



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)

**12
34**

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!!!

