

# NATURE'S ESSENCE

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## WATER

If players stop at the water symbol for the next turn, their symbol will not affect the player who is "water" if he stops on their symbols.



## AIR

If two players simultaneously stop at the air symbol, they must reverse their places. If one player stops at the air symbol, the player who is "air" will choose the direction for him for the next round.



## EARTH

If players stop at the earth symbol, their next turn will be skipped.



## FIRE

If players stop at the fire symbol, the player who is "fire" will deduct a certain number from (0 - 4) from the next round of dice.



## ✦ OVERVIEW

It's a 2- 4 (Preferably 4) player racing game in which players must reach the end state with one of their pieces while gaining points by collecting magical stones. Each player will have an element that has a specific power and affects the other players' next turn.

## ✦ GOAL

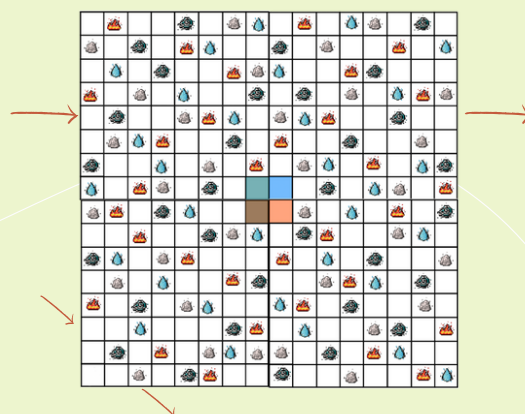
Winer is the player who reaches the end state in the center of the board with three collected magical stones and has the rest of the pieces in the game.

## ✦ MATERIALS

- Bag of elements
- Direction wheel
- Two D6 dice
- Two D8 dice

## ✦ MOVEMENTS

Up. Left. Right. Bottom  
Up Right. Up left. Bottom Right. Bottom Left



# RULES

- The board consists of 4 squares, and each square is divided into an 8\*8 grid. There will be 16 magical stones randomly located on the board, and at the beginning of the game, players should roll two D8 dice to locate the row and column to place the stone on the squares (each square should have 4 stones).
- At the start of the game, players should randomly pick one element card from the bag so each player will become an element (Air, Water, Fire, Earth). Also, each player will have three pieces.
- Players will roll two D6 dice and spin the direction wheel in each turn. Then players should first move their piece based on one die in the direction shown by the wheel, and for the other die, they could move their piece in any direction of their choice.
- As shown on the previous page, movements are in a loop, meaning that if players reach the last row or column of the board on each side, they should continue their movement on the opposite side.
- Players should try to move toward the magical stones and land on their tiles so that they can enter their next piece in the game. After entering the next piece, they should put that stone randomly on the board on that specific square. To do this, players should roll two D8 dice to locate the row and column to place the stone.
- When a player has all the pieces in the game, he/she has to collect and store these magical stones and move toward the end, located at the center of the board (each color represents one of the elements).
- Considering players have at least two pieces in the game. Players can eliminate other players' pieces if they land on their position. Then the player whose piece was eliminated must land on a magical stone or spend it if collected one to enter the piece again.
- Stopping on each icon on the board (Air, Water, Fire, Earth) will affect players' next turn, as written on the first page.