

how to play

Element, The Silver Expansion offers three new, tactically advanced ways to play Element, by introducing the additional elements of Lightning, Wood, and Metal.

Only ONE of these extra elements is ever used with the four basic elements at any given time. This expansion can be played with two, three, or four players with any of the three new elements.



setup

Place the 30 silver Element Stones in the large bag provided with the Element core game along with the four core Elements (Fire, Water, Earth & Wind) and mix the stones well.

Either decide which of the three new Elements you will be playing with or randomly draw one of the three Silver Edition Element cards to determine. Either way place the tile to the side of the Element board as reference.

Play Element as you normally would, all of the original rules apply. When silver stones are drawn, they represent the fifth element represented by the tile. Each of these additional elements provides a unique gaming experience with its own tactics and strategies.



LIGHTNING

violent, destructive, fleeting

Lightning stones can be placed on any space of the board except for spaces occupied by Sages. If Lightning is placed on a space with another Element stone(s), those stones are removed and returned to the Element bag. Lightning can replace anything, even Whirlwinds and Mountains.

When Mountains are removed, adjoining Earth stones are no longer considered a Mountain Range, provided they are not connected to another Mountain, and don't block on the diagonal or are immune to the Rule of Replacement.

Wind stones connected to a Lightning stone either orthogonally or diagonally become a Storm and cannot be jumped by Sages. This applies to multiple connected Wind stones where at least one is adjacent to a Lightning stone. If a Lightning stone is removed then the Storm created by that Lightning stone reverts to normal Wind stones.

Lightning stones can only be replaced when additional Lightning stones are placed on the board. Each time a player plays a Lightning Stone they have the option of removing any single other Lightning stone from anywhere on the board. As always, replaced stones are returned to the bag.

WOOD

LIVING, ABSORBING, FLAMMABLE



Wood stones can be placed on any EMPTY space on the board. Wood does not replace any other Element.

BLAZES: When Fire is PLACED or SPREADS according to the usual Fire rules, it may spread over Wood. Place a Fire stone on top of the Wood stone to mark this. A Fire stone on top of a Wood stone is called a Blaze. Blazes add to the amount that Fire spreads. Each time a Fire stone is placed on a line(s) with at least one existing Blaze, place two Fire stones wherever the line spreads instead of one. Multiple Blazes on a line do not garner more stones than one Blaze. A Blaze may be replaced by a single Water stone or by a river moving through that space. Replaced stones (the Wood and the Fire) are returned to the bag.

NEW GROWTH: Wood can also “absorb” Water Stones. This is done by moving a River into the space occupied by a Wood stone. Normal movement of Water applies, with the exception that as the River moves into the space occupied by Wood, those Water stones are removed and returned to the bag. For every Water stone removed this way you may play another Wood stone from the bag and place it on any unoccupied space. If more Water Stones are absorbed than there are Wood Stones to play, then the surplus water is simply discarded. Water can also be adjacent to Wood without being absorbed; absorption must come from a River’s movement.



METAL

ATTRACTS, REPELS, CORRODES

Whenever a Metal stone is placed it attracts or repels any other metal stones to it or away from it in any of the eight directions. You must choose if you are going to attract or repel each time you place a Metal stone. All other Element stones or Sages block this ability. Metal stones cannot jump over or move through other stones or Sages

SMELTING: Metal stones can be placed on any empty space on the board. Additional Metal stones can be acquired via Smelting. Smelting is done by placing a Fire stone on top of an Earth stone or vice versa. Those two stones are then returned to the bag and a Metal stone is put in their place. Earth Stones that are part of a Mountain Range may be smelted but not the two Earth stones that form the Mountain.

CORROSION: Metal Stones may be removed through Corrosion. This is done by placing a Wind stone on top of a Water stone or vice versa. These stones and a Metal stone of your choice are removed and returned to the bag. Whirlwinds may not be used for Corrosion.

LIGHTNING

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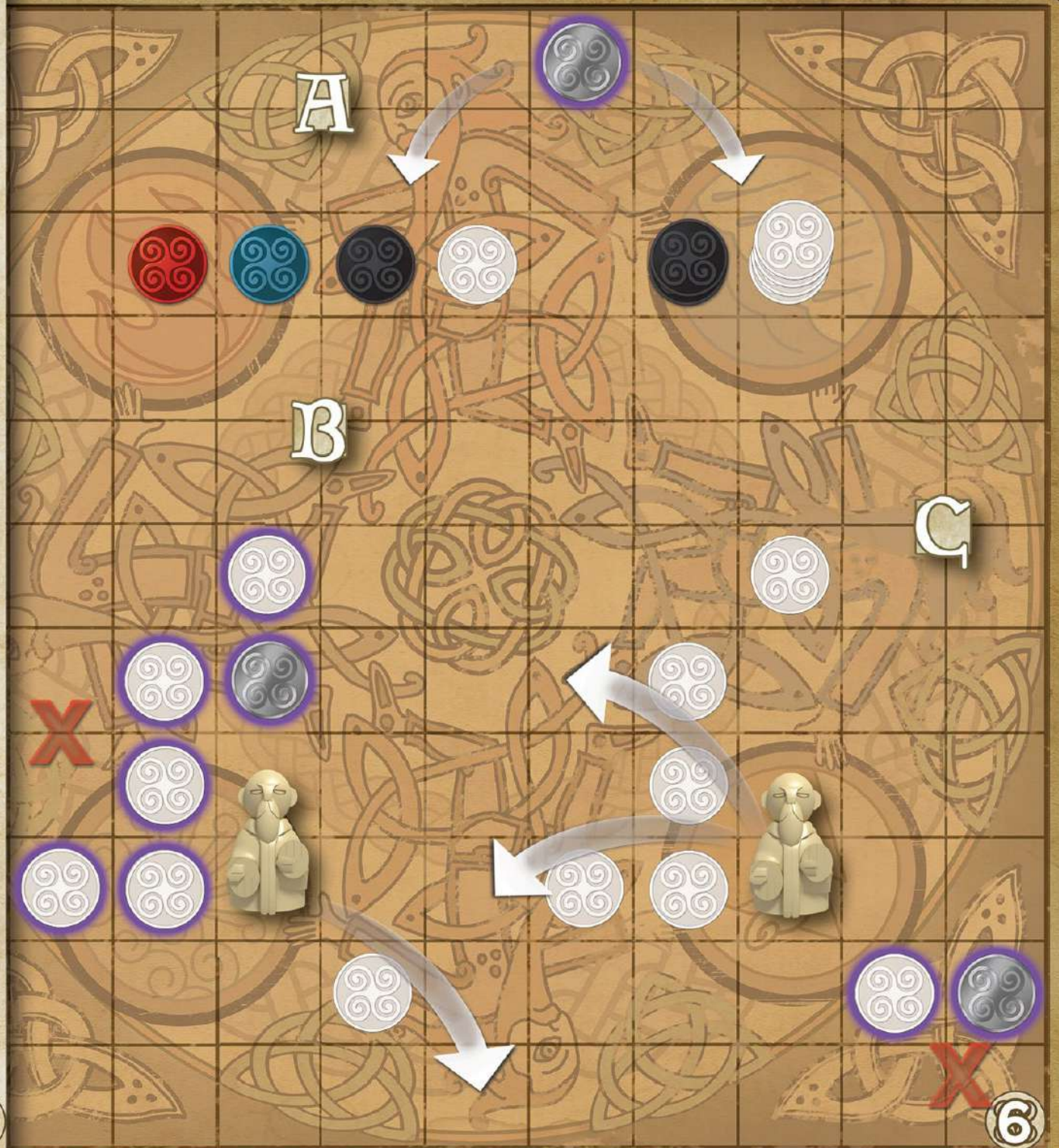
A: A Lightning stone can replace any of the four Elements, even Mountains & Whirlwinds.

B: Any Wind stones connected in an unbroken chain to a Lightning stone are part of a Storm. Sages cannot jump Storms but their regular movement is not affected.

C: Each Lightning stone placed allows for the option to immediately remove another Lightning stone. We see that placement and removal change where the Storm(s) are and where the Sages are blocked.



