



PATHFINDER

Elemental Stones



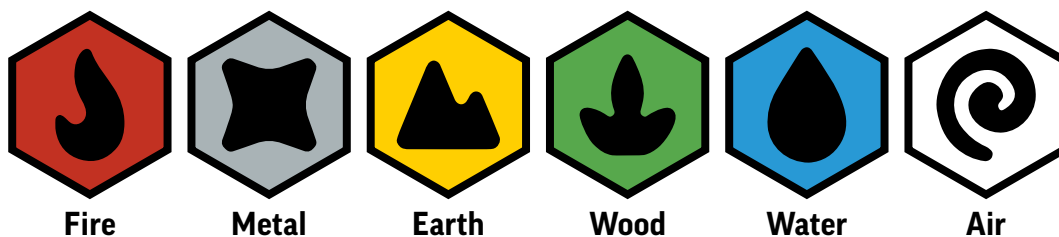
RULEBOOK

Elemental Stones

You are an elemental sovereign vying for dominance in a maelstrom of elemental energy! Create and transform the building blocks of nature at your whim to score points and seize the day.

Components

90 Elemental Stones (17 Fire, Metal, Earth, Wood, and Water stones; 5 Air stones)



5 Elemental Sovereign cards

40 Pattern cards

8 Objective cards

4 Action Reminder cards

1 Starting Player card

1 Game Board

1 Container Bag



Objective

Score more points than the other elemental sovereigns by collecting, playing, and transmuting Elemental Stones, playing Pattern cards, and satisfying Objective cards.

Setup

Place one of each kind of Elemental Stone, including one Air stone, randomly on the six starting spaces in the central ring of the Game Board.

Place the 4 remaining Air stones next to the Game Board.

Place all other stones in the Container Bag.

Each player draws 2 random Elemental Stones from bag.

Draw 12 stones (10 in a 2- or 3-player game) from bag and place each in the Elemental Area outside the grid that matches the stone's element.

Draw Elemental Stones at random from bag to create a number of 2-stone piles equal to the number of players plus 1 (for example, for a 3-player game, create 4 piles of 2 stones each). Place these piles next to the Game Board.

Shuffle the Elemental Sovereign cards and deal one to each player; players should keep their card a secret until the end of the game. Return any unused Elemental Sovereign cards facedown to the box.

Shuffle the Objective cards and Pattern cards.

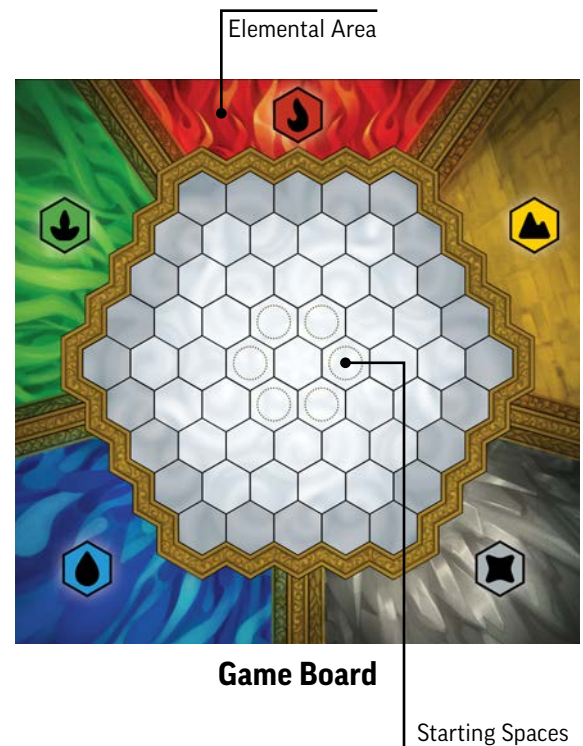
Deal 5 Pattern cards and 2 Objective cards to each player.

Each player chooses 2 Pattern cards to keep and discards the rest facedown. Shuffle the discarded cards back into the Pattern card deck.

Each player also chooses 1 Objective card to keep and discards the other facedown. Return any discarded Objective cards facedown to the box.

Draw Pattern cards equal to the number of players plus 1 and place them face up in a row next to the deck.

Whoever most recently boiled water is the starting player.



Gameplay

The game proceeds in rounds where each player takes a turn.

To start the first round, the starting player takes one pile of 2 Elemental Stones and must then take a total of 3 actions.

Actions

A player can choose from the following actions on their turn. They can take actions in any order and can choose to take an action more than once (except for drawing a card).

Draw a card: Draw a card from the face-up Pattern cards or from the top of the Pattern card deck. If you have more than 4 Pattern cards at the end of your turn, you must discard Pattern cards until you have only 4. If the Pattern card deck runs out of cards, shuffle the discards to form a new deck. **You can draw only one card each turn.**

Discard a Pattern card: Discard a Pattern card from your hand to the discard pile.

