

Elemental Powers

Earth is protective and resistant to change. *Fire* is hungry and ever-shifting.
Air is dynamic and visionary. *Water* is cleansing and refreshing.

Earth (Clubs):

- (p) If you are about to take damage, you may discard a Club to prevent two points of damage.
- (n): Prevent two points of damage. If an adjacent column is active, you may prevent one point of damage.
- (nn): You may force your opponent to randomly select his or her next card to play.
- (d): Double your defense this turn and next turn.
- (nd): Prevent six points of damage. If an adjacent column is active, you may prevent three points of damage.
- (dd): You get an Earth token. If you have one or more Earth tokens, you take two less points of damage from all successful attacks.
- (dd): When an attack against you deals no damage, place a Landslide token on the attacker's mat. All damage dealt by a player with one or more Landslide tokens is reduced by a point. If you have a Landslide token, you can forfeit an Earth or an Air token to get rid of one.

Fire (Hearts):

- (p): When you successfully hit with an attack, you may discard a Heart to deal an extra point of damage.
- (n): Your successful hits deal an extra point of damage.
- (nn): If you successfully hit your opponent, he or she must discard a randomly-selected card. This happens even if you do not deal damage.
- (d): You may emulate any one (n) power for the duration of this turn.
- (nd): Your successful hits deal three extra points of damage.
- (dd): If you successfully hit an opponent, your opponent gets an Inferno token. If you have one or more Inferno tokens, you must spend one cent at the end of every turn. If you have an Inferno token, you can forfeit A Fire or a Water token to get rid of one.
- (dd) If you have at least one coin in every element, you get a Fire token. If you have one or more Fire tokens at the start of a turn, you may use any one (n) power each turn (in addition to any other powers you activate during that turn).

Air (Spades):

- (p): You may discard a Spade to take a free recompile or rebalance action during the Activate phase.
- (n): You may take a free recompile or rebalance action during the Activate phase.
- (nn): Draw two cards.
- (d): You may take three free recompile or rebalance actions during the Activate phase.
- (nd): Draw five cards or take two randomly-selected cards from your opponent.
- (dd): When an attack against you deals no damage, place a Whirlwind token on the attacker's mat. If you have one or more Whirlwind tokens, you play with your hand face-up on the table. If you have one or more Whirlwind tokens, you can forfeit an Air or an Earth token to get rid of one.
- (dd): You get an Air token. If you have an Air token, draw five cards if you draw during Recovery. You may also take a free Recovery action during the Activate phase.

Water (Diamonds):

- (p) At the end of the turn, you may forfeit a Diamond to add one penny to a square of your choice.
- (n): Put one cent in any square.
- (nn): You may add or subtract one from the rank of the next card you play. Adding 1 to 10 yields 1. Subtracting 1 from 1 yields 10.
- (d): If you take damage, set it aside in a special healing pool. This power also works if an adjacent column is active. If there is any money in your healing pool at the start of a turn, take one cent from it and add it to any element.
- (nd): Put up to three cents in any square or squares.
- (dd): If you have less change than your opponent, you get a Water token. If you have one or more Water tokens you may put a cent in any square at the start of each turn.
- (dd) When you damage an opponent, place a Flood token on one of the columns on his or her mat. Elements in a column with one or more Flood tokens on it can not activate. If you have one or more Flood tokens, you can forfeit a Water or a Fire token to get rid of one.