

ElementaliS

For as long as anyone can remember, the Elementarists and the Purists worked their elemental magic. These elemental mages understood the wonderful balance of the world and how important it was to maintain it. Then the Harmonists came with their unorthodox methods of elemental magic. The natural balance shifted, and the three elemental sects were thrown into a war to obliterate each other and bring balance back to the world.

Take control of the elements as a member of one of the competing elemental sects. Reap Mana from the Flux and cast elemental spells to further your progress or hinder your foes. The war has begun...for which side will you cast the dice?

ElementaliS is a dice game for 2-4 players, ages 8+. Players struggle for control of the elements using powerful, elemental magic.

How to Win:

Prove your elemental mastery by gaining the most Mana by the end of the 6th round.

Components:

From the original game:

Five Dice. One is a yellow die known as the “Sun” die.

4 Major Arcana Element Cards

8 Minor Arcana Element Cards

1 Round Marker (standard 6 sided die)

80 Mana Counters

(20 of each color: Red, Blue, Green, White)

The Elemental Cycle:

Earth blocks **Air**

Air evaporates **Water**

Water extinguishes **Fire**

Fire scorches **Earth**

Glossary:

The Flux – The constant and chaotic flow of Mana.

The Channel – A staging ground between the Flux and an Elemental Mage's Mana Pool.

Mana Pool – An Elemental Mage's personal store of Mana.

Starting the Game:

To start, each player must decide what type of Mage they'd like to play. Each player does not need to play the same type of Mage. The type of Mage you play is dictated by your Major and Minor Arcana.

The types of Mages are as follows:

Elementalists use a Major Arcana and a supportive Minor Arcana. They use Ether to boost the power of their chosen elements.

Harmonists use a Major Arcana and a non-supportive Minor Arcana. They use Ether to bind the elements together. Harmonists potentially earn more Mana, but their magic is less potent and all spells cost an extra Mana point to cast.

Purists use a matching Major and Minor Arcana. Like Elementalists, they use Ether to boost their elements. Purist's Mana is extremely potent. Second and Third level spells cost 1 less Mana to cast.

Elementalists	Harmonists	Purists
Earth / Water Water / Earth Air / Fire Fire / Air	Any combination not used by either Elementalists or Purists	Earth / Earth Air / Air Water / Water Fire / Fire

Players take turns choosing Arcana in a clockwise fashion, with the youngest player choosing first. Each player goes around the table and chooses a Major Arcana first and then goes around again choosing a Minor Arcana.

The youngest player now takes the Round Marker, sets it to 1, and places the die in front of him or her. All other players choose two Mana of their choice to place in their Mana Pool.

Structure of a Turn:

1. Power Roll
 - a. Spell Casting Phase
2. Chance Rolls
 - b. Spell Casting Phase
3. Cosmic Roll
 - c. Spell Casting Phase
4. End of Turn

Rolls:

There are three different types of rolls a player may take on his or her turn, each building off the one before it. If certain criteria are met, a player may be eligible to make further rolls. Elemental Opposition may also occur with more unfortunate rolls.

The Power Roll is a roll all players must take.

The Chance Roll is optional and may be taken if conditions of the Power Roll are right.

The Cosmic Roll is optional and may be taken if conditions of the Chance Roll are right.

1. The Power Roll:

The Power Roll is the standard roll that all players must take. The scoring discussed here gives the basics on how each type of Mage scores rolls.

The active player rolls all five dice. How they are interpreted depends on which type of Mage he or she is playing.

An **Elementalist** adds the number of element symbols that show his Major Arcana and add this type of Mana to the Channel. He now adds up the symbols showing their Minor Arcana and add this type of Mana to the Channel. Each Ether rolled may increase either element by 1. Now the player must reduce his Major element for each symbol he rolled showing a conflicting element. He must then do this for his Minor element. **If the Sun is rolled on the Sun die then all opposing elements are ignored.**

A **Purist** works similarly, however she ignores two elements (the supportive element and the element it trumps). Only one element reduces the amount of Mana earned (the element which conflicts with hers). Ether and Sun rolls work exactly like they do with Elementalists.

A **Harmonist** adds the number of element symbols that match his Major and Minor Arcana and adds these types of Mana to the Channel. He ignores Ether, the Sun, and other elements.

The results of the roll can be determined as follows:

If there is no Mana in the Channel Elemental Opposition occurs. See Element Opposition later in the rules.

If there is Mana in the Channel then the player may continue on to the Chance Roll. If the player chooses not to take the Chance Roll, then he places all the Mana from the Channel into his Mana Pool. The player's turn is now over and he passes the Round Marker to the left.

