

### CREATURES: Basic-Set

NAME	El.	Lv.	ATK	DEF	Card text
Boulder Spirit	E	I	1	2	-
Venus-Toad	E	I	0	1	PE: Put an ES from your hand into play
Bonewarrior	E	II	1	3	-DPT-
Troll Grunt	E	II	2	3	-
Earthwall	E	III	1	7	Cannot attack.
Venus-Wurm	E	III	3	4	DE: Put a number of cards equal to the DEF-value of Venus-Wurm from your DP in any order under your SB.
Lightning Spirit	A	I	1	1	-Quickattacker-
Gremlin	A	I	1	1	Destroy Gremlin: Destroy a P-Spell of your choice
Windwanderer	A	II	1	1	Unblockable. DPT
Ball Lightning	A	II	3	2	Quickattacker. Return Ball Lightning to your hand at the end of your opponent's turn.
Jupiter-Stormmaster	A	III	2	2	SE: Return a creature from play to the hand of ist owner.
Elder of the Skies	A	III	3	3	Unblockabel. Cannot block and can only be attacked by Air-Creatures
Salamander	F	I	2	1	PE: Put the 2 topmost cards from your SB into your DP.
Furyspark	F	I	1	1	Destroy Furyspark: Deal 1 damage to a player or creature of your choice.
Goblin-Warrior	F	II	3	2	-
Sulphurus Imp	F	II	2	2	DE: A Player of your choice puts 1 card from his or her hand into his or her DP.
Fiery Devil	F	III	4	2	PE: Deal 2 damage to a creature of your choice and put the 2 topmost cards of your SB into your DP.
Oger-Berserker	F	III	5	3	Cannot block.
Merman	W	I	1	1	DPT: Comes into play with a +1/+1 counter on it.
Octopus	W	I	0	1	Destroy Octopus: Prevent all damage dealt this turn.
Wave Courier	W	II	1	1	PE: Draw 1 card.
Hydras Spawn	W	II	2	2	Can attack 2 creatures. You may decide how to distribute the damage dealt.
Mercury-Shatterer	W	III	2	3	PE: Return 1 ES your opponent controls from play back to his or her hand.
Sea Serpent	W	III	4	4	-

## SPELLS: Basic-Set

Name	El.	Lv.	Type	
Earth Ritual	E	I	↔	Put any 3 cards from your DP under your SB in any order. During your next Standby-Step, remove E. R. from the game. (ASA)
Hardening	E	I	↔	A Creature of your choice gets +4 DEF until end of turn.
Excavate	E	II	-	Return any one card from your DP to your hand.
Elemental Ritual	E	II	-	Search your SB for any 2 ES. You may play them immediately.
Necromancy	E	III	-	Take one Creature from your DP and place it into your ATK- or DEF-Zone.
Soul Surge	E	III	P	If one of your Creatures is put into your DP, you may draw 1 card.
Stonehide Spell	E	III	P	Creatures you Control get +2 DEF.
Gust of Wind	A	I	↔	Put a Creature you control under your SB. Draw 1 card.
Protective Sphere	A	I	P	Your Air-Creatures cannot be affected by Spells or Effects.
Whirlwind	A	II	↔	Put any one creature in play on top of it's owner's SB.
Jupiter's Protection	A	II	↔	Until end of turn, a Creature of your choice is unblockable.
Storm Blessing	A	II	P	Creatures you control have „Quickattacker“.
Lightning Strike	A	III	↔	Destroy a Creature of your choice.
Windwheel	A	III	P	During their Standby-Phase, each player has to return a Creature he or she controls from play to his or her hand.
Fiery Arrow	F	I	↔	Deal 2 damage to any Creature or Player.
Mars' Rage	F	I	↔	A Creature of your choice gets +3 ATK until the end of turn.
Flaring Flames	F	II		Deal 3 damage to a Creature or Player of your choice. (DPT)
Ritual of Smoke	F	II		A Player of your choice puts 2 cards from his hand into his DP.
Warbanner	F	II	P	Creatures you control get +1 ATK.
Blood Sacrifice	F	III	↔	Destroy a number of your Creatures: A Creature of your choice gets +3 ATK until end of turn for each Creature sacrificed this way.
Spirit of Mars	F	III	P	Whenever damage is dealt, double it.
Sweeping Wave	W	I	-	Switch positions of 2 ES one player controls. Draw 1 card.
Siren's Call	W	I	↔	Move a Creature of your choice from the ATK-Zone to the DEF-Zone or vice versa. Draw 1 card.

Shattering Wave	W	II	-	A player puts an ES of your choice on top of his or her SB. DPT
Wave of Wisdom	W	II	-	Draw 2 cards.
Hydromorph	W	II	↔	Destroy one of your Creatures. Reveal cards from the top of your SB until you reveal a creature. Put it into play in any zone. The other cards that were revealed are put into the DP.
Flood	W	III	-	Destroy all Creatures in play.
Teachings of Hermes	W	III	P	Draw 1 card whenever an opponent plays a Spell.

### ELEMENT-STONES: Basic-Set

Name	Type	Text
Venus-Stone	<b>E</b>	-
Jupiter-Stone	<b>L</b>	-
Mars-Stone	<b>F</b>	-
Mercury-Stone	<b>W</b>	-
Powerstone	<b>N(neutr.)</b>	Creatures on this ES-pile come into play with a +1/+1 counter on them.
Hastestone	<b>N</b>	Creatures on this ES have „Quickattacker“.
Protective Stone	<b>N</b>	Creatures and Spells played to this ES-pile cannot be neutralized.
Recurring Stone	<b>N</b>	(DPT)
Sparkstone	<b>N</b>	Destroy Sparkstone: Deal 1 damage to a creature of your choice.
Rainbowstone	<b>E,L,F,W</b>	Cannot be played if you already control a Rainbowstone.