

Element Circle



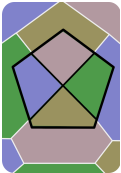




Age: 12+

Players: 2-6

Duration: 5-30
minutes per round
30-120 minutes per
game

Element Circle is a challenging tactical, magical card game with a medieval, playful fantasy theme. It requires deep planning to play well. It is very hard to master. The game is dynamical and fond players will notice no two games are the same. It is suited to play with two players (heads-up) or up to six players.

This box contains 104 poker-sized cards:

10 earth elements	10 water elements	10 fire elements	10 air Elements	64 spells
				

Overview.

In Element Circle each player is a wizard that attempts to take control over the element circle altar. The spells they cast are powered by the four communal elements in the circle altar and their two or three personal ("innate") elements. When a wizard can no longer cast spells, he loses the connection with the altar and has to cease his attempt to control it. The last wizard standing wins the round. The wizard that has won the most rounds wins the game. It is recommended to play the first round with the spells of the players revealed after reading the rules.

Basic Concepts.


Spells. Each player starts with a random hand of spells.




They are used to damage other players, or to get an advantage for oneself. Each spell requires you to use certain elements to be played and activated.



If you cannot cast a spell at the beginning of your turn you are eliminated. The spells are not automatically drawn. Only by using certain spells, a player can get new spells. Do not let the other players see the spells in your hand.

In the course of the game, the players tend to have less and less spells at hand. It is essential to economize ones spells, but also to hit hard with several spells at the right moment.

Elements. There are four types of elements: Earth ,

Water , Fire  and Air . Each player has up to 3 elements for himself ("innate elements") and there are up to 4 elements in the center of the table ("circle elements"), possibly multiple of one type. The circle elements are available for every player.

At the start, the circle elements are determined randomly and each player picks his innate elements.

Each element fills a "slot". Each element slot can hold one element or it can be empty. Each element can be used to pay for a spell once per turn only. An element can be "used" or "unused". Flip the card to change this. Only an "unused" element can pay for a spell and it is made "used" afterwards. At the start of each turn all elements are made "unused".

Some spells affect the elements on the table. It is crucial that you change the elements available in your favor.

Piles. The drawing pile of spells is called the "deck" and the pile of elements is called the "bank". Discarded spells go to a "discard pile" face up. Discarded elements go back to the bank.

If the deck is completely empty, the discard pile is shuffled and becomes the new deck. It is not allowed to browse the discard pile.



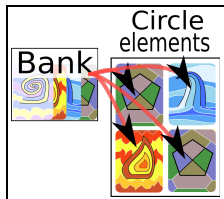
Zone. Each player has a personal “zone” on the table that consists of his innate elements and his permanents. The circle is a zone that only has elements.

Rounds. Element Circle is played in rounds. Each round is a short game where players get new spells and new elements are determined. A round ends when only one wizard is left standing.

Game Preparation.

Gather the spells and put them in one pile. This is the “deck”. Gather the elements and put them all in one pile. This is the “bank”. One player starts as the “dealer”.

Circle Elements. Four elements are chosen at random. To do this, shuffle the bank and put the first four elements in the middle of the table separated from each other, with the “unused” side up. These elements form the “circle”. **There can only be a maximum of 4 elements in the circle at any time in the game.** Each element fills a “slot”. Put the bank in the middle of the table afterwards.



The elements that are in the circle greatly influence the type of spells the players can cast. Earth spells are defensive, Water spells change elements, Fire is destructive and Air is motion. The spells that cost one of each element are mostly defensive and slow.

Deal Spells. The dealer shuffles the deck and gives each player spells. The player left of the dealer is the starting players and the dealer is the last player to take his first turn. The number of spells the players obtain is determined by when they get their first turn.

With 2 players 8 (for the starting player) – 8 (for the dealer).

With 3 players 8 – 8 – 9.

With 4 players 8 – 8 – 8 – 9.

With 5 players 8 – 8 – 8 – 8 – 9.

With 6 players 7 – 7 – 7 – 7 – 7 – 8. (Example picture)



Put the deck in the middle of the table with the backside up afterwards.

Tip! : You can play the game with other amounts of starting spells.

Draw New Hand. If you do not like the spells you are dealt, **you may draw a new hand once.** To do this, discard all spells from your hand and draw the same number of spells from the deck.