2. The Chance Roll:

The Chance Roll is a second opportunity to earn more Mana, but entails additional risks. It is handled in the exact same way as the Power Roll except that if the Sun is rolled (no matter which type of mage you are playing) then all the Mana in the Channel is returned to the Flux.

If the Sun is rolled then all the Mana from the Channel is returned to the Flux and the player's turn ends. The Round Marker is now handed to the player on the left.

If the Sun is not rolled and there is no Mana in the Channel then Elemental Opposition occurs. See Elemental Opposition later in the rules.

If there is Mana in the Channel then the player may continue on to the Cosmic Roll. If the player chooses not to take the Cosmic Roll then she places all the Mana from the Channel into her Mana Pool. The player's turn is now over and she passes the Round Marker to the left.

3. The Cosmic Roll:

The Cosmic Roll is a chaotic roll where the player only rolls the Sun die. The outcomes of this roll are as follows:

If the roll comes up as the active player's Major element then 3 Mana of this type are added to the Channel. The player's turn ends and all Mana from the Channel is added to the player's Mana Pool. The Round Marker passes to the player on the left.

If the roll comes up as another player's Major element then the active player moves 1 Mana from the Channel to that player's Mana Pool. The player's turn ends, adding all Mana from the Channel to their Mana Pool. The Round Marker passes to the player on the left.

If the roll comes up as no one's Major element then the active player's turn ends and they move all Mana from the Channel into their Mana Pool.

If the roll comes up as the Sun then all Mana in the Channel is returned to the flux. The turn ends and the Round Marker passes to the player on the left.

If the roll comes up Ether then a final roll must be made on the Sun die. If the die lands on an Element then 3 Mana of that type is moved from the Flux to that player's Mana Pool. If the die lands on Ether then all players trade their Minor Arcana card to the player on the left. If the die lands on Sun then all players trade their Major Arcana card to the left. The player's turn ends and all Mana is moved from the Channel to the player's Mana Pool. The Round Marker passes to the player on the left.

4. End of Turn / Round

At the end of a player's turn, all Mana from the Channel (if any) is moved from the Channel to the player's Mana Pool. The Round Marker moves to the player on the left. If all players have taken a turn then the Round Marker is advanced to the next round.

Flux Tapping:

If ever a player starts their turn with no Mana in his Mana Pool, he may declare a Flux Tap and move one Mana of his Major Arcana into his Mana Pool. If the player does not declare a Tap before their roll, then he loses this advantage.

Elemental Opposition:

When a Power or Chance roll ends in a "No Mana" situation, Elemental Opposition occurs. Leaving the dice as they were after the roll, the other players may choose to pick up any die showing their Major element. They have the choice to roll all, some, or none of these dice.

If the other players choose to roll, they do and proceed as follows:

- If the player rolls her own Major element then she make take as many Mana from the active player's Mana Pool as matching symbols on the dice. The active player chooses what Mana to give up.
- If the player rolls the active player's Major element, then she must pay as many Mana to the active player as matching symbols on the dice. The opposing player chooses which type of Mana to give.

If more than one player can roll Opposition, then they take turns going clockwise from the active player.

Once Elemental Opposition is over, the active player's turn ends.

Ending the Game:

After the last player has finished his turn during the 6th round, the game ends. The player with the most Mana is declared the winner. If there is a tie, then the player with the most Mana in a majority of one element wins.

Spell Casting:

Spell casting is one of the most important aspects of Elemental. During the game the players will have the opportunity to cast spells after a roll has been made. Spells are cast using Mana from players' Mana Pool to either better their own rolls, or hinder an opponent.

On the back of each Arcana card is a list of spells. Major Arcana have 3 spells listed while Minor Arcana only have 1.

The spells range in value from 1 to 3 Mana. When a player casts a spell, he returns the required amount of Mana to the Flux. The Mana must all be of the element of the spell being cast, and a spell cannot be cast with Mana from the Channel. For example: a second level Fire spell costs 2 Fire Mana to cast. Remember that Harmonists must pay 1 extra Mana to cast a spell.

Spells may be cast by any player after any roll, before scoring, though many have specific conditions on when their effects take place. The spell descriptions later in the rules will explain this explicitly.

Each instance of a spell may only be cast once per turn. If several players wish to cast a spell during a turn, then the active player casts first and casting continues clockwise around the table.

