



ELEMENTAL
CLASH

rulebook



ELEMENTAL CLASH

a Living Card Game for 2 players
by Andreas Propst

RULEBOOK

CONTENTS:

Story.....	2
The Goal of the Game.....	3
Preparations.....	3
Getting the Game Started.....	4
Turn Structure.....	4
Areas in Game.....	5
Card Types.....	6
Element Stones.....	6
Creatures.....	8
Spells.....	12
Flash Spells.....	12
Permanent Spells.....	13
Questions & Answers.....	13
Examples of Play.....	14
Credits.....	17



STORY

In ancient times long gone by, when the veil between the world of the humans and the realm of magic was thinner, allmighty wizards battled each other in epic duels to determine who was the master of sorcery and arcane wisdom. Armed with a Spellbook and with the aid of the enchanted Element-Stones, the sorcerers summoned fantastic Creatures and magical Spells. A wizard who had no more pages left in his Spellbook would eventually have lost the magical battle of wits.

THE GOAL OF THE GAME

The goal of Elemental Clash is to deplete the cards in your opponent's card-deck (hereafter, Spellbook) to zero, by using the Spells and Creatures in your Spellbook. Players take turns playing Creature and Spell cards, 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 Discard Pile (hereafter, 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 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 opponent's 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.

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

²If 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.

GETTING THE GAME STARTED

Each Player draws seven cards from his Spellbook. At this point, each Player is allowed to reshuffle and draw a new hand of seven cards as many times as he wants. However, each additional reshuffle reduces the Player's hand size by one. This is the only time in the game that this option is available to either Player.

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

TURN-STRUCTURE

1. Standby-Phase: (in this order)

- a) Previously played Creatures are placed either in to the Attack or Defense Zone and previously played 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

3. Main-Phase: The Player may play one Element-Stone and as many Creatures and Spells as they



can afford. Also the Player's Creatures may attack (One after the other). The active Player chooses whether or not and in which order these actions are performed.

4. End-Phase: First, Effects that last "until end of turn" terminate, and "end of turn" effects trigger³. Then, if the Player has more than 7 cards in hand, they must discard down to seven. The active Player chooses which cards are discarded.

AREAS IN GAME



³If 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.

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 each of the Attack- or Defense-Zone⁴. The same applies to Element-Stone-Piles. You can never have more than 5 different Element-Stone-Piles.

CARD-TYPES

Cards include Creatures, Spells and Element-Stones. Each type card belongs to one of the four elements: Earth (green), Air (purple), Fire (red) and Water (blue).

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

⁴If a card effect would try to place more creatures in the Attack or Defense Zone than can legally belong there, the card 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.

you a Water-Energy. Additionally, there are Neutral Stones which have certain special abilities. You can only play one Element-Stone per turn. You can choose to either put the Element-Stone on another Element-Stone, of ANY type, that is already in play to form an Element-Stone-Pile, or place it on a new position and start a new pile. The lower-most colored Element-Stone determines what kind of Energy an Element-Stone-Pile provides⁵. You may not rearrange the order of your Element-Stone-Pile(s).



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.

⁵For example if the lower most 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.

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. 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. These Levels are indicated on the upper right hand corner of the Creature cards. 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 depicted to the right of the Creature type.

Each Creature may attack once per turn, provided it is in the controlling Player's Attack-Zone.. The Player may choose to attack a Creature in the opposing Player's Attack-Zone or to attack the opposing Player 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 Main-Phase, attack opposing Creatures or directly attack



the opposing Player. 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, during the controlling Player's Standby Phase. It may be moved vertically (from the ATK-Zone to the DEF-Zone or vice versa) and even horizontally⁶.

When a Creature attacks another Creature, 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 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 to divide the damage dealt between the blocking Creatures.

⁶In upcoming Expansion Sets there may be cards with effects that will make Creature's relative positions to each other matter!

If an attacking Creature is not blocked, it deals damage to the opposing Player 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.

PLAY-EFFECT: Each time you play this Creature (placing it from the hand on the playing field) the effects as described on the card take place.

DESTROY-EFFECT: Each time this Creature is destroyed (put from the playing field to the Archive), the effects as described on the card 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 effects as described on the card take 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 when discarded from the Spellbook

and are then put into the Archive. Element-Stones are placed in the Element-Stone-Zone.

SPELLS: Like Creatures, Spells have Levels I to III (depicted in the top right corner) 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 the controlling Player's Archive during that Player's next Standby-Phase.

FLASH-SPELLS: "Flash"-Spells 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.



PERMANENT-SPILLS: "Permanent"-Spells can only be played to a suitable Element-Stone-Pile during their controller's Main-Phases. Permanent-Spells remain on the playing field on the Element-Stone-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 Permanent-Spell, the Spell remains where it is. The Stones' Energy is only needed to power the Spell initially!

QUESTIONS & ANSWERS:

Q: What does "in play" mean?

A: All cards that lie on the table/playing surface are considered to be "in play".

Q: What does to "play a card" mean?

A: A card is "played" when it is placed from its owning Player's hand onto the table.

