

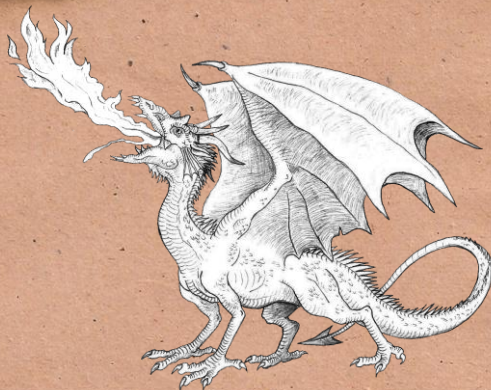


Elemental Clash

a card game by Andreas Propst

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The darkness swelled as the old wizard entered the room. You notice his frail body but know it hides an immense power that permeates his very soul. "Young apprentice," he speaks in a grating and straggled voice. "Your time is near for your final test. You must be ready at anytime as I can no longer protect you from the others."

He moves briskly to a library shelf and rummages through some old texts. Pulling a few books out he sets them on the table near you. "Take these young one, he is on his way and I must attend to my duties. He has issued a challenge to a duel and I go to meet him. I fear he has grown much stronger than me, but I see greatness in you to unite this world again and bring the Elements into Harmony."

The old wizard ushers you out a door you never noticed before books and tomes in hand. "Remember your spells are tied to your life, be smart and never over extend yourself or it will be your end. Run now you have all you need."

Slamming the door behind him he leaves you in utter blackness. You can hear a rumble of what sounds like an explosion erupting in the room you just left... Then silence. As your eyes adjust you can make out a pinpoint of light down a long hallway behind you. Finding it to be an exit you look back to see the remains of the wizard's home behind you and you know in your soul your teacher is dead.

The Goal of the Game:

The goal of Elemental Clash is to deplete the cards in your opponent's card-deck (or Spellbook) to zero by using the Spells and Creatures in your Spellbook. Players take turns playing Creatures and Spells, and attacking their opponent with Creatures. For each point of damage a Player receives through Creatures or Spells, he must place the top card of his deck into his Archive. If a player is unable to draw a card from his Spellbook when required, he loses immediately¹.

Preparations:

Each Player needs a deck of exactly 40 cards² (the Spellbook), which he or she can assemble from a pool of available cards individually. Players may also have a sideboard deck of exactly 10 cards. This sideboard can serve to allow for substitution of cards between games within a match, allowing for adaptation of ones Spellbook to better compete with an opponents strategy. Cards must be exchanged from the sideboard for an equal amount of cards in the Spellbook. No Spellbook or sideboard may contain more than three identical copies of any card, except for basic Element-Stones, which are unlimited.

Getting the Game Started:

Decide which Player will go first. The beginning Player cannot draw a card in the first draw step.

A Player is allowed to reshuffle and draw a new hand of five cards, but if the new hand is still bad, any additional reshuffles reduce the Player's hand size by one.

¹ Discarding a card as the result of a spell or attack does not count as drawing a card, the excess damage is simply disregarded

² If both players wish, a different Spellbook size can be used in the game. This will influence the game length. It is important that both decks contain the same number of cards.

Turn-Structure:



1. Standby-Phase: (in this order)
 - a) Creatures are put either into the Attack- or Defense-Zone and Spells are put into the Archive.
 - b) Creatures may be moved between the spaces as you wish, both horizontally and vertically.
2. Draw-Phase: The Player takes the topmost card from the Spellbook into the hand. Then the player may put the hand under the Spellbook in any order and draw as many new cards. If the Player does, he or she has to skip the rest of the turn.
3. Main-Phase I: The Player may play one ES and as many Creatures and Spells as they can afford.
4. Combat-Phase: The Player's Creatures may attack.
5. Main-Phase II: The same as Main-Phase I. If you have already played an Element Stone during Main-Phase I, you cannot play another one during Main-Phase II.
6. End-Phase: First, Effects that last "until end of turn" terminate, and "end of turn" effects trigger³. Then, if the Player has more than 5 cards in hand, he or she must discard down to five. He or she chooses which cards are discarded.



³ If multiple Effects occur at the same time, the active Player decides the order in which they take place. This rule always applies, not only during End-Phase.

Card-Types:

Cards include Creatures, Spells and Element-Stones. Creatures and Spells each belong to one of the four elements: Earth (green), Air (purple), Fire (red) and Water (blue). Element-Stones do not belong to any particular Element. Their type is "Neutral", even if they produce Energy of one of the Elements.

