

地 Earth
 水 Water
 火 Fire
 風 Wind
 空 Emptiness

The Elemental Cooperative Trick-Making Game

Can you see patterns in the **chaos**?

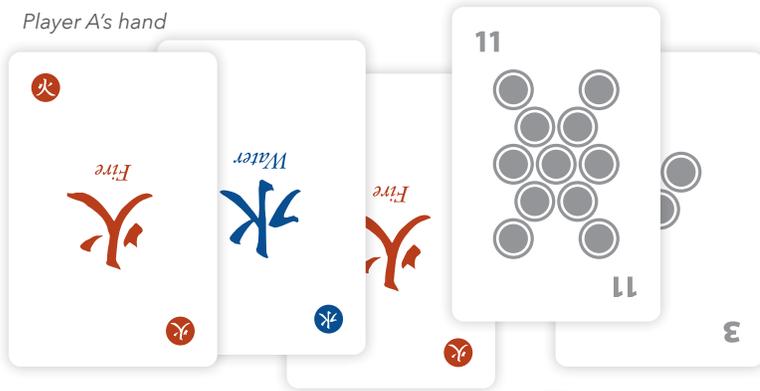
The elements of nature—earth, water, fire, wind, and emptiness—are in chaos. Work together to bring these elements into order. As order is returned, new challenges are presented. Fortunately, the elements hide special powers to help you in your mission.

Game Contents • One deck of 62 element cards with 5 suits
 • 25 element tokens with 5 tokens per suit

Players: 2-7 | Ages: 10+ | 20 minutes

Cards are dealt in a combination of suit- and value-side face up.

Player A's hand



1. Deal the element cards

Element cards have the suit on one side and the value on the other, presenting half the information on the card to the group.

The game is played over five rounds starting with hands of four cards. Each subsequent round has one more card than the previous, ending in hands of eight cards.

2. Bid on element tricks

Communication is limited; players use the element token to indicate or negotiate the tricks for the hand. The tricks the players select become the goal for that round. Players can also choose to hide token information to increase the challenge.

Special card abilities can be activated at this time to gain more information or new cards.

3. Play the hand

Players play their hands to make the tricks they predict. Understanding what tricks to win or lose or when to change the player that leads the trick will test the group's skill.

If the players succeed in making those tricks, they move to the next round. If not, they replay the current round.

Players can discuss strategy, tactics, and game play between rounds to plan for a new hand.

Players place element tokens in front of their hands to indicate the suit of the trick they will win.



Player B's hand

The zero cards of each suit have special abilities players can activate to help increase information.