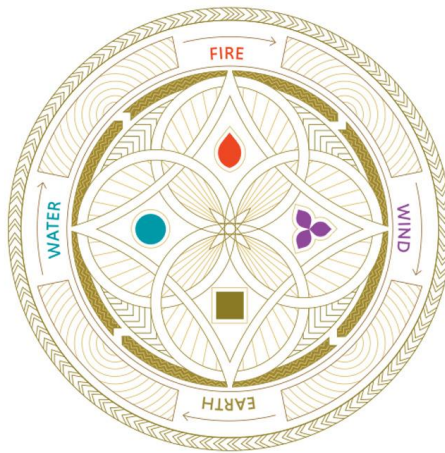


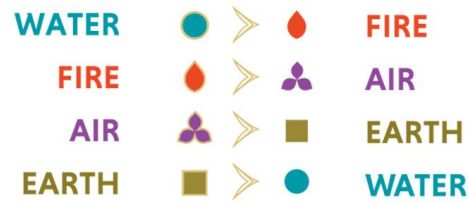
THE RULE OF

ENEMIES

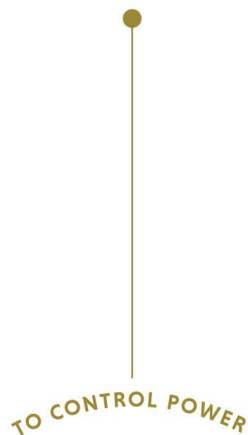
THE PURPOSE OF THE ELEMENTS
THE EQUILIBRIUM CIRCLE



EACH ELEMENT IS MORE POWERFUL THAN ANOTHER AND YET ALL ARE EQUALLY STRONG,
FORMING AN EQUILIBRIUM CIRCLE.



ENTER THE GAME

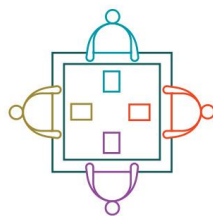


GAME ANATOMY

NUMBER OF PLAYERS: **4**

NUMBER OF TEAMS: **2**

THE 2 TEAMMATES SIT OPPOSITE TO EACH OTHER. VERBAL COMMUNICATION OR SIGN LANGUAGE REGARDING THE GAME STRATEGY IS STRICTLY FORBIDDEN. MENTAL INTERACTION BETWEEN TEAMMATES IS STRONGLY ENCOURAGED.



THE GAME ENDS WHEN A TEAM REACHES **500** POINTS.

- A GAME CONSISTS OF ROUNDS.
- A ROUND CONSISTS OF TURNS.

THE ROUND ENDS WHEN **3** OUT OF **4** PLAYERS GET RID OF THEIR CARDS. AT THE END OF EACH ROUND, THE TEAMS COUNT THEIR POINTS.

CHOOSE DIFFICULTY LEVEL

THE FIRST STEP WHEN PLAYING THE GAME IS TO SELECT THE DIFFICULTY LEVEL. THERE ARE 3 OPTIONS:



BEGINNER

TO PLAY THE GAME AT THE BEGINNER LEVEL, YOU SIMPLY NEED THE STANDARD 52 CARDS. THESE ARE THE 13 CARDS (2 - A) FOR EACH ELEMENT.



INTERMEDIATE

ADD THE 4 SPECIAL CARDS TO THE EXISTING 52 CARDS AND YOU ARE GOOD TO GO.



PRO

ADD THE REMAINING 4 ACTION CARDS. THESE 4 CARDS SHOULD BE DEALT **SEPARATELY** FROM THE OTHER CARDS. DEAL ONE ACTION CARD TO EACH PLAYER.

BEFORE THE BEGINNING

THE SHUFFLED DECK OF CARDS IS DEALT EQUALLY TO THE 4 PLAYERS. THE GOAL OF THE GAME IS FOR YOU AND YOUR TEAMMATE TO GET RID OF YOUR CARDS FIRST.

