

Elemental Storm Instructions

72 Cards: 52 Elements, 12 Storms, 8 Magic

Ages 8+ | 2-4 Players | 10-15 Minute Playtime

The Elemental Witches and Wizards are clashing once more, gathering Storms around themselves, aiming to become the most powerful magic user of all time! Collect Storms by bumping, linking, and swapping Elements to create the correct combination in your Cauldron. Can't quite match the Elements that you need? Just dump the wrong Elements in your opponent's Cauldron. Welcome to Elemental Storms, a game of cunning, strategy and fun!



How to Win

Become the first player to collect the targeted number of Storm points, or have the most Storm points when the Elements or Storms decks run out.

- 2 player game: Collect 7 Storm points to win.
- 3-4 player game: Collect 5 Storm points to win.

Game Setup

Shuffle the Elements cards and deal out a hand of 5 cards (2 player game) or 4 cards (3-4 player game) to each player face down that they may look at. Next, place 3 Elements cards face up in front of each player. This is each players Cauldron. Set the remaining Elements cards in the middle.

Shuffle the Storms cards and draw 1 card for each player, place it face up in front of them. Set the remaining Storms cards in the middle next to the Elements stack.

Shuffle the Magic cards and set them in the middle next to the Storms stack.



Game Play

Play starts to the left of the dealer. Draw 1 card from the Elements stack and place it in your hand. If you begin your turn with less than 3 Elements, draw up to 3 cards.

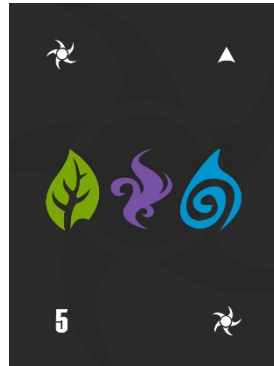
Next, choose a card from your hand and play it on any Cauldron stack, either your own or an opponent's. Perform that card's Elemental Action.

Once all Elemental Actions are complete, if you've scored a Storm card, remove it from in-play and place it to your side. Draw a new common Storms card if needed before ending your turn. Play then continues to the left.

Storm Cards

You gain Storm points by collecting Storm cards. There are 2 types of Storm cards, common Storms (worth 1 point) and Elemental Storms (worth 2 points).

Common Storms (1 Point): Each player should always have a Common Storms card face up in front of them. Common Storms are collected by matching the sequence of Elements that is on your Storms card with the Element cards in YOUR Cauldron.








Elemental Storms (2 Points): An Elemental Storm card can be played from your hand like any other Elemental Action card. Elemental Storms are collected by matching all the same type of Element cards including one Elemental Storm card in your OPPONENT'S Cauldron.



Elemental Action Cards

Look at the corner of each Elements card, this will indicate what type of Elements action card it is.

-  **Link:** When a Link card is played, a player must immediately play another Elements card from their hand if possible. Playing multiple Link cards in one turn is allowed.
-  **Magnet:** After a Magnet card is played, choose another card from the top any Cauldron stack and move it to any other Cauldron stack.
-  **Swap:** Take the top card from whichever Cauldron stack the Swap card was played on and place it in your hand.
-  **Bump:** Move the top card from whichever Cauldron stack the Bump card was played on, either to the left or the right. A card may be bumped to an opponent's Cauldron.
-  **Spell:** After a Spell card is played, draw a card from the Magic stack, read it aloud and follow its directions. Place the used Magic card on the bottom of the Magic stack.