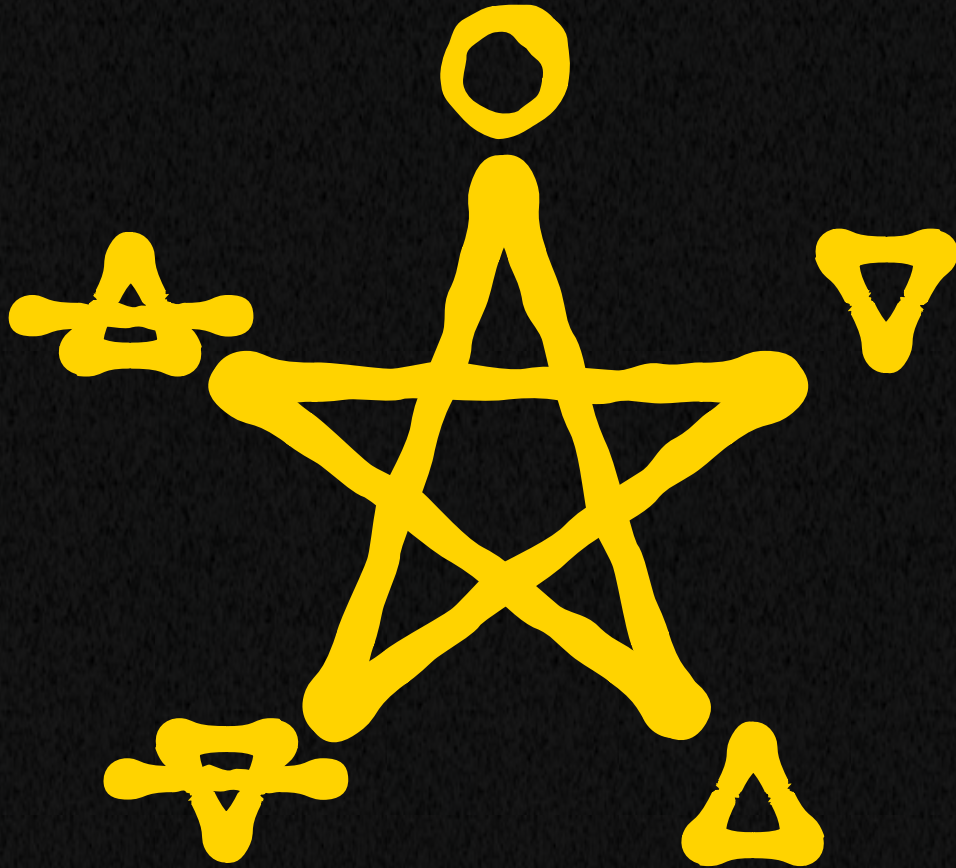


ICONOCLASM®



A GAME OF POWER AND INFLUENCE
IN A CLASH OF ELEMENTS

FOR 1-4 PLAYERS (PLAYING TIME 15 MINUTES)

BY NICHOLAS HJELMBERG
NOVA SUECIA GAMES
[HTTP://WWW.NOVASUECIA.SE](http://www.novasuecia.se)
VERSION 1.0

1. COMPONENTS

- 4 single element cards (same element front/back)
- 12 double element cards (different elements front/back)
- 2 rule cards

2. OBJECT

The object of the game is to clash with other elements by playing element cards adjacent to other cards and flip them. The winner is the player with the most elements face up.

3. SETUP

- 4 players: Draw 1 single element and take 3 double elements with your element on one side and different elements on the other side (total 4 each).
- 3 players: Draw 1 single element and take 4 double elements with your element on one side (total 5 each).
- 2 players: As 4 players but play with 2 element sets each.

Example: Player 1 starts with Fire, Fire/Earth, Fire/Water and Fire/Air. With Air not playing, she also takes Air/Fire.



4. ELEMENTS AND CLASHES

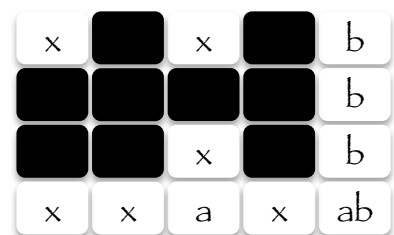
An element has 3 attributes in clashes with other elements:

1. The element that it flips.
2. The element that flips both.
3. The element that it is flipped by.

Example: When Fire clashes with Water, both elements are flipped. This specific Fire flips to Air.

5. GAMEPLAY

1. In turn order, place 1 element card on the table with the face of your choice up. (3 players: place the undrawn single element on the table first.)
 - a) Cards must be placed adjacent to at least 1 other card (except the 1st card).
 - b) Cards may not be placed in a way that would exceed a 4x4 card grid.



Example: Player 1 may only play to areas marked "x". "a" is not adjacent and "b" would create a too large grid.

- Resolve "element clashes" against 1 adjacent element at the time in the order of your choice. Check which of the 2 elements that flip and flip the cards accordingly. For double elements, this puts a new element face up.
- If your element is flipped, resolve any remaining clashes with the new element side. If the other element is flipped, it does not trigger new clashes (i.e. no chain reactions).

Example: Player 1 plays a Fire with a Water back. First, she lets Fire and Water clash, flipping her Fire to Water and the Water to Fire. Note that the new Fire does not clash with Air.

Next, she lets her newly flipped Water clash with Earth, flipping her Water back to Fire.

Her play gave her 2 new Fire on the board.

6. END OF GAME

When all 16 cards have been played, the most elements on the board awards 4 points to its player, the 2nd most 3 points etc. Ties are resolved by first checking who has the largest group of adjacent elements and then by checking who was first in turn order.

Example of game end scoring:

- 5 Fire (4 adjacent): 4 pts
- 5 Water (3 adjacent): 3 pts
- 3 Earth (2 adjacent): 2 pts
- 3 Air (2 adjacent): 1 pts

Fire has more adjacent elements than Water and gets 4 points. Earth started before Air and gets 2 points.



7. SOLO RULES

Draw and play elements from a shuffled deck.

- Dominance: End the game with 7 connected of 1 element.
- Balance: End the game with 4 of each element.