

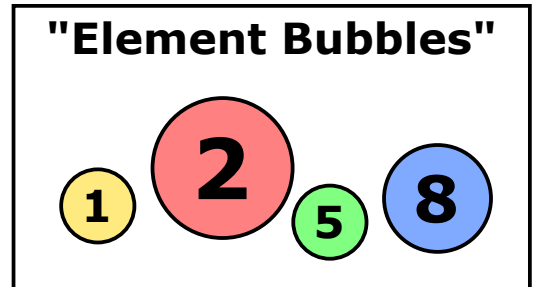
Elemental Predation

For 2-4 players.

Setup

Everyone starts with 1 element bubble of each colour without a number, 4 colors in total.

- Put 5 element bubbles of each colour on the 4 matching coloured zones.
- Choose a game piece and put it on any tile on the path.
The path goes clockwise.
- The rest of the element bubbles go back in the bag.



Course of the game

- One plays at a time. during your turn you have 4 actions. With each action you can move forward one step and choose to do what is on the tile (you don't have to do the event on the tile if you don't want to)

Tile meanings

Gamble = "Double or nothing" you choose how many elements you want to gamble for. you roll a die, and if you get a greater number than the amount of bubbles you chose, you get to randomly pick that amount from the bag.

Choice = you either choose one of the visible bubbles on the board, or randomly put a new bubble on the zone of the same colour from the bag.
!Important!: you mayn only choose a colour matching the zone closest to the tile you're on.

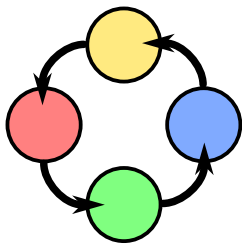
Lucky = you simply take one random element bubble from the bag.



Building your own platform

The goal of the game is to build your own elemental platforms from the element bubbles you pick up during the game.

-Every element needs a certain amount of another element to be built and "able to thrive"



Electricity needs Fire
Fire needs Grass
Grass needs Water
Water needs Electricity

- The colour of the bubble represents what the element it is. The number on the bubble tells you how many bubbles of the appropriate element it needs to provide that number of points.



Example: This is a grass bubble. it needs 3 water bubbles to be put on your structure.

Whenever you have time, you can work on your elemental platform as long as you have max 5 bubbles on at the start of your next turn and all bubbles in the structure are valid. All bubbles must be attached to the platform structure.

Important! Bubbles without numbers do not need to touch the element it feeds on, as long as it touches the structure somewhere.

End of the game

The game ends when one player has gotten 20 points

- your points are the sum of the bubbles in your structure.

Alternative rulesets:

remembering 4 colour combinations can be difficult at first. There's an option to convert one of the colours into a wildcard colour, which works with any colour. for example:

Fire needs Grass
Grass needs Water
Water needs fire

And Electricity needs any, and provides for all, except itself.

Choice tile: = When drawing from the bag, and you draw the wrong colour, instead of searching the bag again, you put the drawn colour to the appropriately coloured platform, even if you're not standing next to it.

