

ELEMENTZ

BECOME THE MASTER ZEE

RULES



JASON MACLEAN JONES

On a windswept ridge, four Master Shamans, ambassadors of their races, climb towards a rocky and ancient monolith atop the summit. This planet, Planet 'Zee' as it is called in all four languages, is a wild uninhabited place of raw and uncontrolled primal energy - except for every seven years. Then, the Master Shamans, arrive to do battle, summoning their elemental totems, forces of wild energy from deep within the world, channeling the primal energy in a duel to decide which culture will gain ascendancy for the next seven years.

Become the Master Zee!

CONTENTS

- Twenty eight dice in four colours
- 4 player boards (double sided)
- 4 Totem boards
- 31 Pulse tokens
- 8 Avatar tiles (expansion incl.)
- 4 reference guide cards
- This rules booklet



OVERVIEW & OBJECTIVE OF ELEMENZ

Each player in ElemenZ plays one of four unique alien Shamans in an energy duel to become the Master Zee. The object of the 3-4 player game is to carefully control the flows of energy to drain the opposing Shamans of their energy dice until only you are left with energy dice available. In the 2 player game, the Shamans pair elemental forces and manipulate the pool of energy dice available into being the first to energise the enigmatic monolith that stands resolute on planet Zee.

This rulebook details the 3-4 player game and then the 2 player game rules.

GAME COMPONENTS

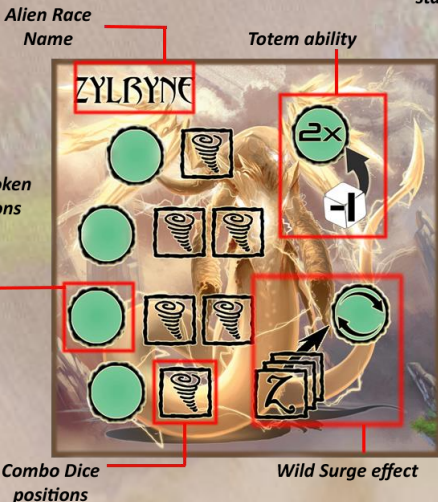
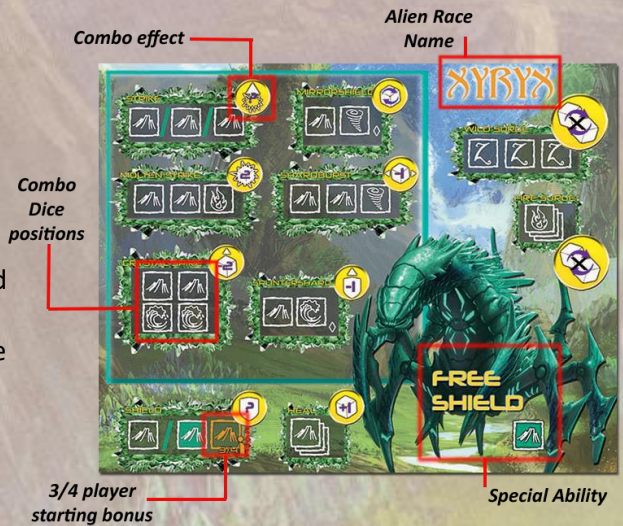
DICE

The dice have symbols for all four elements: AIR (☁️) EARTH (🌱) FIRE (🔥) and WATER (💧) on them and one side showing the *wild* 'Zee' symbol (Z). The *wild* side acts like a 'joker' and can mimic an element type **but only when the chosen element is shown on another rolled dice result!** This is termed *Anchoring the Zee*. Multiple wild dice can be anchored to a single other dice but cannot be used on their own without being anchored.



SHAMAN BOARDS

The Shaman boards are where the energy dice are placed to create powerful combo effects. Each board is specific to a single Shaman. It shows the combos they can activate and their special race ability.

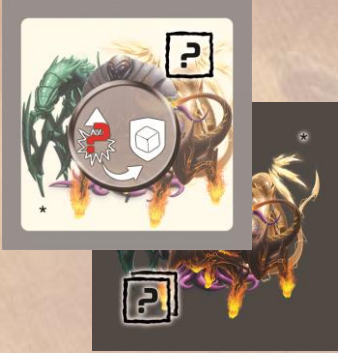


TOTEM BOARDS

Each Shaman is supported by an energy Totem that stores extra energy and aids in the completion of combos. The Totem can store a maximum of 4 energy pulse tokens at any time. When they are all gone, the Totem disappears for good!