Place stones: Place any number of Elemental Stones of the same single element. The first stone you place with this action must be adjacent to a stone on the board, and the rest must be adjacent to a stone you played during this action. Air stones count as any element when placing stones.

Note: In a 2-player game, you can't place stones in the outermost ring of spaces (see diagram).

Transmute stones: Swap a single Elemental Stone on the board with a stone of an adjacent element in the elemental cycle (see Elemental Cycle diagram and/or Game Board for adjacent elements), or swap any number of stones in your hand to another single element in the same way.

To transmute, replace the appropriate stone(s) with the corresponding stone(s) from the Elemental Area along the



Game Board

Outermost Ring

edge of the board (if there are none left at the edge, you can't transmute a stone into that element). Place the swapped-out stone(s) in their corresponding Elemental Area along the edge of the board. Air stones can't be transmuted using this action.

Score a Pattern card: Place a Pattern card face up in front of you so it can be added to your score at end of the game; the pattern on the card must match a set of Elemental Stones currently on the board. The pattern can be rotated but not flipped over/reversed. Air stones count as any stone when matching patterns, but if you use any Air stones to score a Pattern card, you must replace them with the corresponding Elemental Stone from its Elemental Area (placing any Air stones used next to the board). If an Elemental Stone isn't available, you can't use an Air stone for that element.

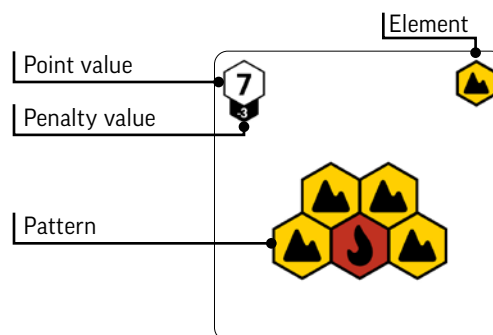
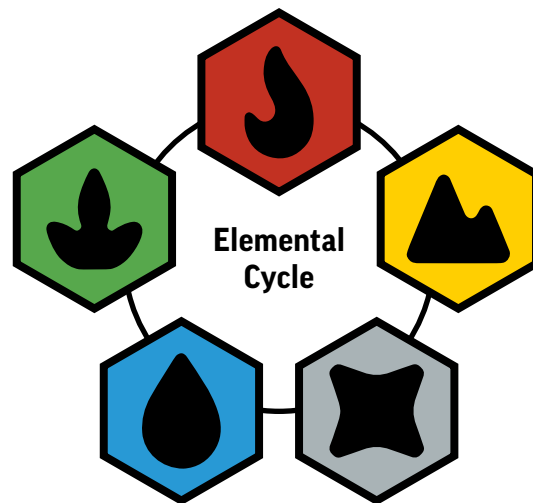
When you score a Pattern card with a "+ Air stone" symbol, you draw an Air stone from next to the Game Board (if none are available, take one from the player with the most Air stones that's closest to you clockwise).

Continuing the Game

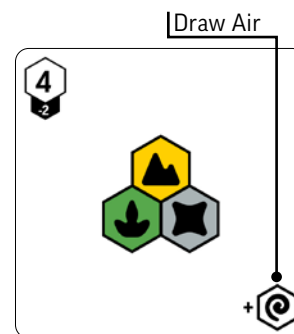
After the first player takes their pile of 2 Elemental Stones and 3 actions, the player to their left does the same; this continues until every player has taken a turn.

After the last player's turn, place the stones from the leftover 2-stone piles in their appropriate Elemental Areas along the edge of the board. Discard any face-up Pattern cards and deal out new Pattern cards equal to the number of players plus 1 (shuffle the discard pile to make a new deck if necessary).

The Starting Player card passes to the next player clockwise, who draws new stones and puts them into 2-stone piles in the same way as during setup, and a new round begins.



Pattern Card



Pattern Card

End of Game

The end of the game is triggered when any single player scores a certain number of Pattern cards, depending on player count (see below) or when the last Elemental Stones are drawn from the bag.

2 players: 7 Pattern cards scored

3 players: 6 Pattern cards scored

4 players: 5 Pattern cards scored

When the end of the game is triggered, each player left in the round takes their turn, and then the game ends and each player scores points.

Scoring

Each player scores their played Pattern cards, their Elemental Sovereign card, their Objective card, and remaining Elemental Stones of their element.

Played Pattern cards are worth the number of points printed in the upper left corner.