IF YOU ARE PLAYING THE GAME AT THE PRO LEVEL, THE 4 ACTION CARDS SHOULD BE DEALT SEPARATELY FROM THE OTHER CARDS. DEAL ONE ACTION CARD TO EACH PLAYER.

THE BUTTON  IS GIVEN TO THE YOUNGEST PLAYER IN THE GROUP.

THE PLAYER ON THE BUTTON **STARTS THE TURN** OF THE **FIRST ROUND** OF THE GAME. THEY ALSO GET TO DECIDE WHETHER CARD EXCHANGES BETWEEN TEAMMATES WILL TAKE PLACE OR NOT. IF THEY DECIDE SO, THEN EACH PLAYER MUST GIVE ONE CARD OF THEIR CHOICE TO THEIR TEAMMATE WITH NO COMMUNICATION WHATSOEVER TAKING PLACE BETWEEN THEM.

CARD EXCHANGES BETWEEN TEAMMATES OCCUR ONLY BEFORE THE START OF EACH ROUND, AFTER THE CARDS HAVE BEEN DEALT TO THE PLAYERS. EACH PLAYER CAN PICK UP THE CARD THEY HAVE RECEIVED ONLY AFTER THEY HAVE GIVEN ONE TO THEIR TEAMMATE. **AND THUS, THE GAME BEGINS!**

THE GAME

THE PLAYER ON THE BUTTON CHOOSES TO PLAY ONE OF THE FOLLOWING COMBINATIONS. THE NEXT PLAYER, IN A CLOCKWISE DIRECTION, CAN EITHER PLAY **EXACTLY** THE SAME NUMBER OF HIGHER-RANKED CARDS OF THE **SAME** COMBINATION OR PASS.

SINGLE CARD  IN SINGLE CARD TURNS, THE ELEMENTS OF THE CARDS PLAY A DECISIVE ROLE. FOR EXAMPLE, 3 OF WATER BEATS 3 OF FIRE, 8 OF AIR BEATS 8 OF EARTH. SEE THE **EQUILIBRIUM CIRCLE** FOR MORE.

PAIR 

3 OF A KIND 

STEPS
2 CONSECUTIVE PAIRS OR MORE 

STRAIGHT
5 CARDS OR MORE IN SEQUENCE 

FULL HOUSE
3 OF A KIND + PAIR 

IF, FOR EXAMPLE, THE PLAYER ON THE BUTTON PLAYED TWO 3S, THE NEXT PLAYER CAN PLAY TWO 4S OR ANY **PAIR** OF CARDS HIGHER THAN THAT. NO OTHER COMBINATION WOULD BE VALID.

IF ALL OTHER PLAYERS PASS, THE PLAYER WHO PLAYED LAST WINS THE TURN AND COLLECTS THE CARDS, FACE DOWN, IN FRONT OF HER.

TIP: THIS IS YOUR **TREASURE** AND IS IMPORTANT TOWARDS THE FINAL SCORE. SEE **SCORING** FOR MORE INFO.

THE WINNER OF THE LAST TURN STARTS THE NEXT TURN AND DECIDES WHAT COMBINATION TO PLAY. THE ROUND ENDS WHEN 3 OUT OF 4 PLAYERS GET RID OF THEIR CARDS.

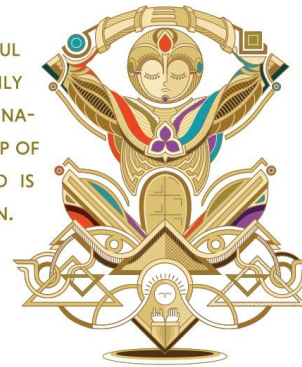
AT THE END OF EACH ROUND, THE TEAMS COUNT THEIR POINTS (SEE **SCORING** FOR MORE INFO). THE **BUTTON** MOVES CLOCKWISE TO THE NEXT PLAYER AND THE PLAYER ON THE BUTTON STARTS THE NEW ROUND.