PULSE TOKENS

Pulse tokens represent the energy stored in each Totem. Tokens can be replaced ('energised') or removed ('burned') during the game. See the **Using Pulse** section for more on how to use these tokens.



AVATAR TILES (expansion)

Avatars are energy sprites shed from the monolith when the Shamans use their powers. They have specific single uses and are available to all Shamans to control and use during duels (even in the 2 player variant when marked with an *). Similar to Pulse tokens, Avatars must be bought and can be 'burned' by other Shamans. See the **Using Avatars** section for more details.

GAME SETUP (3-4 player game)

Each player chooses one of the alien race boards, the matching totem board and takes the corresponding set of coloured dice. The boards are placed side by side in front of the player and **2 dice** are placed into the SHIELD combo of their player board with their element symbol face up on the dice. (**Exception** - the EARTH player places only 1 dice since they get a free dice as their **Race Ability** – see *special race abilities on page 4*).

Four pulse tokens are randomly drawn from the bag by each player and assigned in any order on their Totem boards. If playing with Avatar tiles, each player randomly draws two placing them face down near their play area.

The player most recently to have visited a wild place will be the starting player (Visiting a volcano trumps everyone!)




The 3rd and/or 4th player now places another dice in the special 3/4 player starting bonus location. The game is now ready to start. The first player now takes **all 7** of their dice (including those from their SHIELD) and rolls them.

GAMEPLAY (3-4 players)

The number of dice available 'in hand' is the amount of energy the player can draw upon to create combos to defeat all other opponents. On a player's turn, they take up all of their dice (that have not been lost to the pool) - including those in their SHIELD combo, and roll them. Dice lost go into a **pool** in the table centre.

They can then re-roll any or all of them **two further times**, making three rolls in total. Note that dice kept back from any of these rolls can be taken and re-rolled up to the 3 roll limit.

Once these 3 dice rolls have been made, a player can use the symbols rolled on their dice to complete 1 or more combos, using any wild symbols if they wish (see the **Using Zee** section on using wild  dice).

Note:- The AIR Shaman's special ability applies here (see **SHAMAN ABILITIES** box on page 5.)

Take care not to roll three wild symbols or you will suffer a Wild Surge !!

Once a player has completed their turn, the next player in clockwise order takes their turn.

Play continues until only 1 player remains with energy dice in hand. They win the game and become the **Master Zee!**


HEAL ACTION

If a player manages to roll their own symbol on **all their dice**, they can immediately take back a **single dice** from the pool (that they have previously lost) and add it to their hand.

This Heal effect is a **FREE action** and can **only be used once** in a Shaman's turn.

Note:- The WATER Shaman's ability applies here.

WILD SURGES


Rolling 3 **wild**  symbols at any time (or if all dice rolled show the opposing element) causes a **Wild Surge** - an **immediate end of turn** (this includes using AIR's extra re-roll power and EARTH's extra shield dice which becomes negated). No further action can be performed by the player.

- **Note:** If a player has only 1 or 2 dice remaining in hand, rolling **all wild symbols or all opposing element symbols** still triggers the **wild surge**.

Rules Variant: For a slightly easier game, ignore the opposing element wild surge rule above and/or the 1 or 2 dice **wild dice** effect.



These reclaimed 'healed' dice can be used during the rest of the turn **as long as the player has not** re-rolled 3 times this turn. Otherwise healed dice are placed aside as an unused dice, but is ready for use next turn. **Note** that these healed dice can still be lost due to combo effects of other Shamans.

USING ZEE

A wild Symbol  acts like a joker and can be used to mimic another symbol. The wild dice must be **anchored** to another (that is, it cannot simply represent a different symbol *on its own*). This is termed **Anchoring the Zee**.




Correct use of a Wild dice

The example above shows a wild  dice **correctly** being anchored to an Earth  dice creating a pair of Earth and pair of Fire which triggers the FIRESTORM combo. The example below shows an **incorrect** use of the wild dice.



Incorrect use of a wild dice

The wild dice is not anchored to another and therefore cannot mimic the Air symbol .

COMBOS


A player can assign rolled dice to as many combos as they like (including both STRIKE and SHIELD) in their turn. A combo must be complete however; that is, all symbols of a combo on the player board must have dice or pulse tokens (see the **Using Pulse** section) assigned to them.

