

## Elements Unknown Game Rules

*The dragons have hatched and have yet to realize the full extent of their new powers. Strategically maneuver your brood to your opponent's home row and survive without getting captured. But beware because each dragon moves differently may not reveal their true power before it's too late. With dozens of swappable dragon powers and terrains, every game you play promises to be variable and surprising. For 2 players ages 8+, Elements Unknown takes about 20 minutes to play.*

### Components:

- 1 double sided board; 2 sets six of black and white pieces with colored dragons; 18 ability tiles; 6 ability token; 3 double sided terrain tiles of forests, mountains, and lakes

### Set-up:

1. Determine a side of the board to play on and set it in the middle of the table
2. Each player takes a colored set of 6 dragons and randomly arranges them on their matching colored home row
3. Shuffle the 18 ability tiles and draw 7 of them to be used this game. Return any unused tiles to the box.
4. Set the 6 colored ability tokens in a pile next to the drawn tiles.
5. Randomly determine who goes first.

**Advanced play:** Randomly flip out the mountain, forest, and lake double sided terrain tiles. Set these tiles by the game board.



Example set-up

### Play:

- On your turn, you must move any one of your dragons. A dragon can be moved forward or laterally on the hex grid but never backwards (towards your home row). Your dragon may be moved up to the number shown on the ability card.
- When a colored dragon is moved by either player for the first time, find its matching colored ability token and set it on one of the available ability tiles. Move the dragon according to these rules and up to the movement amount. This now applies for both player's matching colored dragon for the rest of the game. This dragon's ability is locked for the rest of this game—it's power is now "defined."
- On subsequent turns, players may move a defined piece, following the movement value and abilities, or they may move and define a new dragon if there is one available.
- If you land on a space occupied by an opponent's piece, you capture it and remove it from the board.
- Many of these rules are modified by the abilities on the tiles.

**Advanced play:** to add variability and tactics to the game, you can add variable terrain into the game. When playing in this mode, mountains, forests, and lakes will have some effect at the end of your turn, during your opponent's turn, or at the start of your next turn.



Green piece was previously moved and is defined for both players. Black can move green up to 2 spaces forward or laterally, but not backwards. Additionally, on their turn if white is able to capture this piece, they must.

### Game end and winning:

A player wins if they move any dragon onto their opponent's home row AND have it remain there without getting captured until the start their next turn. Some tiles in the game may create alternate winning and losing conditions.





If this piece makes a capture, you win



Adds +1 movement to all friendly pieces its next to



This piece can move backwards



This piece adds to its movement that of any defined adjacent piece



If you capture with this, immediately move another different piece



This piece cannot be captured if it is next to a friendly piece

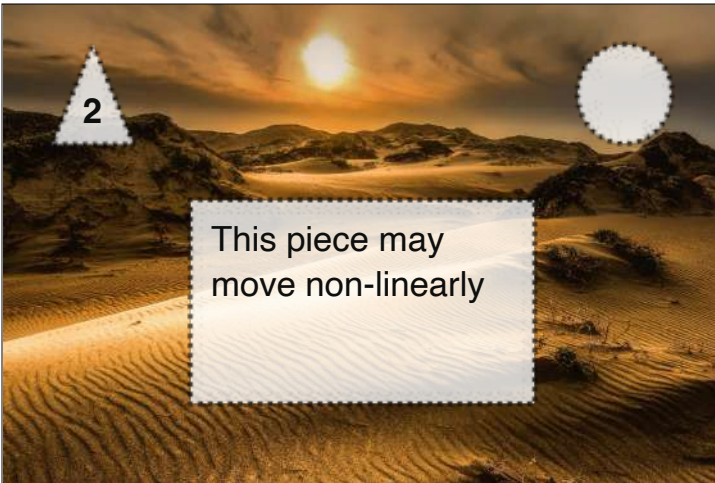


When captured, the piece that captures this is also removed

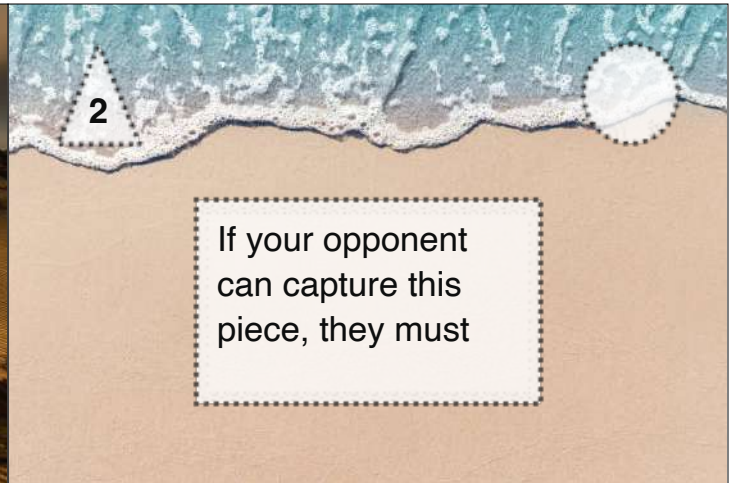


This piece can continue movement to "wrap" around the edge of the board.