SPECIAL CARDS

FOR THE INTERMEDIATE DIFFICULTY LEVEL

GURU

THE GURU IS THE MOST POWERFUL SINGLE CARD. THIS CARD CAN ONLY BE USED IN SINGLE CARD COMBINATIONS. IT CAN BE PLAYED ON TOP OF ANY OTHER SINGLE CARD AND IS ONLY BEATEN BY A BLACK SWAN. SEE **BLACK SWAN** SECTION.



JESTER

THE JESTER CAN TAKE THE VALUE OF ANY CARD WHEN PLAYED AS PART OF A COMBINATION. IN THE EXAMPLE BELOW, THAT IS A VALID 6 - CARD STRAIGHT WITH THE JESTER TAKING THE VALUE OF 9.



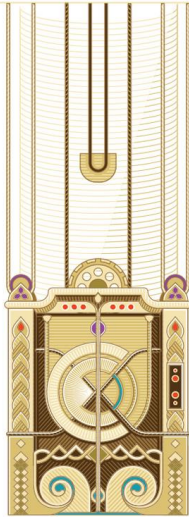
JESTER HAS **NO VALUE** WHEN PLAYED AS A SINGLE CARD. MOREOVER, IT CANNOT BE USED AS PART OF A BLACK SWAN.

THE JESTER HAS **NO VALUE** IF IT IS THE LAST CARD IN YOUR HAND. IN SUCH A CASE, IT CAN ONLY BE PLAYED ON AN EMPTY TABLE. WHEN PLAYED ON AN EMPTY TABLE, THE CARD IS PLACED IN YOUR TREASURE PILE AND THE NEXT PLAYER STARTS A NEW TURN.



ELEVATE CARD

THE ELEVATE CARD ALLOWS YOU TO COUNTER-ATTACK COMBINATIONS OF 5 CARDS OR LESS, INCLUDING SINGLE CARD TURNS. IT CANNOT BE USED AGAINST COMBINATIONS OF 6 CARDS OR MORE. IT TAKES A VALUE OF PLUS ONE (+1) ON TOP OF THE LAST COMBINATION ON THE CENTRAL PILE. IF, FOR EXAMPLE, SOMEONE PLAYED A PAIR OF QS, YOU CAN PLAY THE ELEVATE CARD WHICH BECOMES A PAIR OF KS.



IF SOMEONE PLAYED STEPS OF 99-TT, THE ELEVATE CARD BECOMES STEPS OF TT-JJ.



THE ELEVATE CARD CANNOT BE PLAYED ON TOP OF COMBINATIONS THAT INCLUDE AN ACE SINCE THE COMBINATION WOULD ALREADY BE MAXED OUT.

IF THE ELEVATE CARD IS PLAYED ON TOP OF A SINGLE CARD IT ADOPTS THE ELEMENT OF THE CARD IT WAS PLAYED ON TOP OF. IF, FOR EXAMPLE, IT WAS PLAYED ON TOP OF K OF FIRE, IT BECOMES ACE OF FIRE.



ELEVATE CARD CANNOT COUNTER-ATTACK A BLACK SWAN.

THE ELEVATE CARD HAS **NO VALUE** IF IT IS THE LAST CARD IN YOUR HAND. IN SUCH A CASE, IT CAN ONLY BE PLAYED ON AN EMPTY TABLE. WHEN PLAYED ON AN EMPTY TABLE, THE CARD IS PLACED IN YOUR TREASURE PILE AND THE NEXT PLAYER STARTS A NEW TURN.

STOMP CARD

THE STOMP CARD ALLOWS YOU TO CANCEL WHATEVER THE LAST PLAYER PLAYED. IT CAN ONLY BE USED ON 5-CARD COMBINATIONS OR LESS. IT CANNOT BE USED AGAINST COMBINATIONS OF 6 CARDS OR MORE AND DOESN'T HAVE ANY EFFECT ON THE GURU. IT CAN BE PLAYED **OUT OF TURN** JUST LIKE A BLACK SWAN.

