



## How To Play Eleminis

Fun for both kids and adults, ages 7+

Can be played with 2 - 8 players

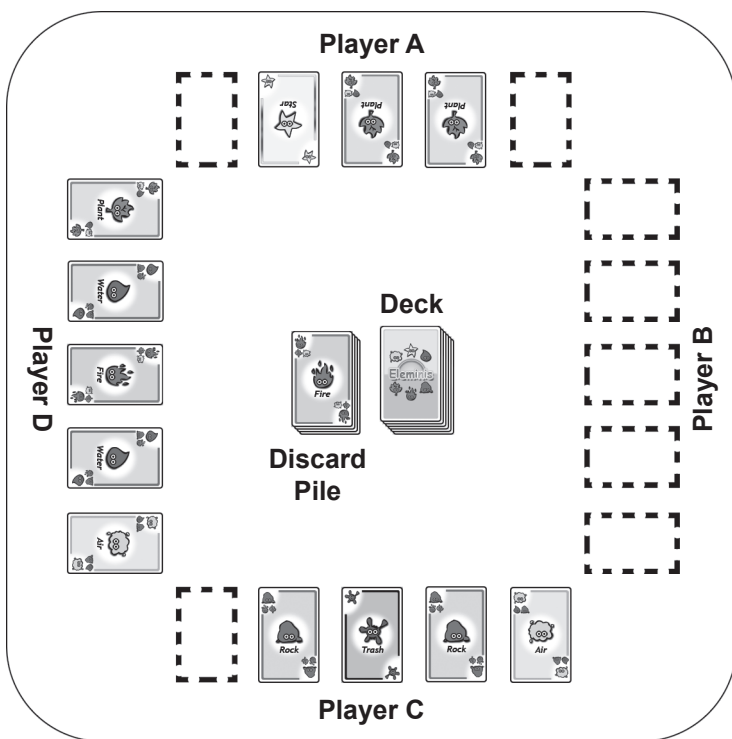
Game includes 108 cards + 2 blank cards (for custom play)

Eleminis is a fun and competitive card game where players race to collect all five mini elements (Fire, Plant, Air, Water, and Rock). These Eleminis, along with Stars and Trash, are called Character cards. The Deck also contains various types of Action cards.

Unlike other card games, players are not dealt hands. Instead, **each player starts with a row of five empty slots on the table.** Character cards are played face up into these slots. Each slot can hold only one card - **DO NOT STACK CARDS.** It's OK to have more than one of the same Character card, but **a row cannot have more than five total cards.** Also, the order of the cards is not important.

To begin play, shuffle the Deck and place it face down in the center of the table. Decide who will go first. Players take turns clockwise.

### TABLE LAYOUT

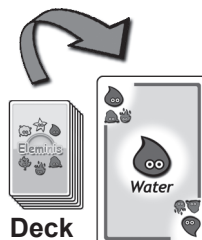


### WINNING THE GAME

**Collect all five Eleminis to win!** Can you be the first to do it? A winning row contains Fire, Plant, Air, Water, and Rock. Let everyone know when you have them by shouting 'Eleminis!' The order of your cards is not important. Also, Stars are wild and automatically represent any Elemini you need to win. See the Scoring section for counting points after each game.

## TAKING YOUR TURN

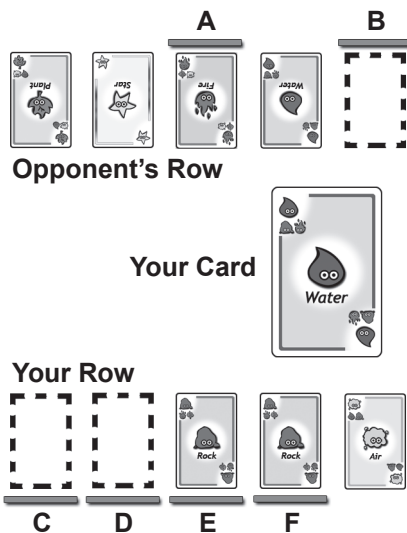
### 1.) DRAW A CARD



When it's your turn, draw the top card from the Deck. You must show the card to all other players. Make sure everyone can see what you have drawn. A lot of the fun of the game is trying to convince each other how to play. Talk all you want!

### 2.) CHOOSE AN OPTION

**Most cards have multiple options for how they can be played.** See the Character Cards and Action Cards sections for each card's options. **IMPORTANT - You don't have to play on your own row.** Your card can be used in any way its options allow. Do you need it? Keep it. Want to mess up your opponent? Play it against them. It's fun to make enemies!



**Example:**

If you draw Water, here are your options:

**A)** Replace your opponent's Fire and double their Water.

**B)** Fill your opponent's last slot and double their Water.

**C or D)** Fill one of your empty slots with Water.

**E or F)** Replace one of your Rocks with Water.

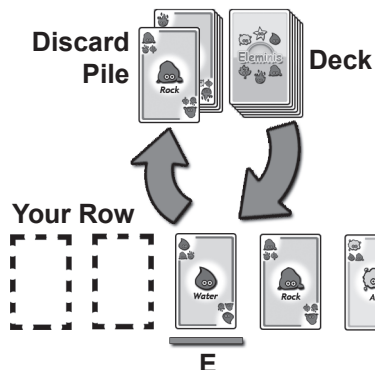
### 3.) PLAY AND DISCARD

Once you have chosen an option, play your card. **If you replace a Character card, discard the weaker one - DO NOT STACK CARDS.**

**If you play an Action card, discard it at the end your turn.**

**You must always play your card, even if you don't like the results. If you can't play any of your card's options, discard it - you lose your turn.**

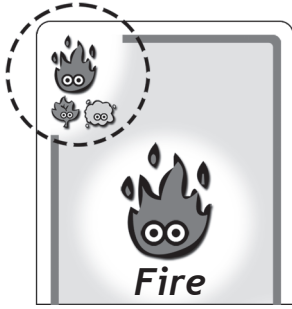
After you've played your card, your turn is over. Players continue taking turns drawing and playing the top card from the Deck until someone wins. If the Deck runs out of cards, turn the Discard Pile face down, shuffle it, and keep playing.



