

Elemento

Elementary logic training for 2-4 methodical players.

Fire, water, earth, air - each element can appear once in each row and once in each of the four coloured squares.

The player who places the deciding fourth element wins the points.

You can be sure that observant opponents will try to put hurdles in your way which can only be overcome with logical planning and skill.

Players:	2 to 4 players
Content:	1 game board, 8 dark element pieces, 8 light element pieces, 9 glass stones (winner's points), 2 colour dice, 1 cotton bag, large print instructions
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Aim of the game

The aim of the game is to lay the deciding fourth element in order to win points (glass stones). The first player to collect 5 (3) points is the winner.

Should a player, in a game with 2 players, succeed in placing all of their elements on the board, they win the whole game immediately.

Rules for 2 players

Preparation

Each player receives **8 element stones in one colour** and lays them face-side up on the table in front of them. The glass stones should be placed in readiness next to the board.

Course of the game

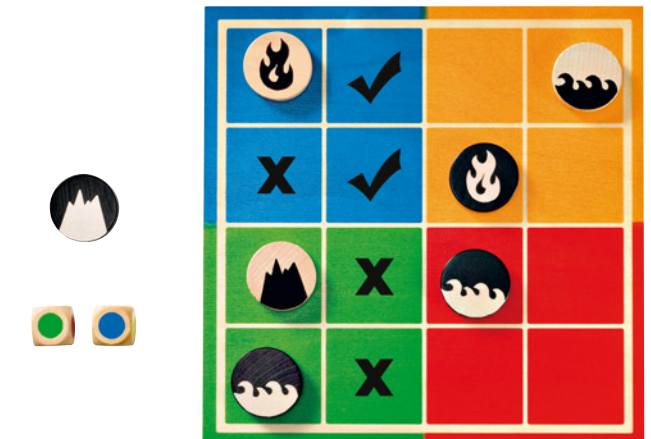
The player with the light coloured elements begins by throwing both dice. They then place one of their element pieces on one of the colours indicated by the dice. In the process they must abide by the following rules:

- An element piece may only be placed on an empty square.
- An element piece may only be placed on a square of one of the colours shown on the colour dice.
- Only one of each element may appear in each row (vertical and horizontal).
- Only one of each element may appear in each of the big, four coloured squares.

After the placement of an element piece, the next player can take their turn.

Example

The element 'earth' may only be placed on one of the free blue squares. The row on the left cannot be completed because there is already an 'earth' piece there.



The free squares in the green area are also blocked by the previously placed 'earth' piece.

Special play situations

Should it **not be possible** for the player to **place** their element according to the above mentioned rules, they may move one of **their own element pieces** one square either horizontally or vertically. The colour dice show **from which** colour area the piece may be moved.

Otherwise, the same rules apply as by placement:

- An element piece may only be moved to an adjoining empty square.
- An element piece cannot be moved diagonally.
- An element piece may only be moved **from** a square of the colour shown on the colour dice. However, the area they want to move **to** may have a different colour.
- Each element may only appear once in a row (vertical and horizontal).
- Only one of each element may appear in each of the big, four coloured squares.
- If an element is moved, it may not move any others with it.

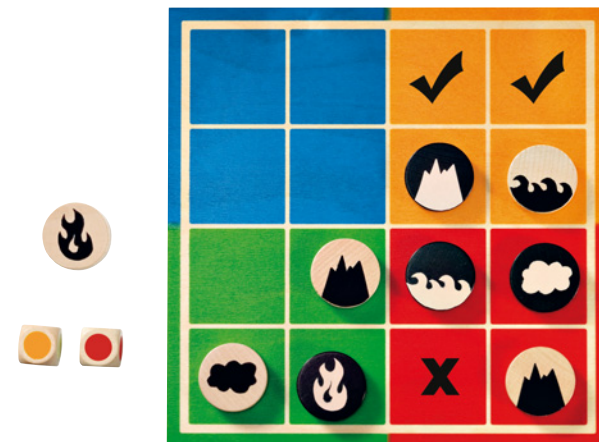
The movement of an element **takes the place of** the placement of an element. If a player is unable to place or to move an element then they must miss a turn and the next player takes their turn.

Collecting winner's points

A player receives a winner's stone as soon as they place or move the fourth element to complete a horizontal or vertical row. It is possible, with a little bit of luck and a lot of planning, to complete more than one row with one move. The players receive one glass stone for **each row** they complete.

Example

The player with the light element pieces can win a point with the row on the far right. However, it is not possible to win a point with the bottom row because the missing element 'water' may be not placed.



The player can then decide whether to remove all their own **or** all of their opponents elements from the completed row. These elements are then returned to the player who may continue the game with them.

Should a completed row only consist of the player's own pieces, they may decide to leave them all on the board or to remove them all. The next player can now take their turn.

Tip: It is also possible to win the game by being the first to place all their pieces on the board.

End of the game

The first player to win **5 winner's stones**, **or** the first player to be able to place all their element pieces is the winner.

Rules for 3-4 players

This variation is played the same way as the 2 person game. Please note the following exceptions:

Preparation

All element pieces are placed next to the game board with the face-side up, and the winner's stones should be placed in readiness next to the board.

The **colour** of the element pieces **does not matter** in this variation.

Course of the game

The tallest player starts by throwing both colour dice. They then **choose** an element and place it on the game board in accordance with the rules for a 2 person game.

If they are unable to lay an element, they are allowed to **move** any element **of their choice** on the board, as long as it is on one of the colours shown on the dice. Again, they should abide by the rules for a 2 person game.

If a player is unable to place an element or to move an element then they must miss a turn and the next player takes their turn. The game is played in a clockwise direction.

Collecting winner's points

A player receives a glass stone as soon as they place or move the fourth element to complete a horizontal or vertical row. All the light or all the dark element pieces are then removed from this row and placed beside the board again. In the case of all element pieces in the row being one colour, they are **all** removed from the board. The next player then takes their turn.

End of the game

The first player to collect **3 winner's points** is the winner.

Variation

For a game requiring even more tactical ability, we recommend the following variation:

The dice are not thrown again after the first move. Instead, at the end of a turn, the player turns the dice which shows the colour of the square where they have just placed their piece, to the second colour on that dice. The next player then continues with these colours.