BRAVE THE ELEMENTS

Introduction

Brave the Elements is a strategic tabletop game for 2 to 4 players. Easy to learn and with a great depth of play, players take control of the elements in an attempt to lead their society to victory!

Discover a land of wonder where the ability to control the four elements–Fire, Air, Earth and Water–has become second nature. Conjure powerful disasters and infiltrate your opponents' societies while developing your own and defending it from harm.

The Island of Kallos

The marvelous island of Kállos boasts countless examples of all four of the elements: Fire, Air, Earth and Water. Azure seas crash against a rocky coastline, interspersed with occasional white sand beaches. Deep forests full of ancient trees and lush vegetation that climb plunging river valleys to meet towering cliffs of grey stone. The high ridgeline is broken by glittering waterfalls that crash down the steep rocky escarpments, falling to feed many wide, fast flowing rivers and streams.

Clouds whipped by wild gusts of wind hug the tops of the high hills and cliffs that surround the central range of mountainous, semi-dormant volcanoes. Some release plumes of smoke that escape from vents hidden amongst the highest peaks, they hint at the pent up heat trapped far underground in deep pools of red glowing magma.

Kállos is vibrant and wild; the forces of nature unbound, so much so that they seem to emanate an almost palpable feeling of raw elemental energy. It is this power that the people of the island have learned to harness and control and, depending on the abilities of the wielder, form into one or possibly more of the four elements. Imagine a world where the elements themselves can be manipulated by the populace. A Blacksmith would have no need for a bellows or a furnace; he would simply heat the metal he was working by using his control of fire, farmers could turn the earth without a plough, the crops could be watered every day and weeds destroyed with a thought. The most difficult tasks would be made simple and life would be good.

The highest echelon of society on Kállos is the Priesthood. Each of the segregated societies of Kállos is ruled by it's own Priesthood and each society's Priesthood contends with the others, attempting to prove that their powers of elemental manipulation is the greatest and that they should rule them all. Only the most adept members of society can enter the Priesthood, those able to form all four of the elements and able to manipulate huge amounts of elemental power.

Alone a Priest is more powerful than a dozen other islanders, but the Priests don't work alone, they work together and together the forces they can control are fantastic. By working together the Priests are able to conjure incredibly powerful disasters and to send them over great distances. Immense fireballs and icicles the size of boulders rain down on enemy settlements on the opposite side of the island, they rip the ground open to swallow buildings whole, collapse hillsides and turn streams into raging walls of water! Virtually nothing is beyond the powers of these masters of the elements.

The work of the Priesthood is not merely limited to conjuring disasters but also to work to prevent their enemies' attacks from succeeding. They can disrupt, deflect and disperse incoming attacks and warn the members of their own settlement to clear any structure threatened by incoming disasters.

PLAYERS	2 to 4
AGES	13 and up
TIME	30 to 90 minutes

Components

108 Cards	56 Locations, 46 Disaster Cards, 4 Reference Cards, 1 Round Tracker, 1 Start Player Card
62 Tokens / Markers	25 Victory Point Tokens, 20 Element Tokens, 10 Runestones, 6 Element Markers, 1 Time Marker
3 Dice	2 Custom Defence Dice, 1 Energy Die (numbered)
16 Followers	4 per player

Locations (56)

1) Location Name
2) Defence Value
3) Ability Timing
4) Location Ability
5) Victory Point Value

Locations are placed face-up in front you. They are the targets of other players' disasters and infiltration rolls.

Locations taken from you by other players are placed face-down in front of them. These are worth victory points to those players at the end of the game.

When a location a player controls is taken or replaced, remove all tokens, markers and followers from the location, returning any followers to their respective players.