THE PLAYER WHO GOT HIS MOVE CANCELLED, TAKES THE CARD(S) BACK TO HIS HAND AND DECIDES IF HE WANTS TO PLAY SOMETHING ELSE. THE CARD(S) THAT GOT **STOMPED** CANNOT BE PLAYED UNTIL THE TURN IS OVER.

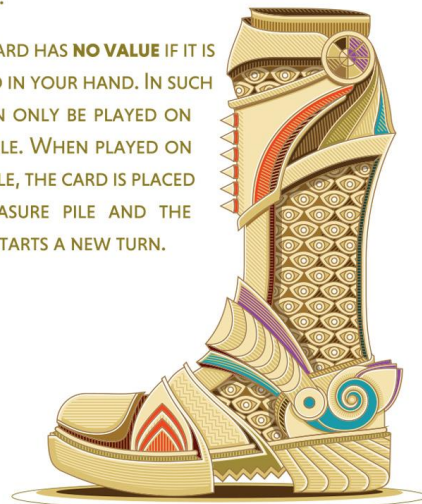
THE STOMP CARD MUST BE PLAYED BEFORE THE NEXT PLAYER GETS TO ACT. SO IF FOR EXAMPLE, YOUR OPPONENT TO YOUR LEFT PLAYS A COMBINATION THAT YOU WANT TO CANCEL, THEN YOU MUST PLAY THE STOMP CARD BEFORE YOUR TEAMMATE PLAYS ANOTHER COMBINATION OR PASSES.

THE STOMP CARD CANNOT CANCEL A PLAYER'S FIRST MOVE, WHEN THE PLAYER STARTS A NEW TURN.

MOREOVER, IF A PLAYER PLAYED HIS LAST CARD(S), THEY CANNOT GET **STOMPED**.

STOMP CARD CANNOT CANCEL A BLACK SWAN OR AN ACTION CARD.

THE STOMP CARD HAS **NO VALUE** IF IT IS THE LAST CARD IN YOUR HAND. IN SUCH A CASE, IT CAN ONLY BE PLAYED ON AN EMPTY TABLE. WHEN PLAYED ON AN EMPTY TABLE, THE CARD IS PLACED IN YOUR TREASURE PILE AND THE NEXT PLAYER STARTS A NEW TURN.



ACTION CARDS

FOR THE PRO DIFFICULTY LEVEL

ACTION CARDS CAN ONLY BE PLAYED BEFORE THE BEGINNING OF A TURN, ON AN EMPTY TABLE, BY THE PLAYER WHO WOULD NORMALLY START THE TURN.

AFTER PLAYING THE ACTION CARD, THE PLAYER WHO DID BEGINS THE TURN AS NORMAL. EACH ACTION CARD AFFECTS THE TURN IN ITS OWN WAY. THE EFFECT OF THE ACTION CARD LASTS FOR ONE TURN ONLY.

ACTION CARDS CANNOT BE EXCHANGED BETWEEN TEAMMATES. EACH PLAYER SHOULD HAVE ONE ACTION CARD ONLY.

FIRE

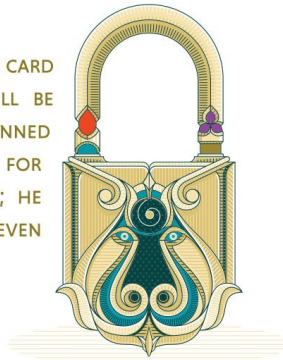
THE PLAYER WHO PLAYED THIS CARD PLACES A 10-POINT BET ON THE TURN. THE TEAM THAT WINS THE TURN GETS AN EXTRA 10 POINTS FOR THIS ROUND. THE OTHER TEAM LOSES 10 POINTS.

IF THE PLAYER WHO FINISHES THE ROUND 4TH HAD THE FIRE ACTION CARD IN HER CARDS AND DIDN'T USE IT, THEN THE CARD HAS NO EFFECT ON SCORING. NO TEAM WINS 10 POINTS AND NO TEAM LOSES 10 POINTS.