Element Stones:

Element Stones produce the Energy you need to summon Creatures and to cast Spells. There are four types of Basic-Element Stones, which produce Energy for their respective element. A Venus-Stone produces one Earth-Energy, a Jupiter-Stone makes one Air-Energy, a Mars Stone provides one Fire-Energy and a Mercury-Stone gives you a Water-Energy. You can

only play one Element Stone per turn. You can choose to either put the Element Stone on another Element Stone that is already in play to form an Element-Stone-Pile, or place it on a new position and start a new pile. The lowermost colored Element Stone determines what kind of Energy an Element-Stone-Pile provides⁴. You can not rearrange the order of your Element-Stone-Pile(s).



⁴ For example if the lowermost Element Stone in a pile is Neutral and has a Venus-Stone on top of it (which produces Earth Energy) the whole pile produces Earth Energy.

If you want to play a Creature- or Spell-Card, you need an Element-Stone-Pile with a number of Element Stones on it that equals or exceeds the Level of the card you intend to play. Furthermore, the lowermost colored Element Stone in the pile must produce the right type of Energy.

For example: If you want to play a Fire-Creature with Level III, you have to place it on an Element-Stone-Pile with at least three Element Stones in it and with a Mars Stone (which provides Fire-Energy) as the lowermost colored Element Stone in the pile.

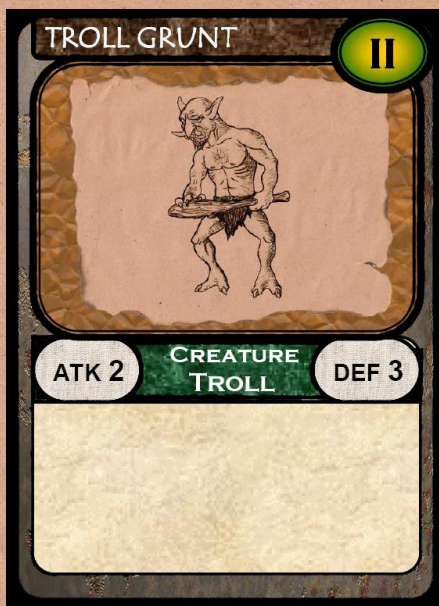
Spells are similarly placed on appropriate Element-Stone-Piles, take effect and are placed in their owner's Archive during that Player's next Standby-Phase.

Like Spell-Cards, Creatures are also placed on Element-Stone-Piles. They remain there until they are either placed in their owner's Attack- or Defense-Zone during that Player's next Standby-Phase. The Zones are described later on on page 9.

Besides Basic Element Stones there are also Special Element Stones, which in most cases produce Neutral-Energy and usually have special, useful abilities.

Creatures:

Creatures have Levels (usually I – III) which determine how much Energy is required to play them. Most creatures belong to one of the four elements. Furthermore, each Creature has its own Creature-Type. Effects of cards in the game may affect



Creatures of certain types. Each Creature also has an Attack- (ATK) and a Defense- (DEF) value.

A Creature can attack once per turn, provided it is in its controllers Attack-Zone. Its controller may choose to attack a Creature in the opponents Attack-Zone or to attack the opponent directly. A Creature's ATK-value shows how much damage the Creature can inflict on the Creature or Player it attacks. The DEF-value on the other hand indicates how much damage a Creature can take before it is destroyed (put into its owner's Archive). Any damage inflicted on a Creature is cured at the next End-Phase, provided the Creature is still in play.

After a Creature has been played to an Element-Stone-Pile, it has to be placed either in the Player's Attack-Zone or Defense-Zone during that Player's next Standby-Phase.

Creatures in the Attack-Zone may, during the Combat-Phase, attack opposing Creatures or directly attack an opponent. They can also be attacked by enemy creatures. Creatures attack one after the other. Each fight is resolved separately. Creatures in the Defense-Zone cannot be attacked but can block any one Creature attacking a Player. Each Creature can change position on the battlefield once per turn, at the end of its controller's Standby Phase. It may be moved vertically (from the ATK-Zone to the DEF-Zone or vice versa) and even horizontally⁵.

When a Creature attacks another, or when a Creature in the DEF-Zone blocks an attacking Creature, a battle occurs between the two Creatures. Each creature deals an amount of damage equal to its ATK score to the opposing creature. Each point of damage a creature takes reduces its DEF by 1. A creature which has its DEF-value reduced to zero or below is destroyed. Damage

⁵ Later on, there may be cards with effects that will make Creature's relative positions to each other matter!

applied to a creature outside combat, such as through a spell, is handled the same way.

A Creature may attack exactly one opposing Creature (in its owner's ATK-Zone) or one Player per turn. In the same manner, a defending Creature can block only one attacking Creature. However, the defending Player may choose to block one attacking Creature with multiple of his Creatures (in the DEF-Zone). In this case, the attacking Player may choose how he or she divides the damage dealt between the blocking Creatures.