Disaster Cards (46)

1) Disaster Name
2) Element/Type
3) Strength Value
4) Number of Defence Dice rolled by defending player
5) Elements needed to prevent disaster
6) Support Bonus
7) Ability Timing
8) Card Ability

Disaster cards are drawn into your hand. They can be used in one of 4 ways:

 • To conjure the disaster against another player's location, your choice

 • To add its Support Bonus to another disaster you conjure, of the same element

 • For its Element to match the elements needed to prevent a disaster

 • For its Card Ability

Disaster Card Abilities

There are 3 types of disaster card abilities which can be used at different times:

	ACTION: Players may only use these abilities to take an action during the action phase (III).
	DEFENCE: Players may only use these abilities after they roll to defend against a disaster.
	REACTION: Players may use this special ability as indicated.

Victory Point Tokens

These keep track of the number of victory points (VP) players gain during the game. This does not include the victory point values of locations, which are totalled at the end of the game.

The aim of the game is to collect the most victory points.

VP can be gained at various points during the game:

During Phase III: Players can take actions that allow them to gain VP in this phase.

During Phase IV and V: If you take a location that had 1 or more of your followers on it, you gain 1 VP for each of your followers that were removed.

Each Phase VI: Players gain 0, 1 or 3 VP based on the number of locations they control. They may also have a location ability that allows them to gain an extra VP during this phase.

Element Tokens

These are placed on locations and can be used to match the elements needed to prevent disasters.

Locations cannot have more than 1 Element Token on them. If you would place an Element Token on a location that already has one, you may replace the existing token with the new one.

Runestones

+1

These are placed on locations. They add +1 to the defence value of a location as well as +1 when you infiltrate.

Locations cannot have more than 1 Runestone placed on them.

Element Markers

These are placed on locations with a ❓ to mark your chosen element.

Time Marker

This is used to keep track of which round the game is currently on.

Defence Dice

FIRE	**AIR**	**EARTH**	**WATER**

1 Draw a disaster card

⚡ This is any element you choose

Defence Dice are rolled when defending from disasters conjured by other players.

Followers

These are only placed on other players' locations when a roll for infiltrating a location is unsuccessful.

While on a location, your followers each add +1 to the strength value of disasters you conjure against that location as well as add +1 when you next infiltrate it.

Some followers are trained to attack enemy settlements directly, they learn to infiltrate the enemy's settlements without being detected, taught how to effect the destruction of buildings by releasing wild energy into the very structure and even if the structure doesn't collapse completely, it is left seriously weakened. Exhausted of power they quickly extricate themselves and return home.

Setup

1. Each player chooses their colour and takes the corresponding colour followers and starting locations (see below). Players place their 4 starting locations face-up in front of themselves, under their control.

Starting Locations

RED Player:
- Fire Temple
- Monolith
- Furnace
- Foundry

YELLOW Player:
- Air Temple
- Monolith
- Observatory
- Windmill

BLUE Player:
- Water Temple
- Monolith
- Aqueduct
- Watermill

GREEN Player:
- Earth Temple
- Monolith
- Quarry
- Farmland

2. Shuffle the remaining locations and place them face-down in the centre of the playing area, forming the location deck. Place the top 3 cards from the location deck beside it face-up. These locations are in development.

3. Shuffle the disaster cards and place them face-down within reach of all players, forming the disaster deck.

4. Place the Round Tracker to the side and place the Time Token on Round 1. Provide each player with a Reference Card.

5. Place all of the Runestones, victory point tokens, dice, element markers and element tokens in the centre area.

6. Randomly determine the starting player and give them the Start Player card. You are now ready to begin the first round of the game.

Sequence of Play

Brave the Elements is played over a number of rounds as determined by the number of players in the game:

2 players	6 rounds	40-50 mins
3 players	6 rounds	60-80 mins
4 players	4 rounds	50-70 mins

Each round consists of 6 phases. During these phases, players take turns in clockwise order. This always begins with the player who has the Start Player card.

I. Draw

In turn order, players draw a number of cards from the top of the disaster card deck until they have 6 cards in their hand. There is no maximum hand limit.

If you need to draw any cards and there are no cards left in the disaster deck, shuffle the disaster discard pile. Place it face-down as the new disaster deck and draw from there.

II. Construct

In turn order, players construct 1 of the 3 locations in development, placing it face-up in front of themselves, under their control.