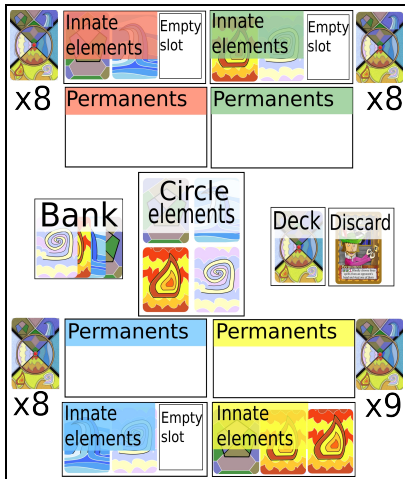
Pick Starting Elements. Now the players pick their own starting elements ("innate elements"), beginning with the player left of the dealer and continuing in clockwise direction.

Each player takes any 2 element cards of their choice from the bank and places them in front of him. **The dealer may pick 3 elements!** With five or more players, the player directly right of the dealer also picks 3 elements.

The elements start with the "unused" side up. **Every player may have at most 3 innate elements at any time in the game.** Players that start with 2 innate elements have one empty element slot that can be filled if they cast the right spell.





Drawing a new hand may be done until you have picked your own innate elements.

Table Layout. Here you see the layout of the table with four players. Each player has a personal zone with his innate elements and permanents. In the center of the table are the circle elements, the bank, the deck and the discard pile. Each player has 3 innate element slots and there are 4 element slots in the circle. The yellow player is the dealer and starts with 3 innate elements. The other players start with 2 innate elements.



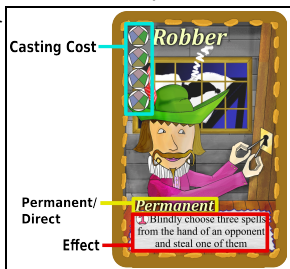
Taking Casting Turns.

The players keep taking turns in clockwise direction. The player left of the dealer gets the first turn. **Every turn, the player must start it by casting a spell from his hand.**

To cast a spell, you require the elements indicated in the top-left corner of the card (Earth , Water , Fire , Air ).

For example the Robber (picture) can be cast with four earth elements.

You may use the elements in the circle and your innate elements. Each element can be used once per turn only. Flip it so the “used” text is shown after usage. Five stars (★) (Wizard) indicates you must pay with five elements of the same type. A (Crest) indicates you may pay with an element of any type.



When you cannot cast a spell at the start of your turn, you are eliminated. Casting a spell at the start of your turn is called “**opening your turn**”

After you have payed the casting cost, you put the spell in front of you in your zone.

Direct

If the spell is a “**Direct**” you execute the spell immediately and then you discard the spell.

Permanent

If the spell is a “**Permanent**” you leave it in your zone after casting it. Executing the effect of a permanent is called “**activating**” and it is a separate action you can do with a permanent in your zone.

If a permanent has a one (1) it can be activated once per turn.

Rotate the card by a quarter turn to indicate it is used. Permanents with an infinity (∞) (King) can be activated multiple times per turn.

If there are element-symbols (🌿, 🌊, 🔥, 🌀) at the beginning of the effect, you must pay this activation cost every time you activate the permanent. Two squares (🔲) (King) indicates you must pay two elements and it does not matter what types they are. Most permanents can be activated for free.

The casting and activating of a permanent are separate actions. The activation cost has to be paid every time you activate the permanent, while the casting cost only has to be paid when you cast the spell from your hand.

Permanents with a clock (🕒) (Dynamite, Rainbow, Ghost, Joker) can be activated at the start of your turn, before you open it. **Otherwise, a permanent can only be activated after you have opened your turn.**

After you have opened your turn, you may cast any number of additional spells from your hand and activate already played permanents in any order, as long as there are enough elements available. You may cast and activate a permanent in the same turn. You do not have to activate a permanent in your turn.

You can end your turn at any moment after you have opened it. Then the turn goes to the next player in clockwise direction who has not been eliminated. All elements then become “unused”.

End of a Round.

Players keep taking turns until there is only one player left. That player has won the round, even if he cannot open his turn. When playing another round, the player left of the current dealer becomes the dealer for the next round. The first player that wins 3 rounds wins the game. Write down on paper how many rounds each player has won, or hand out a matchstick to the winner.