If an attacking Creature is not blocked, it deals damage to the opponent equal to its ATK-value. For each point of damage done, the attacked Player has to put one card from the top of the Spellbook into the Archive.

Creature's Special Abilities:

Quickattacker: As long as it remains on an Element-Stone-Pile, this Creature is treated as if in your ATK-Zone. This means for example that it can attack and can be attacked the turn it enters the playing field. A Creature with Quickattacker does not count against the five Creatures per ATK-Zone limit as described later on.

Play-Effect: Each time you play this Creature (placing it from the hand on the playing field) the effects described after the ":" take place.

Destroy-Effect: Each time this Creature is destroyed (put from the playing field to the Archive), the effects described after the ":" take place.

Leave-Effect: Each time this Creature leaves play (that can mean that it is returned to the hand, put into the Archive or placed under or on top of the Spellbook) the effect described after the ":" takes place.

Boon: When this Creature is placed in the Archive directly from your Spellbook, you can put it into either your Attack- or Defense-Zone. Spells with "Boon" can be cast for free. Spells with "Boon" are put into the Archive immediately. Element Stones are placed in the Element-Stone-Zone.

Spells: Like Creatures, Spells have Levels I to III and usually belong to one of the four elements. After they are placed on a suitable Element-Stone-Pile the effects described on the Spell-card take place.

There are several subtypes of Spells:

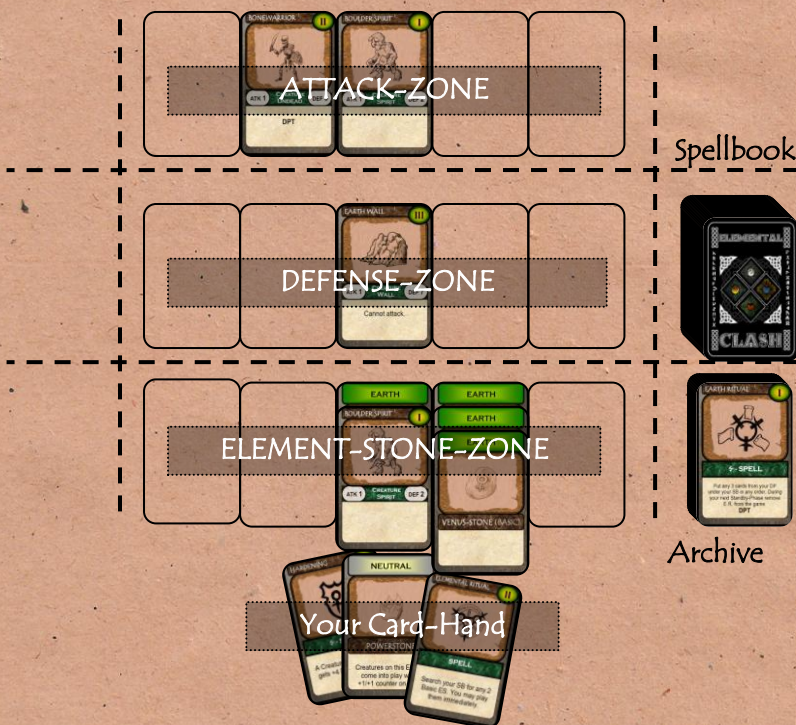
Spells: "Normal" Spells can be played during their owner's Main-Phases and their effects normally last until the end of the turn, unless stated otherwise on the card. Generally, they are put into their controller's Archive during that Player's next Standby-Phase.

⚡-Spells: "Flash"-Spells are marked by a thunderbolt-symbol and can be played at any time, even during the opponent's turn, provided there is a suitable Element-Stone-Pile available. Apart from that they are like "normal" Spells.

P-Spells: "Permanent"-Spells are marked by a "P" and can only be played to a suitable ES-Pile during their controller's Main-Phases. P-Spells remain on the playing field on the ES-Pile they were played to (effectively blocking it) until they are destroyed through certain effects. Their effects last as long as they remain in play. If Element Stones are removed from underneath a P-Spell, the P-Spell remains where it is. The Stones' Energy is only needed to power the Spell initially!



Areas in Game:



The playing field is divided into several areas, as shown in the diagram above. It is a schematic depiction of one Player's side of the playing field. In the Attack- and Defense-Zone are five spaces each for placing Creatures on. You can never have more than five Creatures in the Attack- or Defense-Zone⁶. The same applies to ES-piles. You can never have more than 5 different ES-piles.

⁶ If a card effect would try to place more creatures in the Attack or Defense zone than can legally belong there the cards effect simply does not take place. If a Creature tries to get from the Element-Stone-Zone into the ATK- or DEF-Zone and all spaces there are occupied, it stays on its Element-Stone-Pile.