Players may only construct a new location during this phase if they control less than 5 locations. Otherwise, they must pass.

Players continue taking turns (if able) until each player controls 5 or more locations.

See "Constructing Locations", page 5.

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III. Actions

In turn order, players may take an action by using a card in their hand with an action ability. They apply any of its effects, as shown on the card, and then discard it.

Some actions allow players to take extra actions. These are taken immediately.

IV. Infiltrate

In turn order, players choose a location another player controls and infiltrates it.

See "Infiltrating a Location" on this page.

V. Conjure

In turn order, players choose to either conjure a disaster using cards in their hands or pass.

Players take turns twice around so that all players have had the chance to conjure 2 disasters during this phase.

See "Conjuring Disasters", page 6.

VI. Gain VP

Players gain victory points, in tokens, based on the number of locations they control, as shown below:

No. of Locations	Victory Points
3 or less	None
4	1 VP
5 or more	3 VP

The End of a Round

Once players have completed each of the 6 phases, the round ends.

If it is not the final round, pass the Start Player card to the left and move the Time Marker on by 1. Begin again with Phase I.

If it is the final round, see "Ending the Game", page 7.

Constructing Locations

Once a location is constructed, place a new location from the top of the location deck into development.

Players cannot construct a location that shares the same name as another location they already control, with the exception of **Monoliths**.
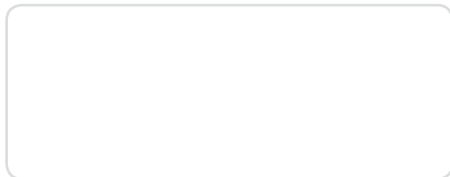
If a player cannot construct any of the locations in development, because they all share a name with locations they already control, place all 3 locations at the bottom of the location deck and replace them.

Location Abilities

Location abilities are either always active or applied when indicated.

At the end of each phase and in turn order, players apply the abilities of locations they control with timing relevant to this phase.

Players that would apply multiple abilities of locations in a single phase choose which order to apply those abilities.

Abilities that show an explanation mark (**!**) are applied as soon as a player constructs that location.

When you construct a 🔮 location, mark it with an element of your choice.

Infiltrating a Location

To infiltrate a location, roll the energy die (numbered 1 to 6). Then add any bonuses provided by locations as well as +1 for each Runestone on locations you control. Also add +1 for each follower you have on the location you are infiltrating.

Compare your total with the defence value of the location you are infiltrating...

If your total is equal to or higher than the defence value of the location, the infiltration roll is successful.

Take that location and place it face-down in front of you. Remove all tokens, markers and followers from the location. Then gain +1 VP for each of your followers that were removed.

If your total is less, however, the infiltration roll is unsuccessful. Place one of your followers on the location.

It is unlikely you will run out of followers. If you do, you may still infiltrate a location but you cannot place a follower if the roll is unsuccessful.

You cannot infiltrate a location that has any of another player's followers on it, with the exception of **Great Walls**.

Conjuring Disasters

To conjure a disaster, first choose a location another player controls to conjure the disaster against.

Then place a disaster card from your hand face-up onto the playing area in front of you, comparing the strength value of the disaster to the defence value of the location.

If you need to roll the energy die to determine the strength value of the disaster, do so now.

Roll the energy die and add 3 to the result rolled. This is the strength value of this disaster.

TIP: The higher the strength value of a disaster, the less elements are needed to prevent it and vice versa.

WHY? ...The stronger a disaster is, the longer it takes to conjure and the harder it is to maintain. Because of this, societies are given more of a chance to prepare for and disrupt such disasters.

You then add to strength value of the disaster any bonuses provided by locations you control as well as +1 for each follower you have on the location that you are conjuring the disaster against.

Supporting Disasters

You may also add to the strength value of disasters by using cards from your hand of the same element as that disaster.

Do this by rotating the card 90º clockwise and placing it underneath the disaster so that its support bonus is clearly showing:

Cards used in this way add their support bonuses to the strength value of the disaster. For this example, you add 6 + 2 so the strength of the disaster is now 8.