**Example:**

If you choose option E, **discard your Rock** and **play the Water** you drew into the same slot.

## CHARACTER CARDS



**Elemeni (Fire, Plant, Air, Water, Rock)** - An Elemeni can be played into any empty slot or replace any weaker Elemeni. You can see these icons in the top left corner of each card. (Fire can replace Plant and Air, for example).

**Fire** burns **Plant** and **Air**  
**Plant** swallows **Air** and **Water**  
**Air** blows **Water** and **Rock**  
**Water** washes **Rock** and **Fire**  
**Rock** crushes **Fire** and **Plant**



**Star** - Stars are wild and represent any Elemeni you need to win. They can be played into any empty slot, replace any Elemeni, or replace a Trash card. You don't need to choose which Elemeni it represents - **a Star is always wild** and other **Character cards CANNOT** replace it.



**Trash** - Trash is a **dirty Character card** used to pollute your opponent's row and prevent them from winning. Play it into their empty slot or **replace any of their Elemenis**, but it **CANNOT** replace a **Star!** Anyone with a Trash card in their row cannot win until they clean it up in one of four ways - replace it with a Star, discard it with a Discard card, move it with a Move card, or swap it with a Swap card.

## SCORING

Players have the option of keeping score of multiple games. Add 10 points for each unique Elemeni and 5 points for each duplicate Elemeni. Add 20 points for each Star, *but subtract 20 points for each Trash*. Also add 100 bonus points to any player with a winning row. The lowest possible score is 0 (players cannot score negative points). Add scores from each game until someone reaches an agreed number of total points (500, for example). The player or team with the highest score is the overall winner!

**Example:** 10 + 5 + 10 + 20 - 20 = 25 points



## TEAM GAMES

Team games are a great way to have fun with larger groups. Divide the players evenly into teams. (For example, 6 players can divide into 3 teams of 2, or 2 teams of 3.) Players should sit across from their teammates and next to opponents. The rules for team games are the same as normal games, except only one player on a team needs to make a winning row to end the game. So remember to help your teammates and mess up opposing teams as much as possible!

## CUSTOM PLAY

You can make Elemenis even more fun by thinking up your own custom ways to play! The deck includes two blank cards that can be used any way you like. Make up your own rules - or even your own game! You can also use the deck to play classics like War or Memory.

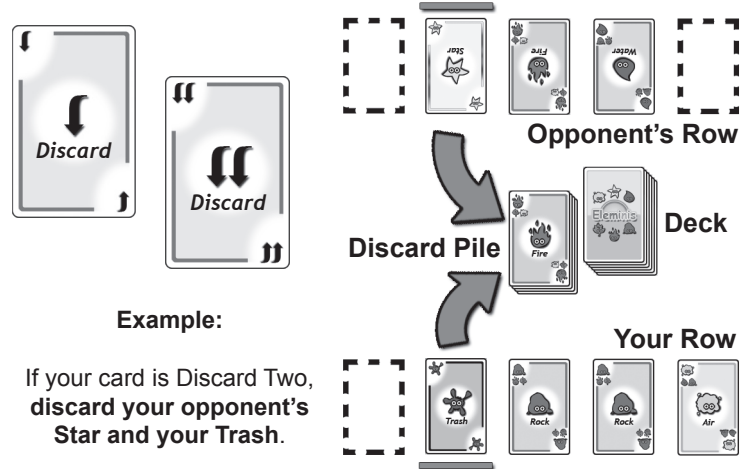
**Eleminis.com**

Meet other fans and share your ideas!

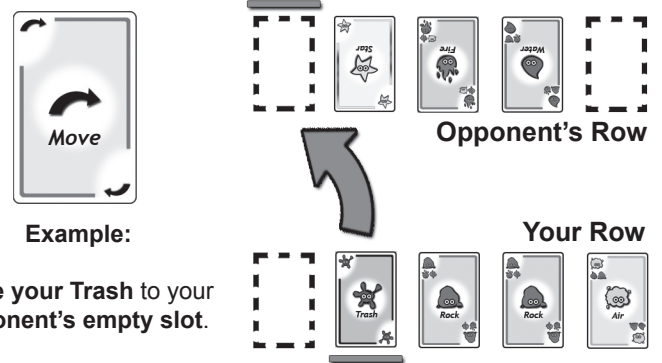
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 Characters and Rules by Michael, Matthew, and Joshua Laird.  
 Dedicated to the Greatest Parents Ever - Gary and Debbie Laird.

## ACTION CARDS

**Discard One / Discard Two** - discard an equal number of Character cards from the table as the Discard type (shown by the arrows). **Cards can be chosen together from the same player (including yourself) or separately from different players.**



**Move** - choose one Character card from any player's row and move it to an empty slot in a different player's row. Steal a card you want, give away a card you don't want, or move a card from one opponent to another - but remember **the slot you move it to must be empty.**



**Swap** - choose one Character card from any player's row and swap it with a different Character card from any other player's row. Trade a card you don't want for one you do, or swap cards between opponents. **The two cards must be different Characters.**