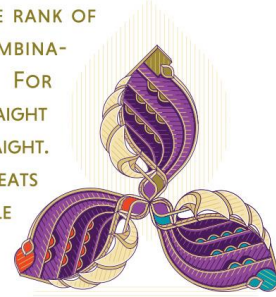
WATER

THE PLAYER WHO PLAYED THIS CARD CHOOSES A PLAYER THAT WILL BE BANNED FOR THIS TURN. THE BANNED PLAYER CANNOT PARTICIPATE FOR THE DURATION OF THE TURN; HE CANNOT PLAY ANYTHING, NOT EVEN BLACK SWANS.



AIR

THIS CARD REVERSES THE RANK OF THE CARDS IN ALL COMBINATIONS FOR THIS TURN. FOR EXAMPLE, A LOWER STRAIGHT BEATS A HIGHER STRAIGHT. SIMILARLY, A PAIR OF 3S BEATS A PAIR OF 9S AND A SINGLE J CAN BEAT AN ACE.



THE GURU IS STILL THE STRONGEST SINGLE CARD. THE ELEVATE CARD TAKES A VALUE OF -1.

EARTH

THE PLAYER WHO PLAYED THIS CARD DECIDES THE DOMINATING ELEMENT FOR THIS TURN AND FORBIDS THEIR OPPONENTS FROM USING ANY SPECIAL CARDS.



THE DOMINATING ELEMENT BEATS ALL OTHER ELEMENTS AND IS ALSO NOT BEATEN BY ANY OTHER ELEMENT IN SINGLE CARD TURNS.

FOR EXAMPLE, IF THE PLAYER CHOOSES FIRE TO BE THE DOMINATING ELEMENT, A K OF FIRE CAN BEAT ALL OTHER KS INCLUDING A K OF WATER.



BLACK SWANS

BLACK SWANS ARE THE STRONGEST COMBINATIONS IN THE WORLD OF **ELEMIES**. THEY OCCUR IN TWO DIFFERENT WAYS.

1. FOUR OF A KIND

ALL FOUR CARDS OF THE SAME RANK IN THE DECK.



2. STRAIGHT FLUSH OF 5 CARDS OR MORE

FIVE OR MORE CARDS OF THE SAME ELEMENT IN SEQUENCE.



A BLACK SWAN CAN BE PLAYED AT ANY POINT DURING THE GAME, EVEN **OUT OF TURN**, AND CAN ONLY BE BEATEN BY ANOTHER, MORE POWERFUL BLACK SWAN.



IN THE EXTREMELY RARE CASE WHERE TWO IDENTICAL BLACK SWANS OF DIFFERENT ELEMENTS OCCUR AT THE SAME TURN, THEN THE EQUILIBRIUM CIRCLE OF ELEMENTS HOLDS. SO IF A PLAYER PLAYS A STRAIGHT FLUSH OF FIRE THEN THE SAME WATER STRAIGHT FLUSH CAN BE PLAYED ON TOP OF IT.



SCORING

THE BEST OUTCOME FOR YOUR TEAM IS FOR YOU AND YOUR TEAMMATE TO FINISH **1ST** AND **2ND**. IN THAT CASE, YOU WIN **150** POINTS AND YOUR OPPONENTS **0** POINTS IN THAT ROUND. IF THAT'S NOT THE CASE, THEN:

- THE PLAYER WHO FINISHED **1ST** ON THE ROUND WINS **50 POINTS**.
- THE PLAYER WHO FINISHED **2ND** WINS **30 POINTS**.
- THE PLAYER WHO FINISHED **3RD** WINS **10 POINTS**.
- THE PLAYER WHO FINISHED 4TH DOES NOT WIN ANY POINTS.
- THE TEAM WITH THE MOST CARDS IN TOTAL (**BIGGEST TREASURE**) WINS **10 POINTS**.
- THE TREASURE OF THE 4TH PLAYER GOES TO THE PLAYER WHO FINISHED 1ST. THE REMAINING CARDS IN THE 4TH PLAYER'S HAND GO TO THE OPPONENT TEAM'S TREASURE.