SHAMAN ABILITIES

EARTH – Earth gets a **FREE 2nd** dice after placing the 1st dice in to SHIELD (shown on page 3). No dice is placed on this 2nd symbol to use its effect. If forced to lose the 1 dice, the Earth Shaman loses **all of their SHIELD**. The Earth Shaman cannot use this ability if a Wild Surge is triggered.

AIR – This Shaman is allowed **one FREE re-roll** of 1 dice at any time during their turn. This even includes rolling a regained **heal** dice.

FIRE – Fire gets **FREE dice** already locked in to two combo choices. No dice need to be placed on these symbol spaces.

WATER – When the Water Shaman heals a dice, the Water player can immediately re-roll this dice. If this dice shows a  the Water Shaman can claim a second water dice from the pool (if able).

Dice are placed on top of the symbols on the player board and the combo is then **activated**.

Combo function icons are listed with their meanings on the **Reference Cards**.

Combos come in two forms, either **immediate** or **waiting**. The SHIELD combo is a little different in that it is activated immediately although its benefit will last for the whole of the round until the player's next turn (as long as some dice remain there).

Waiting combos (shown by the \diamond symbol) are activated during the player's turn but will **wait until triggered** by the controlling player later in the round.

Note: These combos can still be used even if the player subsequently loses some of the dice placed here to other Shaman's combos since they have **already been activated**. If the player forgets to use a waiting combo by the start of their next turn, the combo is no longer activated and cannot be used.

ACTIVATED COMBOS

Note that dice can be removed from completed combos (even waiting combos) without breaking or preventing that combo from working since completed combos have already been activated by the controlling Shaman player.

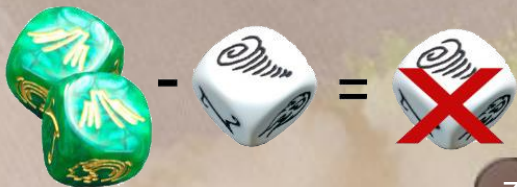
ATTACK and DAMAGE

Most combos offer ways to drain other Shaman players of their energy dice. Drained dice must be removed from a player's area but it is **the target player's choice** which dice is/are removed. Some combos target just 1 Shaman while others can target more than one.

The most basic combo is the **STRIKE** – which is resolved as **the total number of attack dice minus the total number of defense dice** (in SHIELD). The remainder is the amount of dice the opposing Shaman has to remove from their play area and place into the central pool (they have been drained of this number of dice).

STRIKE and SHIELD COMBOS

STRIKE and **SHIELD** combos are a little different from the other combo options. They **do not** need to be complete to be actioned. So for example, a STRIKE can be 1, 2 or 3 dice. A SHIELD can have 1 or 2 dice placed into it.



USING TOTEMS

Totems are a Shaman's energy storage device in the game. They provide four energy pulse effects (Pulse tokens – see below), as well as partially protecting against dice drains. When drained of one (or more) dice from a Shaman's hand, a Totem allows that player to discard 2 pulse tokens **instead of losing** 1 dice.



This effect cannot be multiplied (i.e. burning all four tokens to avoid losing both dice!)

A further effect of the Totem is to **recycle and replace** all remaining pulse tokens on a Totem when a wild surge occurs. Pulse tokens discarded in this way go back into



the bag and an equal number are drawn to replace them.

Once Pulse tokens are in place they **cannot be moved around** into different locations but **can be looked at again** at any time by the controlling player.

STRIKE versus LOSE COMBOS

STRIKE attack combos can affect single or multiple players. Strikes are always resolved versus the target's defense dice.

Combos that say 'lose' however are different from STRIKES. The lose combos are the most powerful options to a Shaman player. Combos that say 'lose' **ignore any** defense dice present and **drain dice directly** from the Shaman player.

USING PULSE

Pulse tokens are **one use effects** that can *modify* or *add to* dice rolls (for example, to add an element symbol to a combo or force a dice to be re-rolled). They **do not cost anything** to play (that is, a player does not have to allocate a dice to that token in order to use it). Pulse tokens effects are detailed on the next page.



Pulse tokens are always drawn from the bag randomly. Once used, tokens are **removed from the game**.



