

1

ELEMENTALS

UNLEASHED

Hydrogen

Lighter than Air
Hydrogen makes 2 steal attempts

1
1

2

ELEMENTALS

UNLEASHED

Helium

Noble Prosperity
Helium makes 2 steal attempts and is immune to blocks from other Noble gases (Group 18)

2
4

3

ELEMENTALS

UNLEASHED

Lithium

Re-Energize
After using to Steal, draw a new card then shuffle Lithium back into the deck

3
7

4

ELEMENTALS

UNLEASHED

Beryllium

Super Alloy
Beryllium can boost the level of another Metal card by 4 points once, then return to the hidden hand

4
9

5

ELEMENTALS

UNLEASHED

Boron

Extra-Hard Compounds
Boron may temporarily boost the level of another Non-Metal card once, by 5 points, then return to the hidden hand

5
11

6

ELEMENTALS

UNLEASHED

Carbon

Diamond Blessing
Carbon boosts the level of all other Non-Metal Elements by +3 when in your exposed hand
-Accumulative with more carbons

6
12

7

ELEMENTALS

UNLEASHED

Nitrogen

Triple Bond Defence
When Nitrogen is Exposed it stops the theft of other cards in the Exposed Hand, however, Nitrogen may still be stolen

7
14

8

ELEMENTALS

UNLEASHED

Oxygen

Oxidation
Oxygen gains +15 levels when battling against any Metal Elemental

8
16

9

ELEMENTALS

UNLEASHED

Fluorine

Over-Reactive
Fluorine automatically trumps any Group 1 or 2 Metal Elemental in Battle

9
19

ELEMENTALS

10

Ne

18

UNLEASHED

Neon

Fluorescence
After attempting to block a Steal Card, your opponent must choose another card to put into their exposed hand

10
20

ELEMENTALS

11

Na

1

UNLEASHED

Sodium

Salt Salary
Pick up a new card from the deck when Sodium is used in Battle

11
23

ELEMENTALS

12

Mg

2

UNLEASHED

Magnesium

Milk of Magnesia
Pick up an extra card from the deck

12
24

ELEMENTALS

13

Al

13

UNLEASHED

Aluminium

Light-weight steal
After a steal attempt, take an extra card from the deck

13
27

ELEMENTALS

14

Si

14

UNLEASHED

Silicon

Clear as Glass
Silicon returns to hidden hand after defending - *One use only*

14
28

ELEMENTALS

15

P

15

UNLEASHED

Phosphorus

Phosphorescence
After making an attempt to steal, view one of your opponent's cards of your choice

15
31

ELEMENTALS

16

S

16

UNLEASHED

Sulfur

Lingering Odours
After battling, Sulfur goes into their player's exposed hand, even after losing the battle

16
32

ELEMENTALS

17

Cl

17

UNLEASHED

Chlorine

Toxic Bleaching
After Battling, take a card from your exposed hand back into your hidden hand - opponent must expose another card

17
35.5

ELEMENTALS

18

Ar

18

UNLEASHED

Argon

Inertness
Argon can not be stolen from your exposed hand

18
40

ELEMENTALS

19

1 UNLEASHED



Potassium

Potash Soap Scrub
When battling with Potassium, the boosting effect of Elementals like Carbon and Titanium are permanently removed- *One use*

19
39

ELEMENTALS

20

2 UNLEASHED



Calcium

Broken Bones
All of Calcium's opponents above level 20 lose 4 levels when in Battle

20
40

ELEMENTALS

21

4 UNLEASHED



Titanium

Strength of a Titan
When Titanium is in your exposed hand, other Metal Elementals are boosted by +4 levels

21
48

ELEMENTALS

22

5 UNLEASHED



Chromium

Multi-Coloured
Chromium can be used in place of a Block if no other Block card is in the hidden hand

22
52

ELEMENTALS

23

8 UNLEASHED



Iron

Stronger than Steel
When Iron is Exposed it prevents the theft of other cards in the Exposed Hand, however, Iron itself may still be stolen

23
56

ELEMENTALS

24

10 UNLEASHED



Nickel


Double-sided coin
Nickel can be used to Battle if no other Battle card is in the hidden hand

24
59

ELEMENTALS

25

11 UNLEASHED



Copper

Conductive
Copper loses 5 levels when in Battle against another Metal Elemental

25
64

ELEMENTALS

25

12 UNLEASHED



Zinc

Sacrificial Anode
Pick 2 cards from the top of the deck, then shuffle Zinc into the deck

25
65

ELEMENTALS

25

15 UNLEASHED



Arsenic

Self-Poisoning
When using this card to Battle, another card must be moved from your hidden to your exposed hand

25
75

ELEMENTALS

25

+

17

UNLEASHED

Bromine

Disinfecting Waters
After healing, choose a card from your exposed hand and replace it into your hidden hand, then shuffle Bromine back into the deck

35
80

ELEMENTALS

25

Hand icon

18

UNLEASHED

Krypton

Hidden Element
Krypton immediately returns to hidden hand after blocking a Steal Card - *One use only*

