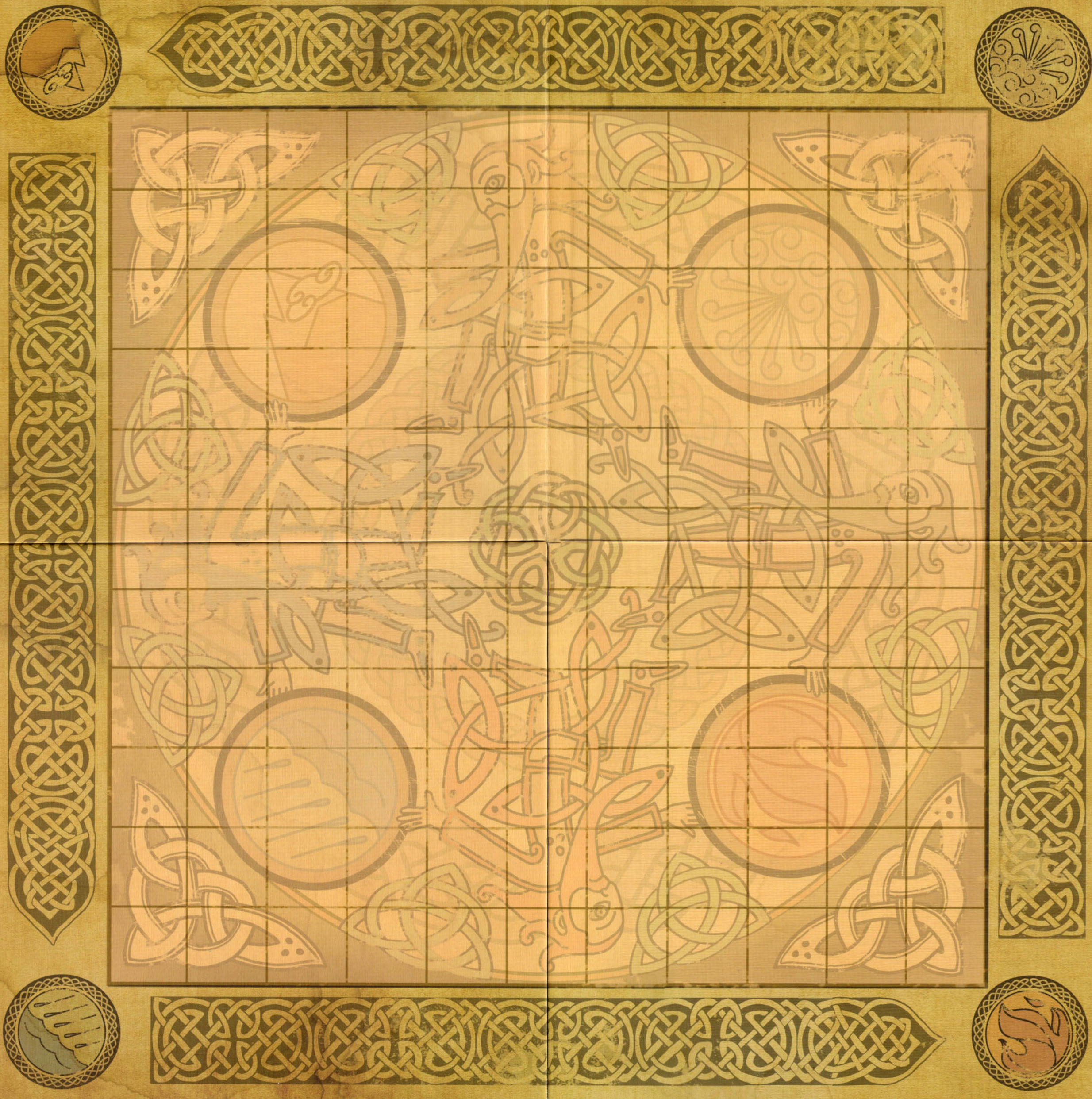



Sages

(Sages are not element specific)

Air Earth Water Fire

Elements



Fire ~ Water ~ Earth ~ Wind

These four Elements have driven mankind's mythology, philosophy, and science for thousands of years. Now, master these primal forces in this easy to learn, but deeply strategic game.

Draw and place your Element Stones to encircle opposing Sages. Each Element has unique properties players use to block an opponent's movement.

Feed walls of flame, move raging rivers, raise impenetrable mountain ranges, and even bend wind to your command. Transform one Element into another with the Rule of Replacement or sacrifice Stones to help your Sage avoid capture.

Understanding the subtle and diverse yet powerful nature of the four Elements is key to surrounding your opponent and claiming victory!

Included

Game Board
4 Unique Sages
120 Element Stones
Embroidered Bag
Rules



14+ | 30 min | 2-4

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