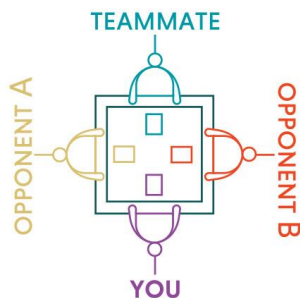
ACTION CARDS SHOULD NOT BE COUNTED IN THE TREASURE IF YOU ARE PLAYING THE GAME AT THE PRO LEVEL.

TIP: IF YOU SHOUT "ELEMIES" BEFORE YOU PLAY YOUR FIRST CARD IN A ROUND, YOU'RE PLACING A BET ON YOURSELF WORTH **75 POINTS**. IF YOU FINISH FIRST, YOUR TEAM WINS AN EXTRA 75 POINTS. IF NOT, YOUR TEAM LOSES 75 POINTS.

EXAMPLE ROUND

PRO DIFFICULTY LEVEL

LET'S ASSUME YOU'RE HOLDING THE BUTTON. YOU HAVE DECIDED THAT NO CARD EXCHANGES BETWEEN TEAMMATES WILL TAKE PLACE AND YOU START THE FIRST TURN OF THE ROUND.



YOU HAVE MANY 2-CARD PAIRS IN YOUR HAND, SO YOU DECIDE TO PLAY A PAIR.



YOU WOULD NORMALLY START BY PLAYING THE LEAST POWERFUL PAIR, IN THIS CASE THE 3S, AS THESE CARDS ARE THE HARDEST TO GET RID OF.



NOW, THE NEXT PLAYER TO YOUR LEFT (OPPONENT A) CAN ONLY PLAY A PAIR IN THIS TURN. HE PLAYS TWO 5S.



YOUR TEAMMATE AND YOUR OPPONENT TO YOUR RIGHT (OPPONENT B) BOTH PASS, SO IT'S YOUR TURN AGAIN. YOU PLAY A PAIR OF 7S THAT BEAT THE TWO 5S PREVIOUSLY PLAYED BY YOUR OPPONENT A.



YOUR OPPONENT TO THE LEFT (OPPONENT A) PASSES AND SO DOES YOUR TEAMMATE, BUT THE PLAYER TO YOUR RIGHT (OPPONENT B) PLAYS TWO KS.



YOU CAN EITHER PASS OR PLAY A PAIR OF ACES USING YOUR JESTER AS AN ACE IN THAT CASE. BUT BY DOING SO, YOU'D PLAY YOUR BEST TWO CARDS AND YOUR HAND WILL BE SIGNIFICANTLY WEAKER FOR THE REST OF THE ROUND. SO YOU DECIDE TO PASS.

TIP: YOU MUST REMEMBER THAT THE CARDS IN YOUR HAND ARE YOUR WEAPON AND THE FIGHT ALWAYS BECOMES MORE BRUTAL TOWARDS THE END OF THE ROUND. THEREFORE, AS A RULE OF THUMB, YOU HAVE TO MAKE SURE THAT YOUR WEAPON BECOMES SHARPER AND STRONGER AS THE GAME PROGRESSES.

THE OPPONENT TO YOUR LEFT (OPPONENT A) ALSO PASSES AND SO DOES YOUR TEAMMATE. OPPONENT B WINS THE TURN, COLLECTS THE CARDS FROM THE CENTRAL PILE IN FRONT OF HER, FACE DOWN, AND BEGINS THE NEXT TURN. SHE CAN CHOOSE TO PLAY ANY COMBINATION SHE DESIRES.

OPPONENT B BEGINS THE TURN BY PLAYING 2 OF AIR.



SINCE YOU WANT TO GET RID OF YOUR LOWEST CARDS FIRST, YOU PLAY THE 4 OF EARTH.



OPPONENT A PLAYS 8 OF WATER, YOUR TEAMMATE J OF AIR AND OPPONENT B A Q OF EARTH.



