How To Play

Description: When a player rolls, they roll a random element.

1. Two players are required.
2. Players must enter their names.
3. First roll goes to player 1, second roll goes to player 2.
4. Each player starts with three health points.
5. For a player to win, a player must get the opponent's health points to zero.

Rules For Elements

Description: There are six elements in the game. Each element is strong against two other elements and weak against two other elements.

Rule 1:  **Fire**: Weak against: Water, Earth. Strong against: Grass, Ice.

Rule 2: Water: Weak against: Electric, Grass. Strong  against: Fire, Earth.

Rule 3: Grass: Weak against: Fire, Ice. Strong against: Water, Electric.

Rule 4: Electric: Weak against: Grass, Earth. Strong against: Water, Ice.

Rule 5: Earth: Weak against: Water, Ice. Strong against: Fire, Electric.

Rule 6: Ice: Weak against: Fire, Electric. Strong against: Earth, Grass.

Rule 7: Elements that are neither weak or strong against each other do 1 damage to both player’s health points.

Rule 8: Elements that are strong against the other does 2 damage to the health points.

Rule 9: Elements that are weak against the other does 0 damage to health points.

Scoring

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| Health Points | Points |
| 1 | 100 |
| 2 | 200 |