36
84

ELEMENTALS

25

Hand icon

14

UNLEASHED

Tin

Crumbling Defence
After Blocking, choose a card from your hidden hand to shuffle back into the deck

50
119

ELEMENTALS

40

+

11

UNLEASHED

Gold

Gold Rush
Heal then pick up 2 extra cards from the deck then put Gold into your exposed hand

79
197

ELEMENTALS

25

Hand icon

12

UNLEASHED

Mercury

Quick Silver
Mercury returns to Hidden hand after use, allowing Mercury to steal again - *One use only*

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201

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ELEMENTALS UNLEASHED

Use the elements like never before – and Battle, Steal, Block and Heal your way to victory with *Elementals Unleashed!* The game that brings the Periodic Table to life!

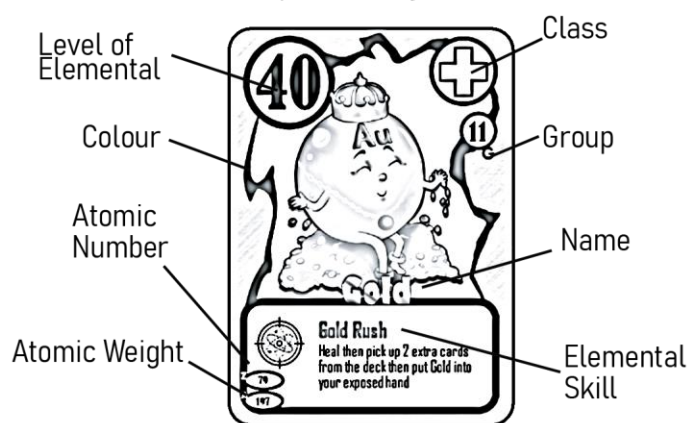
In *Elementals Unleashed* the aim is to use your Elementals to increase your collection - each is worth points at the end of the game, even after you've used them - *if you manage to keep them till then!*

GAME OVERVIEW

Elementals Unleashed has two game modes: **Simple**, which just uses the level of the Elemental; and **Unleashed**, which also uses the skill unique to each Elemental.

1. Each player starts with 4 cards from a shuffled deck, which are hidden from the other players.
2. The first player draws a card, and depending on what Elementals they have, can either **Battle**, **Steal**, or **Heal**. The success of this depends on the level of the card, and the skill of the Elemental. **Block** cards are only used to counteract stealing.
3. After a player has used a card, it moves to the Chemical Battlefield in front of the player, becoming visible to all players. However, the cards in the Chemical Battlefield still count towards the players total score.
4. When there is a draw (in Battling or Stealing), both cards are moved to the relevant Chemical Battlefield, and the active player's go is then over.
5. If a player cannot retaliate during a Battle or Steal (i.e. no Battle or Block card) they may take the top card from the deck. If they can use it, they must do so immediately, however, if not, the card is placed into their Chemical Battlefield.
6. The game continues till the deck is depleted.
7. The player to draw the last card may still play a card. After which, players count up the total points from the Elementals in their hand and their Chemical battlefield. The highest score wins!

THE CARDS



Level: this determines how effective the Elemental is vs other Elemental cards. Players also use this value to score points

Class: 4 different types – Battle, Steal, Block and Heal

Group: Shows which group the Elemental belongs to on the periodic table

Colour: Grey is for Metal Elementals, yellow is for Non-Metal Elementals

Atomic Number *: The number of protons of the element

Atomic Weight *: Average mass of element

Elemental Skill: Unique to each Elemental, can be used when playing *Elementals Unleashed* mode

*Not used in game play - just included for reference!

THE CLASSES

BATTLE ELEMENTALS are the warriors of the game and are used against each other – when the active player uses a Battle Elemental card their chosen opponent must also produce a Battle Elemental card. Battle Elementals are revealed at the same time and the card with the highest level wins. The winner receives their opponent's Battle Elemental into their hidden hand, then places their used card into the Chemical Battlefield. When an opponent doesn't have a battle a card, the active player may take a random card from the opponent's hidden hand.

STEAL ELEMENTALS are the thieves of the game and are used to steal other players cards. Cards can either be stolen from both the hidden hand and the Chemical Battlefield - where players can choose the card they want.

BLOCK ELEMENTALS are the law-makers of the game and are used to prevent the theft of cards. When a player tries to steal from the hidden hand, Block Elementals will always stop any Steal Elemental. However, a Block Elemental can only prevent stealing from the exposed hand when the level of the Block is higher than that of the Steal Elemental. Block cards must be used when an opponent attempts to steal, and are revealed at the same time as the steal card, then moved to the exposed hand. In the case of Steal cards with Elemental skill 2x steal, two Block cards must be used. When a player has only Block cards in their hand they may pick another card from the deck and immediately play it.

HEAL ELEMENTALS provide the support of the game and allow a new card to be taken from the top of the deck, unless otherwise specified by the Elemental skill.