IT'S YOUR TURN TO ACT. THE ONLY CARDS IN YOUR HAND THAT BEAT THE Q OF EARTH ARE THE K OF FIRE, THE K OF EARTH AND THE ACE OF FIRE. YOU DON'T WANT TO SPLIT YOUR KS AND YOU KNOW THAT THE ACE OF FIRE IS BEATEN BY THE ACE OF WATER AND THE GURU IS STILL IN PLAY. SO YOU DECIDE TO PASS, HOPING THAT YOUR TEAMMATE WILL COUNTER-ATTACK. YOUR TEAMMATE PLAYS THE ACE OF AIR. EVERYONE PASSES, SO HE WINS THE TURN. LET'S HAVE A LOOK AT YOUR CARDS NOW.



YOU HAVE ACHIEVED YOUR GOAL TO MAKE YOUR OVERALL HAND STRONGER BY GETTING RID OF LOW CARDS. NOW, THERE ARE MULTIPLE STRATEGIES THAT YOU CAN CHOOSE FOR PLAYING THE REST OF YOUR CARDS. YOU OBSERVE THE GAME AND PLAN YOUR STRATEGY ACCORDINGLY.

TIP: KEEP IN MIND THAT WHEN A PLAYER PLAYS HIS LAST CARDS THE TURN IS STILL IN PLAY. OTHER PLAYERS CAN COUNTER-ATTACK THE LAST COMBINATION PLAYED AND TRY TO WIN THE TURN. IF NO PLAYER COUNTER-ATTACKS, THEN THE CARDS ARE PLACED TO THE LAST PLAYER'S TREASURE PILE AND THE NEXT PLAYER STARTS A NEW TURN.

THE GAME CONTINUES. AT THE END OF THE ROUND, OPPONENT B FINISHES FIRST, YOU FINISH SECOND, YOUR TEAMMATE THIRD AND OPPONENT A FOURTH. SO THE OPPONENT TEAM WINS 50 POINTS AND YOUR TEAM WINS 40 POINTS SO FAR.

50 40

YOUR OPPONENTS HAVE MORE CARDS IN THEIR TREASURE, SO THEY GET AN EXTRA 10 POINTS. THEY NOW HAVE 60 POINTS AND YOU HAVE 40 POINTS.

60 40

YOU HAD THE FIRE ACTION CARD IN YOUR HAND AND YOU WON THE TURN WHEN YOU PLAYED IT, SO YOUR TEAM GETS AN EXTRA 10 POINTS. THE OPPONENT TEAM LOSES 10 POINTS.

SO THE FINAL SCORE IS 50 POINTS FOR YOUR TEAM AND 50 POINTS FOR THE OPPONENTS.

50 50

IS TO OVERPOWER





HUMANITY ACHIEVED A TECHNOLOGICAL PATH OF
NO RETURN. QUANTUM ENTANGLEMENT HAS BEEN
UNDERSTOOD AND THUS CONTROLLED.

FOUR CIVILIZATIONS, TOGETHER, ACHIEVED
THE UNTHINKABLE; THEY MATERIALIZED
ALL THE PHENOMENA INTO EXISTENCE.

GODS FROM OTHERWORLDLY
MYTHS BECAME ALIVE.

CREATURES, CLUSTERS, ELEMENTS
OF EARTH, WATER, FIRE AND AIR.

EACH CIVILIZATION WAS SPECIALIZED IN A CERTAIN
ELEMENT; THEY COULD ONLY DEFEAT THOSE
MONSTERS THROUGH SYNERGY.

THEY DISCOVERED THAT
ELEMENTS OF EARTH DEFEATED WATER,
ELEMENTS OF WATER DEFEATED FIRE,
ELEMENTS OF FIRE DEFEATED AIR AND
ELEMENTS OF AIR DEFEATED EARTH.

THEY FORMED A SUPER CLAN
CALLED QUANTUM SYNERGY.

GREED FOR POWER DAMAGED
THE SUPER CLAN INTERNALLY.

TO CONTROL POWER IS TO OVERPOWER.

NOBODY REMEMBERS WHICH CLAN STARTED IT,
WE ALL KNOW IT HAS NEVER FINISHED.