Pulse tokens (to a maximum of 4) can be **re-energised** (bought) or **burnt** (removed) using dice that show the symbol of the Totem - exactly like a combo. Re-energising or burning pulse tokens cost either 1 or 2 dice.

USING AVATARS

Avatars work a little like Pulse Tokens. They have single effects that can aid a Shaman, but once used, go back to a central pool where they are available to everyone.

The front side of an Avatar tile shows the cost to purchase (1 dice of the Shaman's symbol) and the effect (explanations of icons are presented on the handy reference cards).



The reverse shows the cost to 'burn' a purchased Avatar (a pair of dice of any matching symbol). Thus, Avatars are cheap to buy but easy to destroy.



Avatar tiles available in the pool are *face up*, so all Shamans can see the effects they offer.

PULSE TOKEN EFFECTS

Elements – These tokens are used as if they were the face up side of a single dice. They can be used in combos instead of using a dice. Wild dice **can be anchored** to these energy tokens.



Restore – This pulse token heals a Shaman by 1 dice immediately.



Winds of Change – This pulse token either allows the Shaman to re-roll a single dice or forces a target Shaman to re-roll a single dice.



Wild Pulse – This pulse token allows a Shaman to either re-roll a wild symbol or force another Shaman to do the same.



Totemic Buff - This pulse token negates the effect of a single wild 'Z' rolled by a Shaman by removing the dice temporarily until the next turn. It can be used to **prevent a wild surge** by negating a single Z. (*this is the only time a wild surge can be blocked*).



AVATAR ABILITIES

Spare Avatar tiles are placed in 2 (3 player) or 3 (in a 4 player game) *face up* stacks in a central pool, so all players can see what is available. Once Avatars are either used or burnt, they go back into the central pool (not onto a stack) so that an increasing number become available as the game progresses.



Deflect a combo that targets yourself onto either of the Shamans adjacent to you.

Cancel 1 dice lost due to a combo effect this turn.



Flip 1 of your dice to another side before your 3rd roll.

Flip 1 target's dice to another side (not 'Z') after their 3rd roll (but before they assign dice to combos).



Recycle all current pulse tokens from your Totem back into the supply. Then draw an equal number of replacements.

Temporarily take 1 dice from the pool, use it this turn then replace it in the pool.



This turn, re-roll all of your dice showing your opposing symbol once.

For this turn, only 2 dice cause a Wild Surge.



Choose a Shaman. This turn that Shaman cannot Heal.

Use 1 of your dice to block an opponents board space until the start of your next turn.



1 combo effect is deflected back onto the creating Shaman.

Draw 2 of your lost dice from the pool, use them this turn, then return 3 to the pool.



Mirror a combo effect onto another Shaman as well as yourself.

Once purchased, an Avatar is placed *face down* in a player's area to keep the effect hidden. Once used or destroyed, the Avatar tile is placed again face up in the pool. Any extra Avatar tiles available (from promos and expansions) are placed in the central pool area in stacks equal to **one less than the number of players**. Therefore as more Avatars are used during the game, the greater the choice of tiles on offer.

GAME SETUP (2 player)

In the 2 player game, the Shaman player will show their ability at controlling two complimentary elements (**AIR** with **WATER**, **FIRE** with **EARTH**).

Players take the two matching play boards and place them side by side in front of the player so that the two halves of the monolith image fit together (NB: The 2 player boards have a 2 player symbol in the top left and bottom right corners).



Note: If using the Avatar expansion, all Avatar tiles with an (*) symbol are taken, shuffled and dealt equally to both players, with faces down to hide their effects. Any remainders are put back in the box and not used in this game.

All dice are placed in the centre of the table (to form **the central pool**) and each player draws **3 dice of each of their corresponding colours** to make 6 dice in total (e.g. 3 white and 3 blue for the AIR/WATER player).

The player boards have two sections:

1. the combos that control the flow of energy dice during the game,
2. the combos that allow the monolith to be energised.

The coloured dice symbols on top of the monolith image are the specific dice that need to be 'locked in' in order to win the game (for example, red and green dice must be used on the monolith in the image above).

Again, the player who most recently visited a wild place gets the honour of being the first player.

GAMEPLAY (2 player)

The trick in this game is to control the amount of energy dice a Shaman requires to complete useful combos.

The Shaman players take it in turn to roll **all of their dice**, using them to complete as many useful combos as they can.