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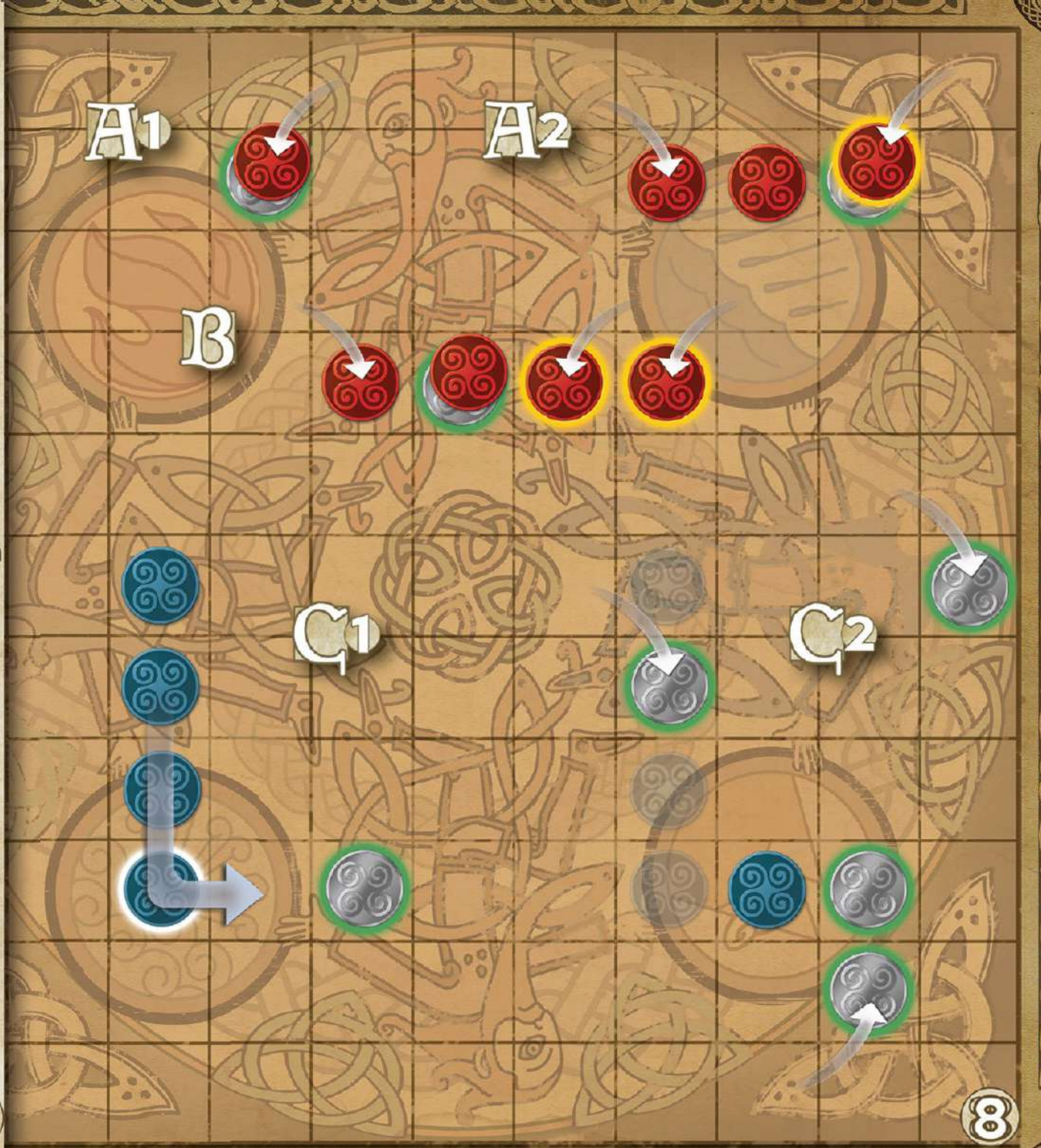
WOOD

LIVING, ABSORBING, FLAMMABLE

A: Blazes can be made by placing a Fire stone on top of a Wood stone (A1) or with the free Fire Stone from placing Fire adjacent to other Fire (A2).

B: When Fire is placed adjacent or in a line with a Blaze it generates two Fire Stones instead of one. Multiple Blazes in a line of Fire do not stack the number of free Fire stones.

C: A River flows into Wood (C1) and allows the placement of three Wood stones (C2) since three Waters were absorbed. Note that usual movement rules apply for Water.



METAL

atrrracts, repels, corrodes

A: Exchange either combination of Fire/Earth for a Metal stone in its place.

B: Either combination of Wind/Water removes a Metal stone and the Wind Water combo from the board.

C: This example shows a placed Metal stone repelling the Metal around it. Note that any other Element or a Sage stops movement.

D: This example shows a placed Metal stone attracting the Metal around it. Metal on the other side of any Element or Sage cannot be moved.

