

How to Play



In **Throne of Elements**, you play the role of one of the four great elementals, competing for control over a small patch of land.

The game can be played by **2 to 4** elemental lords, but is best played by **3 and 4**.

A complete set of the game consists of **4 elemental marker cards** and **40** playable cards which are divided into **32 region cards** and **8 action cards**.

Starting the Game

Before starting the game, **shuffle** and **distribute** the **elemental marker cards**. These elemental markers have a different card back and have only one large elemental symbol like the cards on the right.

Each player may only have one elemental marker and only he/she may see what elemental that player is getting.



Shuffle the rest of the deck into a pile and draw **four cards face down** from the top of the deck to be made into a **blank 2x2 starting region** as shown on the left.

Any playable card can be placed as the starting region and these cards must not be seen by any of the player.

After the initial region is set, each player draws **3 cards** and **keeps it in their hand**. Ideally, these cards may only be seen by that player. After each player has drawn 3 cards into their hands, all players will decide who will be the first player, or the youngest player will start first.

The next player will be the one to the left, in a **clockwise order**.

Turn Order

A player starts the turn by **drawing a card from the pile**. Now that the player has 4 cards in his/her hand, that player may choose 1 card and play it. If there is no card left to draw, the player continues the turn without drawing any cards.

If the player plays a region card, that player may place the card on top of the board in any way possible as long as it is still inside the 2 by 2 square area. The card may be placed in **any direction** and may be placed on **top of multiple cards**.

If the player plays an action card, the **card's effect** takes place and the card is **removed** from the play. Effects of the action cards will be explained later.

After playing a card, that player's turn ends and the next player's turn begins.

Example of possible ways to place a region card (newly placed card is highlighted):

Rotated



Merging



Rotated + Merging



Types of Action Cards



Slide

A player may move a region card from the board to any position as long as the player does not rotate the card in any way. You can only move a region card that is not blocked by any other region cards above it.



Free Move

A player may move a region card from the board to any position and may rotate the card to any direction. You can only apply this action to any region card that is not blocked by any other region cards above it.



Remove

A player may remove a region card from the board out of the game. You can only remove a region card that is not blocked by any other region cards above it.

Winning Condition

At any time when there are 10 or more of the same element on the board, that element wins and the game ends. When there are only 2 players in the game, the winning requirements is increased to 12 element regions.



The game may continue until there are no more cards to draw and all players have exhausted their hand. By that time, if none of the players have succeeded in dominating the region board, then the player with the highest number of elements present in the board will win the game.

In the example to the left, the **water element** won the game by having 6 element regions on the board. The game may end in a tie if two or more elements controlled the same amount of regions. It is also possible that an element not controlled by any player wins the game.