The **3 roll limit rule** from the 3-4 player game applies also in this game. Some or all of these dice can be re-rolled up to 3 times (but note the changed effect of rolling *wild dice in this game*).

A Shaman can activate completed combos immediately and use their benefits during the **current turn**. But dice used for a combo must remain in place until the end of turn.

There is no limit to the number of completed combos a player can action in a turn.

EXAMPLE: the Pair dice combo allows the player to take a dice from the pool of the correct colour set (that is, an AIR dice after rolling a pair of AIR symbols). If this combo was activated after the 1st or 2nd roll in a player's turn, this new dice can be used immediately as part of the players hand of dice.

LOCKING DICE INTO THE MONOLITH

The monolith combos work the same way as the other combos, but their purpose is to **leave dice** 'locked in' (energising the monolith).

A Shaman player must roll the complete combo + has to roll the **correct symbol on the correct coloured dice (e.g. fire symbol on a fire dice)** to be able to lock in that dice.

WILD DICE (2 player game)

The **wild dice** act differently in the 2 player game.

When rolled, any dice that show **wild symbols** are temporarily removed from the Shaman player's hand of dice (for this turn only)!

These dice come back to the player's hand next turn unless lost because of an opponent's combos.



A locked in dice stays on a player board after the required combo is complete (and therefore activated) - the other dice are removed at the end of the player's turn, ready to be re-used next turn.

WINNING THE GAME

The winner of the game is **either** the first Shaman to energise the monolith by locking in all required dice **or** the opponent does not have enough energy dice to complete further combos.

GAME FAQ

- **In my turn can I keep dice in Shield?** No, all dice must be re-rolled.
- **Does forcing a re-roll of 1 die count as one of a Shaman's 3 roll limit?** No, it is separate and happens immediately.
- **If DEEFOG or SEAFOG forces me to re-roll a dice and it breaks the combo I wanted to use, can I use the dice for a different combo?** Yes.
- **Can AIR's ability to re-roll 1 dice be used on a just healed dice?** Yes.
- **Can AIR's ability be used to avoid a Wild Surge?** No. A Wild Surge always takes precedence over all other rules or combo options and occurs immediately.
- **Can I hold back some dice until next turn?** No, All dice must be assigned in a player's turn.
- **How many Pulse tokens can I burn from a target Shaman's totem?** Maximum of 1 per turn.
- **How many Pulse tokens can I re-energise in my totem in my turn?** As many as you can afford (max of 4).
- **Can I use pulse tokens to burn other tokens?** No. You must use dice.


RULES VARIANTS

(2 player game)

Harder Game

For a harder game players start the game with only **4 dice** of **one** of their colours.

Easier Game

For a much easier game (especially while learning), the wild  symbol is again a joker as in the 3-4 player game. **Note** however they cannot be used as 'lock in' dice – since the symbol on the dice is not correct!

RECOMMENDED TACTICS

3-4 Player Game

Don't underestimate the usefulness of your Totem. It is your protection against the attacks of other Shamans and helps to make combos happen. Keep your Totem's energy topped up with Pulse tokens while stealing those away from other Shamans. The EARTH Shaman has cheap defense but it's shield is brittle. The WATER player should focus on keeping it's dice energy at max while the AIR Shaman has maximum flexibility. Watch out for the FIRE Shaman's multiple attack combos!

2 Player Game

Locking in dice quickly in the smaller combos seem easiest. Doing so will reduce your available dice pool which will likely have consequences later in the game.

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Thanks:

The author wishes to thank all the playtesters who took part in the formation of this game – especially the crew at Falkirk RPG club without whose enthusiasm and timeless support the game would still be in prototype-like pieces. The BCG team would like to thank their families for boundless support and occasional proddings with a hot fork; also the many UK-based reviewers who showed unparalleled support and motivation for seeing this game produced.

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Barny Baker; Rob 'Mugtog' Barrett; Aaron Billingham; Mark Christie; Kris Divers; Niko & Pascale Frery, Josh Graham; Ross Graham; Emma Henderson; Ali Hunter; Josh Hurst; Francois 'Frank' Kasperek; Sandra, Peter & Jeremy Kasperek; Siqi Li; Stuart McConnachie; Adam Meney; Claire, Elliot and Laureline M-D; Anna Reeves; Maddie and Finlay Reid; Francoise Souchet, Peter Turner; Giles Ward; Steve Welsh.

Kickstarter backers: