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PRINT \& PAPER:
best on white paper, size A4 or US Letter, portrait format, black or colored:
the pieces and elementstones have to be in color! (print colored or color them yourself)
TIP: print or stick all the neccessary parts on a thick paper or cardboard!

## CHECKLIST 'LORD OF THE THINGS': (contents for 4 players) - 7 pages

- checklist, contents, start of the game
- game rules
- game board Water, 24 Water-elementstones
- game board Fire, 24 Fire-elementstones
- game board Earth, 24 Earth-elementstones
- game board Air, 24 Air-elementstones
- 16 pieces, 4 bonuscards, 16 dangercards
- Cut out the $\mathbf{4}$ game boards, cards and elementstones (elementstones have to be in color)
- pieces: use your own pieces (4 of one color for each player) or cut out (print colored or color them)


## $\operatorname{CONTENTS}:$

-BOARD: 4 parts: earth, water, fire, air.

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$\left.\begin{array}{llllllll}0 & 0 & 0 & 4 & 0 & 0 & 0 & 4 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0\end{array}\right)$
-16 Dangercards: $4 x$ Earthquake, $4 x$ Volcano, $4 x$ Flood, $4 x$ Hurricane. (A,B,C,D for each)

- 84 Elementstones: 21 red, 21 blue, 21 green, 21 grey (+ 3 spare stones for each color)
- 4 Bonuscards (with number 6)
- 16 pieces: 4 yellow, 4 orange, 4 purple, 4 black


## PREPARING THE GAME:

- Fit to match the 4 boards. (see picture above)
- Place Elementstones on the (circle) fields: blue on water-gameboard, red-fire, green-earth, grey-air
- Put cards in piles on the table.
- Each player receives 4 pieces of one color. - Choose a startplayer. (youngest, smallest,...)
- Place a piece on any FIRE-field (startplayer first - proceed clockwise)

Then place a piece on any WATER-field (player left to the startplayer first - proceed clockwise).
Then EARH-field (next left player first...), then AIR-field

- Now everyone has one piece on each 'Element'. Never place more than one piece on a field.
$\mathcal{L O R D} O \mathcal{F} \mathcal{T H E} \mathcal{T H} I \mathcal{N G S}$ - rules and course of the game

Object of the game is to get as many and different elementstones as possible.
At the end you get points for them \& the one with the most points wins!

1) DANGERCARDS: The startplayer shuffles all dangercards. The player to his right draws 4 (without seeing the cards) and places the 4 cards face up on the table. (best beside the element)
2) MOVING PIECES: Everyone can make UP TO 4 MOVES.
(startplayer begins - players proceed clockwise)
In your turn you try to get elementstones and escape from dangerzones.
(see detailed course of the game)
When all players have moved it's the next round:
3) Next round: new startplayer (player left to the former startplayer) shuffles ALL dangercards

Game for 2 players: First round: shuffle dangercards \& draw 4 - player 1 moves - player 2 moves. Next round: shuffle all dangercards \& draw 4 - player 1 moves - player 2 moves ......

## $\mathcal{D E T A I L E D} \mathcal{C O} \mathcal{A} S \mathcal{E} O \mathcal{F} \mathcal{T H E} G \mathcal{A} \mathcal{M E}$

1 MOVE = move ONE field with one piece
4 MOVES: everyone can make UP TO 4 MOVES (also less). You can choose any of your pieces.
(e.g.: 4 moves with one piece, 2 moves with 2 pieces, 3 moves with one piece and 1 move with a piece,....)

A piece can only move ONCE in the turn.

- Move only horizontally or vertically, not diagonally!
- The 4 boards make one large board - so you may move to other Elements!
- The symbols A,B,C,D are NO playing-fields. Don't move on or over them.
- You may jump over other pieces.
- A field cannot be occupied by more than one piece.

RECEIVING ELEMENTSTONES: If a move ends on a field with an elementstone the player receives the elementstone and places it in front of him. Order them in colors. (e.g. if you move with 4 pieces you may get 4 elementstones in your turn)

## DANGERZONES:

for fields FIRE-VOLCANO, WATER-FLOOD, AIR-HURRICANE, EARTH-EARTHQUAKE
The 4 Dangercards indicate which fields are dangerzones: Dangerzone is the 8 fields surrounding the letter!
You should try to excape from dangerfields. Because if your piece stays there - it is out of the game! Be careful: if you have lost all of your pieces your game is over!
You cannot receive elementstones on dangerfields.

BONUS: If you have a certain amount of elementstones (resp. more) you receive a Bonuscard. Place it in front of you. From the next round on you can make UP TO 6 MOVES! Bonus when 2 players play: 24 elementstones (or more) - 3 players: 16-4 players: 12

END OF THE GAME: Play until there are no more elementstones on the boards. Then add up your points: 1 QUATTRO = 4 different elementstones 8 POINTS
1 ELEMENTSTONE (not used in a quattro) 1 POINT
The player with the most points is LORD OF THE THINGS!
game board part 1


Elementstones Water:

game board part 2

game board part 3

game board part 4


Pieces \& Bonuscards:


Dangercards:


## HURRICANE



FINISHED! Thank you for using our services. HAVE FUN!