Effect Details.

Target Element. When targeting an element (slot) you may pick any slot unless stated otherwise.

Replace Element. When you put an element in a slot (by moving or from the bank) you may target a slot that is empty, or replace an element in a taken slot. Each slot can hold only one element, so the element that was in the slot previously goes to the bank.

Sequence. You can only use elements for your next action. You may not pre-pay for a later action. You may not do an action before you finish your last action.

Partial Effect. It is allowed to resign from carrying out the effect of a spell or carry out the effect of a spell partially. Negative effects (skip turn, discard spell, destroy own innate element) may not be skipped.

Lost Cards. When a player is eliminated, all his elements, permanents and spells in his hand are discarded and cannot be targeted.

Cooperation. Players are allowed to cooperate with each other and exchange information.

Basic Effects.

Blindly choose a spell of an opponent (🎲Theft, Golem, Robber, 🌋Pulverize, Devil, Phoenix). To choose spells blindly from an opponent he must hold up his spells with the backsides facing you. You may pick spells from his hand, look at them and do the effect (Steal or Destroy). Then give back the remaining spells. You may only target one opponent. If the opponent has less spells than what is to be chosen, you get to choose from his entire hand.

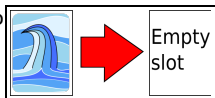
Destroy spell (🌋Pulverize, Devil, Phoenix). Put the chosen spell on the discard pile face up.

Steal spell (🎲Theft, Golem, Robber). Take the spell chosen from the opponent in your hand. He may know what spell you have stolen.

Draw spell (🌳Tree, Forest, 🌊Forest, 🌋Pulverize, 🎲Crest, King). Take the top spell of the deck in your hand.

Discard spell (🌳Tree, Forest, 🌊Trade, Whale, 🎲Airship). Put the spell on the discard pile face up.

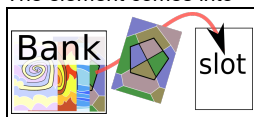
Destroy element (🌋Fireball, Lava, Volcano, Minotaur, 🎲Airship). Put an element from a slot in the bank. The slot of the element is empty after destroying it. With the Volcano you may also destroy just one element.



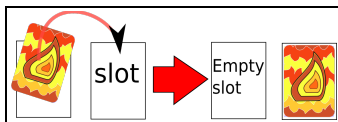
Skip your turn (🕯️Candle, 🌈Rainbow). This means that the next player immediately gets his turn.

Target permanent (🏔️Avalanche, 🏔️Mountain, 🌈Rainbow, 👻Ghost, 🛡️Knight). When a permanent is mentioned in an effect it means a permanent that is cast and on the table. A destroyed permanent is put on the discard pile face up.

Put element from the bank in a slot (🌊Geyser, 🌊Waterfall, 🔄Trade, 🏴Pirate, 🌊Lake, 🌀Vortex, 🐉Dragon, 🏰Crest, 👑King). Take an element from the bank and put it in a slot. You may pick any element you choose (Exception: Dragon). The element may fill an empty slot, or it may replace an element in a taken slot. By default, the element comes into play “unused” and can be used in your current turn. The element comes into play “used” if the spell states so. With the Pirate and Vortex you may also put just one element in the circle.



Move element (⚡️Lightning, ☁️Cloud, 🌀Tornado, 🏰Cloud Castle). Take an element from a slot and put it in another slot. The element can be moved to an empty slot, or it can replace an element in a taken slot. The slot the element came from is empty after moving it. The element stays as it was (“used” or “unused”). So when you move an element of an opponent to a zone where you can use it (circle or your own zone), you may use it in your current turn.



Cast a spell for free (🐳Whale, ⚡️Wizard). Cast the spell without paying the casting cost. If there are activation cost (King), you still need to pay them. Note that you still need to open your turn with casting a spell from your hand. With the Wizard you are obliged to cast a spell, even if it is not beneficial to you.

Limits

Sometimes the number of permanents and the number of spells in your hand can get quite high. Because of this you may choose to play with a maximum to the number of permanents and spells. At the end of each turn the player must discard permanents or spells until he has no more than the maximum. You could for instance play with a maximum of 8 permanents and 12 spells. This rule is optional and you may choose the amounts yourself.

Alternatives

You can play with a different amount of elements in the circle and in the zones of players or with a different amount of spells if you like.