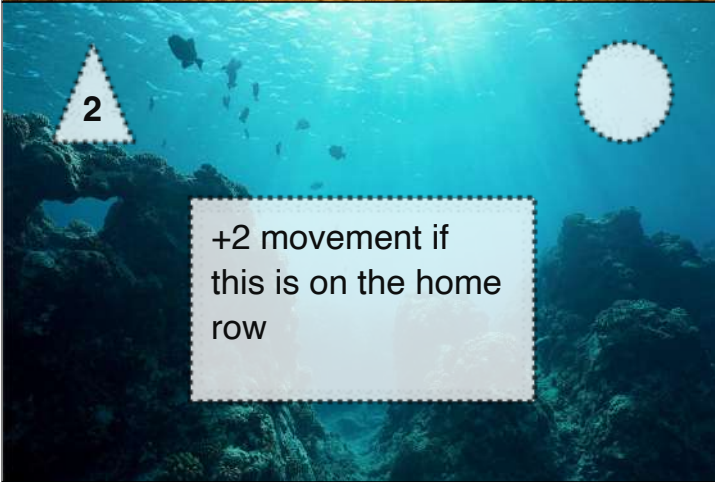




This piece may move non-linearly



If your opponent can capture this piece, they must



+2 movement if this is on the home row



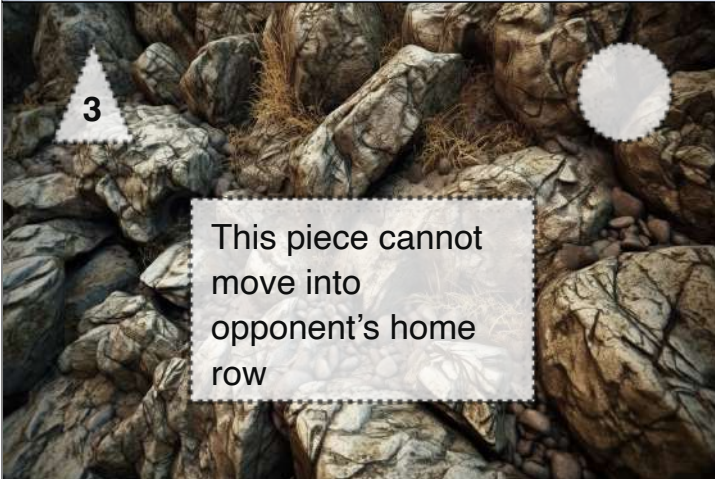
After movement, swap positions with any friendly piece



This piece ignores terrain



This piece can't make captures

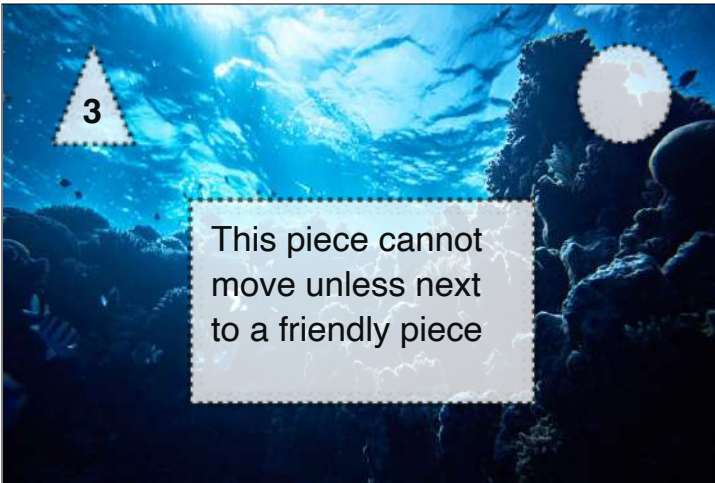


This piece cannot move into opponent's home row



If this piece is captured, you lose





This piece cannot move unless next to a friendly piece



This piece can hop over friendly piece(s) for 1 movement



+1 movement if starting turn on a forest



Safe from capture unless from other forest spaces



Only two pieces of any player(s) may be on mountains at a time



Must stop on mountain spaces when moving



If you end your turn on a lake, move again 1 space any direction



After moving here, you may move to the other lake