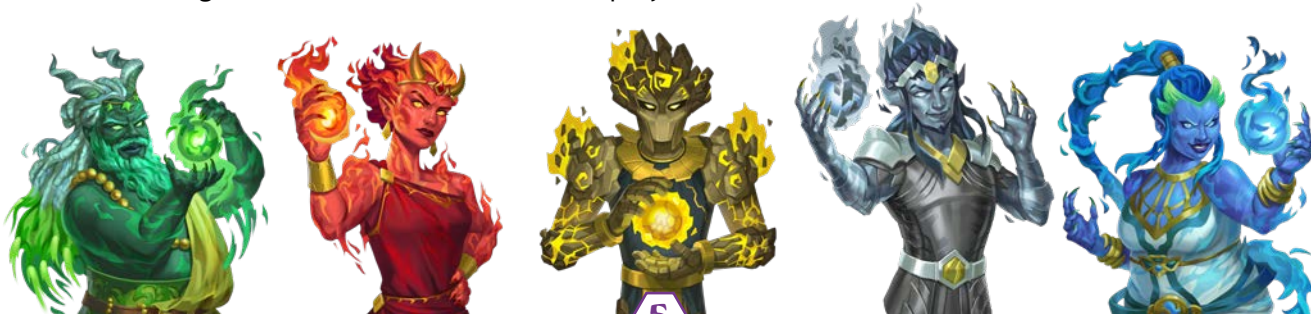
Each Elemental Sovereign card scores points based on how many Pattern cards of the same primary element (marked with their elemental symbol) were scored by **all** players during the game.

Each Objective card awards points differently. A given Elemental Stone can never be scored twice for the same Objective card. Air stones count as any one element for the purpose of scoring each Objective card; the player scoring the Objective card chooses which.

For each element except Air, the players with the most Elemental Stones of that element score 1 point.

Each player loses points equal to the total penalty value of unscored Pattern cards in their hand.

The winner is the player with the most points. If there is a tie, the player with the fewest Elemental Stones remaining wins. If there is still a tie, the player who took their turn first in the final round wins.



Elemental Stones

Game Design

Jason Bulmahn and Joe Pasini

Editors

Patrick Hurley and Zac Moran

Artwork by

Kent Hamilton and Ksenia Kozhevnikova

Art Direction

Sonja Morris

Publisher

Erik Mona

Playtesters

Raychael Allor, Logan Brooke, Ian Carpenter, Ben Damer, Nicole Damer, Katina Davis, Kent Hamilton, Joan Hong, Vanessa Hoskins, Jenny Jarzabski, Jason Keeley, Dustin Knight, Mark Moreland, Michael Sayre, Alex Speidel, Landon Winkler

PAIZO INC.

Creative Directors • James Jacobs and Luis Loza

Director of Game Design • Jason Bulmahn

Director of Visual Design • Sonja Morris

Director of Game Development • Adam Daigle

Development Manager • Linda Zayas-Palmer

Managing Creative Director (Starfinder) • Thurston Hillman

Senior Developers • John Compton, Eleanor Ferron, and Jenny Jarzabski

Developers • Vanessa Hoskins, Dustin Knight, and Landon Winkler

Paizo Games Lead Designer • Joe Pasini

Organized Play Line Developers • Jessica Catalan, Josh Foster, and Shay Snow

Design Manager • Michael Sayre

Pathfinder Lead Designer • Logan Bonner

Senior Designer • James Case

Managing Editor • Patrick Hurley

Lead Editor • Avi Kool

Senior Editors • Ianara Natividad and Simone D. Sallé

Editors • Zac Moran and Solomon St. John

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Graphic Designer • Adriana Gasperi

Production Designer • Danika Wirch

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Paizo CEO • Lisa Stevens

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Vice President of People & Culture • Maggie Gallagher

Vice President of Sales & Operations • Mike Webb

Vice President of Technology • Rei Ko

Controller • William Jorenby

Bookkeeper • Emma Swan

Sales Manager • Cosmo Eisele

Sales & E-Commerce Assistant • Mika Hawkins

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Director of Marketing • Aaron Shanks

Marketing and Licensing Coordinator • Raychael Allor

Community and Social Media Specialist • Jonathan Morgantini

Organized Play Coordinator • Alex Speidel

Director of Project Management • Glenn Elliott

Project Manager • Lee Aula

Finance Operations Specialist • B. Scott Keim

Front End Engineering Lead • Andrew White

Senior Software Developer • Gary Teter

Software Architect • Brian Bauman

Software Developer • Robert Brandenburg

Software Test Engineer • Erik Keith

System Administrators II • Whitney Chatterjee and Josh Thornton

Web Content Manager • Maryssa Mari

Webstore Coordinator • Katina Davis

Customer Service Lead • Austin Phillips

Customer Service Team • James Oakes and Jackson Wood

Warehouse Manager • Jeff Strand

Logistics Coordinator • Kevin Underwood

Warehouse Distribution Lead • Heather Payne

Warehouse Team • Alexander Crain, Summer Foerch, James Mafi, Evan Panek, and Jesus Reynoso Ortiz

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Pattern Card Reference