Players must declare they are going to cast a spell before a spell is actually cast. A player may not cast a spell if she has not made a declaration beforehand. A player does not have to say what spell she is going to cast until the spell casting takes place. After all declarations are made, players cast their spells in the order explained above. Note that players do not have to pay for a spell until it is cast. If you declare that you are going to cast a spell and then decide upon your casting turn to forfeit that declaration, you do not lose any Mana.

Many of the spells target a die. The only restriction is that the Sun die can never be targeted and cannot be affected by spells.

Appendix A: The Spells

Water:

1. *Mirror Pool:*
Duplicate a die. Treat the duplicate as if a new die were in play.
2. *Ether Leak:*
All players must pay 1 extra Mana this turn to cast spells.
3. *Counter Spell:*
This spell costs X, where X is the cost of a spell being cast on you. The spell being cast on you is now void.

Fire:

1. *Char:*
A die is scorched. Its result is ignored.
2. *Burn:*
Destroy a die. It will not be used for the rest of this turn.
Or Destroy an Earth Link.
3. *Incinerate:*
Up to 3 target Mana are returned to the flux. They can come from any combination of players.

Earth:

1. *Petrify:*
Target die is petrified. Its face is held for the rest of the turn.
2. *Tremor:*
Target die is changed to a symbol of your choice. It holds this face for the rest of the turn.
3. *Earth Link:*
Choose another player. You may score like you normally score from their rolls. This lasts until the link is destroyed or the end of the round.

Air:

1. *Breeze:*
Target die must be re-rolled.
2. *Gust:*
Re-roll all dice (Sun die excluded.)
3. *Tornado*
Up to 5 target Mana become colorless, and may not be used for normal spell casting.

Appendix B: Roll Examples

Example 1:



Elementalist

Major: Fire

Minor: Air

This roll would start out giving the player 2 Fire Mana and 2 Air Mana. The Fire would then be reduced by 1 due to the Water rolled and the Air would be reduced by 1 because of the Earth rolled. The player would then move 1 Fire Mana and 1 Air Mana to their Channel.

Purist

Major: Earth

Minor: Earth

This roll would start by giving the player 1 Earth Mana. This would decrease by 2 because of the 2 Fire rolled. The player would score no Mana and possibly lose 1 Mana from the Channel if any where there.

Harmonist

Major: Fire

Minor: Water

This roll would score a Harmonist 2 Fire Mana and 1 Water Mana.

Example 2:



Elementalist

Major: Fire

Minor: Air

This roll would yield 1 Fire Mana and 2 Air Mana initially. The Water would cancel 1 Fire and the Earth would cancel 1 Air leaving the player with no Fire Mana and 1 Air Mana. The Ether lets the player add 1 to any die he/she chose, so the player could end up with 1 Fire and 1 Air or no Fire Mana and 2 Air Mana.

Purist

Major: Earth

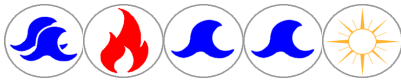
Minor: Earth

This roll would score the Earth Purist 2 Earth Mana since the Ether can add 1 to any die. This would then be reduced by the 1 Fire rolled to give the player 1 Earth Mana to put into the Channel.

Harmonist
Major: Fire
Minor: Water

This roll would score a Harmonist 2 Fire Mana and 1 Water Mana. The Ether has no effect on a Harmonist.

Example 3:



Elementalist
Major: Fire
Minor: Air

Normally this role would produce no Mana, and maybe even drain some from the Channel. The roll includes a Sun which negates all opposing elements, thus allowing for 1 Fire Mana to be placed in the Channel.

Purist
Major: Fire
Minor: Fire

Normally this role would produce no Mana, and maybe even drain some from the Channel. The roll includes a Sun which negates all opposing elements, thus allowing for 1 Fire Mana to be placed in the Channel.

Harmonist
Major: Fire
Minor: Water

This roll would produce 4 Water Mana and 1 Fire Mana. The Sun has no effect on a Harmonist.

Appendix C: Elemental Opposition Example

Player A
Harmonist
Major: Fire
Minor: Water

Player B
Purist
Major: Earth
Minor: Earth

Player C
Elementalist
Major: Air
Minor: Fire

Player D
Purist
Major: Water
Minor: Water

Player A Rolls:



This roll score no Mana for Player A and their Channel is currently empty. Elemental Opposition occurs.

Player B takes both dice showing the Earth symbol. Player C takes the die showing the Air symbol.

Player B rolls:



Player B would take 1 Mana from Player A, but also rolled Player A's Major element. No Mana is exchanged since it would balance out.

Player C rolls:



Player A has to give up one Mana of his/her choice to Player C.