Q: Under the title it says Elemental Clash is a LCG. What is a LCG?

A: A LCG (Living Card Game) comes with all cards you need to play and to build decks with, unlike a conventional TCG (Trading Card Game) or CCG (Collectible Card Game) for which you have to buy loads of randomized booster packs in order to get all the cards you need/want. So a LCG is a lot less costly compared to a TCG/CCG!

Q: Do all cards belong to one of the Elements?

A: No. Element-Stones, even if they produce energy of a certain Element, are neutral themselves. In upcoming card-sets there will also be neutral Creatures and Spells.

Q: What is an Element-Stone-Pile?

A: An Element-Stone-Pile consists of one or more Element-Stones stacked on each other. A Player's Element-Stone-Piles are located in his Element-Stone-Zone.

Q: How does attacking one Creature with multiple Creatures work?

A: Creatures attack one after the other. If your opponent's Creature survives the first attack, you can attack it with another Creature and so on.

Q: If I deal 3 damage to my opponent and the second card he discards from his Spellbook has "Boon", does it trigger immediately or after all damage has resolved?

A: "Boon" triggers immediately. In fact, if it was a Creature, the opponent can already use it to block other Creatures attacking on the same turn.

Q: What happens when I place a Creature or Spell on an Element-Stone-Pile and one or more Element-Stones are somehow removed from that pile while the Creature/Spell is still on it?

A: The Creature or Spell stays where it is in any case.

GOT MORE QUESTIONS? WRITE TO ANDREAS.PROPST31@GMAIL.COM

AND THE DESIGNER WILL PERSONALLY ANSWER THEM!

EXAMPLES OF PLAY:

In this example, you see the first three turns of a game. You play an Earth/Fire Deck. Only your turns are shown and you will be presented with diagrams of how the playing field looks after each of your turns. You draw a hand of 7 cards and the game begins. You go first.

TURN 1:

- Standby-Phase: No cards are in play so nothing happens.
- Draw-Phase: You are the starting Player, so you have to skip your first draw.
- Main-Phase: You play an Element-Stone and a Level I Creature on top of it.
- End-Phase: Nothing happens.



TURN 2:

- Standby-Phase: You empty your Element-Stone-Pile by moving the Creature you played last turn into your Attack-Zone.
- Draw-Phase: Draw a card from your Spellbook.
- Main-Phase: First you place an Element-Stone from your hand on top of the Element-Stone that is already in play to form an Element-Stone-Pile. The pile produces Earth Energy, as the bottom stone is a Venus-Stone. Then you play the Spell Elemental Ritual, which has Level II, on top of that pile. This Spell lets you search your Spellbook for two basic Element Stones and put them into play directly. You choose two Mars-Stones and form a new Element-Stone Pile

with them. The new pile produces Fire-Energy. You play the Level II Goblin Warrior from your hand to this pile. Then you attack with the single Creature in your Attack-Zone, dealing one damage to your opponent.



- End Phase: Nothing happens.

TURN 3:

- Standby-Phase: You empty all your Element-Stone-Piles. You move the Creature (Goblin Warrior) to your Attack- or Defense Zone (here it is moved to the Attack Zone) and put the Spell into your Archive.
- Draw-Phase: Draw a card from your Spellbook.
- Main-Phase: You place the Venus-Stone you have just drawn on top of the Element-Stone-Pile that produces Earth-Energy. Then you cast a Fire-Spell by placing it on top of the Element-Stone-Pile that produces Fire Energy. Next you attack the opponent with your Creatures: First your Boulder Spirit attacks one of your opponent's Creatures. The Boulder Spirit dies in battle, so you put it into

your Archive. Finally you attack your opponent with your second Creature, Goblin Warrior, dealing 3 damage to him.

- End-Phase: Nothing happens.



CREDITS:

Game Design, Card Layout, Flavortext and Artwork:
Andreas Propst

Box Art and Card Design: Douglas Harvey

SPECIAL THANKS TO:

My family Norbert, Paula and Nora Propst

Bernhard Mayer
Marcin Fengler
Florian Schererbauer
Tobias Schererbauer

Chris Snyder
Gunther Schmidl
Kai Bettzieche
David Kahnt

Lukas Laner

Brian Modreski

Stefano Castelli

Andrew Tullsen

Chevee Dodd

Karl Heuer

Bartek Jarosz

Gerald Markus Zabos

Ryan Metzler

David Gregg

Thomas Wieser

Xu Gao

Jonathan Thompson

Grégory Guazzelli

Cronos

Stuart "Wibblenut" Alexander

Ryan Metzler

Andreas "Proppen" Propst

Bruno Abreu

Ian Osmond

Thomas Schleifer

Dan Brooke

Michael Rasmussen

Tomi Rantala

AND MANY OTHERS...

©2010-2011 TOG ENTERTAINMENT

For more information on the game visit us at

www.togentertainment.com

www.elementalclash.com

Proudly printed in the USA with

Superior Print on Demand

www.superiorpod.com





www.elementalclash.com
www.fogentertainment.com

TOG
ENTERTAINMENT

rulebook design by douglas harvey