You can use any number of cards to add support bonuses to a disaster. If you need to roll the energy die to determine a card's support bonus, do so as you use it.

Roll the energy die. The support bonus of this card is equal to the result rolled.

To successfully conjure a disaster against a location, the total strength value of the disaster must either equal or exceed the location's defence value.

Once you have finished adding to the strength value of a disaster, check that it has been successfully conjured. If it has, see "Defending Against Disasters" page 7.

If it hasn't, however, discard all cards that were used to conjure the disaster. Play continues clockwise.

Wild Disasters

Wild disaster cards (⚡) are their own element of disasters and are not associated as any of the other four elements.

⚡ disaster cards can be used to support disasters of any element. This includes other wild disasters.

Players can support ⚡ disasters they conjure using disaster cards of any one element. You cannot support a wild disaster with both 🔴 and 🟡 disaster cards.

⚡ disaster cards can also be used to match any element you choose when defending against a disaster.

Defending Against Disasters

Once a disaster is successfully conjured, the player who controls the chosen location defends against the disaster.

To defend against a disaster, first roll a number of defence dice, as shown on the conjured disaster.

1 Dice ➝

After rolling, draw a disaster card for each 'draw a card' result you roll. Then match any elements rolled with those needed to prevent the disaster.

You can then use cards in your hand and element tokens on locations you control to match the remaining elements needed to prevent the disaster.
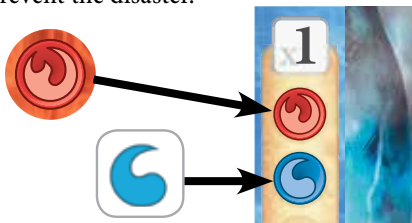
For example, this player rolled a water element and matches the remaining fire element with a fire token they have on a location they control. The disaster is prevented.

To prevent the disaster, you must match **all** of the elements needed to prevent it. If you do, retain control of your location.

If you do not, however, the disaster's conjurer takes your location and places it face-down in front of them. They remove all tokens, markers and followers from the location. They then gain +1 VP for each of their followers that were removed.

Next, whether the disaster was prevented or not, all cards and tokens used to either conjure or defend against the disaster are discarded.

Discarded cards are placed face-up to the disaster pile. Only the top card of the discard pile is public knowledge.

Special Icons

②③	Defend against this disaster by matching any 2 or 3 of the same element, as shown.
⊘	This disaster cannot be prevented. Not even with the ability of Energy Burst.

Ending the Game

At the end of the game, players total their victory points from all locations they have taken and tokens they have gained during the game. The player with the highest total is the winner.

Players do not count the victory point values of locations they control, only those taken from other players.

Resolve ties, in order, by:

1.	The player who has taken the most locations in total.
2.	The player who has taken the most locations worth 4 VP.
3.	The player who has gained the most victory points from tokens.

If there is still a tie, rejoice in your shared victory or play again!

Two-Player Variant

For 2-player games, remove the Treasury locations from the game. Players skip the "Gain VP" phase (VI). For a longer game, players can choose to play 8 rounds. For a shorter game, players can play 4 rounds.

F. A. Q.

Do I discard cards at random? No, when a player discards a card, it is always their choice which card they discard.

If an action allows a player to conjure a disaster, do they do that now? Yes, apply the full effect of the action as you use it.

Lightning Storm – can this allow a player to construct a location even if they already control 5+ locations? Yes.

Can I play a disaster on a location that has another player's follower on it? Yes.

When defending against a disaster, can I use Element Tokens on any of the locations I control? Yes, Element Tokens don't need be on the same location the disaster was conjured against to be used.

What if we run out of victory point tokens, element tokens, Runestones or element markers? This is a rare occurance although the number of tokens is not limited to those provided in this set. If you need more, use some other counters to keep track.

Can I ever change the element marker on a location to another element? No, once you have chosen, the marker stays there until the location is either taken or replaced.

Can I ever prevent disasters conjured against other player's locations? What if I have a defence action? No, you can never

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