



# RULE BOOK

# **OFFICIAL RULES**

## **OBJECTIVE**

**BE THE FIRST PLAYER TO EMPTY YOUR HAND  
(COMPETITION MODE ADDS SCORING) BY  
OUTSMARTING OPPONENTS THROUGH ELEMENTAL  
DOMINANCE, WILD TWISTS, AND DUELS.**

## **SETUP**

- **SHUFFLE THE FULL DECK AND DEAL 7 CARDS TO EACH PLAYER.**
- **PLACE THE REST FACE DOWN TO CREATE THE DRAW PILE.**
- **FLIP THE TOP CARD TO START THE PLAY PILE.**
- **PLAY BEGINS WITH THE PLAYER TO THE LEFT OF THE DEALER, PROCEEDING CLOCKWISE.**



## **TURN RULES**

- **ON YOUR TURN, YOU MUST PLAY A VALID CARD OR DRAW 1 CARD.**
- **IF THE CARD YOU DRAW IS PLAYABLE, YOU MAY IMMEDIATELY PLAY IT.**
- **IF YOU STILL CANNOT PLAY, YOUR TURN ENDS.**



## **ELEMENTAL DOMINANCE**

**YOU MAY DISCARD A CARD IF IT DOMINATES THE LAST CARD PLAYED IN THE DISCARD PILE.**

### **A CARD IS VALID IF:**

- 1. IT MATCHES THE SAME ELEMENT WITH A HIGHER NUMBER, OR**
- 2. IT USES A MORE DOMINANT ELEMENT (SEE CHART), OR**
- 3. IT IS A HAVOC CARD WHOSE ELEMENT DOMINATES THE PREVIOUS ONE.**

### **DOMINANCE CHART**

**FIRE > EARTH**

**AIR > WATER**

**WATER > FIRE**

**EARTH > AIR**

**THIS LOOP IS CONTINUOUS.**

# **HAVOC CARDS & EFFECTS**

## **ALMIGHTY**

**CAN BECOME ANY CARD DURING DOMINANCE PLAY MODE  
(CANNOT BE USED IN DUEL)**

## **ECHO (WATER)**

**SKIP EVERYONE AND PLAY AGAIN WITH THE SAME ELEMENT.**

## **DUEL (FIRE)**

**CHALLENGE ANY PLAYER TO A 1V1 SHOWDOWN.**

## **HOW A DUEL WORKS:**

- 1. BOTH PLAYERS SECRETLY CHOOSE ONE ELEMENT CARD AND PLACE IT FACE DOWN.**
- 2. REVEAL SIMULTANEOUSLY.**
- 3. DOMINANT ELEMENT WINS.**
- 4. IF BOTH CARDS TIE BY ELEMENT, THE HIGHER NUMBER WINS.**

## **TIE AGAIN?**

- BOTH PLAYERS MUST PLAY ANOTHER ELEMENT CARD.**
- IF A PLAYER HAS NO PLAYABLE CARDS, THEY DRAW UNTIL THEY CAN PLAY.**
- IF A SECOND TIE OCCURS:**
  - CHALLENGER PICKS UP 2 CARDS**
  - DEFENDER PICKS UP 1 CARD**

**DISCARD ALL DUEL CARDS USED TO THE BOTTOM OF THE DISCARD PILE.  
PLAY RESUMES WITH THE PLAYER AFTER THE CHALLENGER.**

### **CHAIN REACTION (AIR)**

**SWITCH SEATS WITH ANY PLAYER.**

**IF YOU WANT TO PLAY AGAIN, CHOOSE THE NEXT PLAYER IN ROTATION  
TO SKIP THEM AND CONTINUE YOUR TURN.**

### **BALANCE (EARTH)**

**ALL PLAYERS EXCEPT THE ONE WHO PLAYED IT MUST DRAW 2 CARDS.**

### **SHIELD (DEFENSE)**

**BLOCKS THE NEXT HAVOC ATTACK AGAINST YOU.**

**AFTER SHIELD RESOLVES, THE NEXT PLAYER MAY START THE TURN WITH  
ANY ELEMENT.**

**SIDE NOTE: IF A SHIELD IS PLAYED TO PREVENT BEING ATTACKED BY A  
(BALANCE CARD) OUT OF TURN, GAME CONTINUES WITH THE PERSON WHO  
WAS NEXT IN THE ORIGINAL ORDER AND THE SHIELD IS JUST A BUFFER TO  
PREVENT HAVING TO DRAW TWO CARDS.**

### **PICK-UP 1 / PICK-UP 2**

**FORCE THE NEXT PLAYER IN ROTATION TO DRAW CARDS AND SKIP THEIR  
TURN.**



### **COMPETITION MODE (SCORING)**

**1 2  
3 4**

### **ELEMENT SEQUENCES**

**YOU MAY PLAY SEQUENTIAL RUNS OF THE SAME ELEMENT:**

- **EXAMPLES: 1-2, 1-2-3, 2-3-4-5, 1-2-3-4-5**
- **THE SEQUENCE MUST BE HIGHER THAN THE CARD CURRENTLY ON THE  
PLAY PILE. ALL CARDS MUST BE SAME ELEMENT.**

## **PICK-UP COMBOS**

**PICK-UP 1 AND PICK-UP 2 MAY BE SLAMMED.**

**EXAMPLE:**

- **DROP PICK UP 1 + 2 → NEXT PLAYER PICKS UP 3.**
- **DROP ALL PICK-UPS IN YOUR HAND TO FORCE A MEGA PICK-UP.**

## **! LAST CARD RULE (SIGNAL CARD )**

**IF YOU REACH 1 CARD, YOU MUST IMMEDIATELY TAKE A YELLOW SIGNAL CARD. UNLESS YOU FINISH THE GAME WITH A SEQUENCE OR COMBINATION**

**IF YOU FORGET AND SOMEONE CALLS "CL4SH!" → YOU MUST PICK UP 4 CARDS.**

## **SCORING**

- **EACH DUEL WON → 1 POINT**
- **EACH SEQUENCE OF 4 CARDS → 2 POINTS**
- **EACH SET WON (WIN THE ROUND) → 3 POINTS**

**MATCH ENDS AT: 15 POINTS!!!**

