

Elemental Clash

a card game **by Andreas Propst**

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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 filled with powerful spells and with the aid of the enchanted element-stones, the sorcerers summoned fantastic and magical creatures and spells. A wizard who had no more pages left in his spellbook with spells, creatures and element stones would eventually have lost the magical battle of wits.

The Goal of the Game: is to reduce the cards in your opponent's card-deck (or Spellbook, shortly: SB) to zero by using the Spells and Creatures in your SB. Players take turns that always follow the same structure, as described later on. For each point of damage a player receives through Creatures (in short: Cs) or Spells (Ss), he or she puts the top card of his or her deck on his or her Discard Pile (DP). If a player is unable to draw a card, he or she loses immediately.

Preparations: Each player needs a deck of exactly 40 cards (the Spellbook – SB), which he or she can assemble from a pool of available cards individually. Note that in one SB, there can only be three copies of one and the same card (with the exception of Basic-Element-Stones). If both players wish to, they can agree on having more than 40 cards in their SB. It's just important that both SBs contain the same number of cards.

Getting the Game Started: Each player draws five cards from the top of his or her SB. By tossing a coin, rolling a die or playing a game of rock, paper, scissors, the beginning player is chosen. The beginning player cannot draw a card in his or her first draw step.

Card-Types: There are 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".

Element Stones (ES): Element Stones produce the Energy you need to summon Creatures and Spells. There are four types of Basic-ES, 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 ES per turn. You can choose to either put the ES on another ES that is already in play to form an ES-Pile, or place it on a new position. The lowermost coloured ES determines what kind of Energy an ES-Pile provides. You can not rearrange the order of your ES-Pile(s).

If you want to play a Creature- or Spell-Card, you need an ES-Pile with a number of ES on it that equals or exceeds the Level of the card you intend to play.

Furthermore, the lowermost ES 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 ES-Pile with at least three ES in it and with a Mars Stone – which provides Fire-Energy- as the lowermost ES in the pile.

Spells are similarly placed on appropriate ES-Piles, take effect and are placed on their owner's Discard-Pile (DP) during his or her next Standby-Phase.

Like Spell-Cards, Creatures are also placed on ES-Piles. They remain there until they are either placed in their players Attack- or Defense-Zone during his or her next Standby-Phase.

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

Creatures (Cs): Cs have Levels (usually I – III) which determine how much Energy is required to play them and in most cases belong to one of the four elements. Furthermore, each C has its own C-Type. Effects of cards in the game may affect Cs of certain types.

Each C also has an ATK and a DEF-value. A C can attack once per turn, provided it is in its controllers

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

After a C has been played to a ES-Pile, it has to be placed either in the player's Attack-Zone or Defense-Zone during his or her next Standby-Phase.

In the Attack-Zone, Cs may (during the Combat-Phase) attack opposing Cs or an opponent directly and also be attacked by enemy Cs.

Cs in the Defense-Zone cannot be attacked but can block any one attacking C. Each C 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 horizontally. Later on, there may be cards with effects that will make Cs relative positions to each other matter!

If two Cs clash in battle, they inflict damage on each other. The ATK-value of the attacking C is subtracted from the DEF-value of the defending C and the ATK-value of the defending C is subtracted from the DEF-value of the attacking C. All Cs which have their DEF-value reduced to zero or below are destroyed. This is also applied to damage a C receives through damage that is inflicted outside combat (through a Spell for example). In general, Cs which have their DEF reduced to zero or below, no matter how that is done, are destroyed.

A C may attack exactly one opposing C (in its owner's ATK-Zone) or one player per turn. In the same manner, a defending C can block only one attacking C.

However, the defending player may choose to block one attacking C with multiple of his Cs (in the DEF-Zone). In this case, the attacking player may choose how he or she divides the damage dealt between the blocking Cs.

If an attacking C is not blocked, it deals damage to the opponent equal to its ATK-value. For each damage done, the attacked player has to put a card from the top of his Spellbook into his or her Discard-Pile (DP).

Creature's Special Abilities:

Quickattacker: This C is, as long as it remains on an ES-Pile, treated as if it was in your ATK-Zone. This means for example that it can attack and can be attacked the turn it enters the playing field.

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

DE: (Destroy-Effect) Each time this C is destroyed (put from the playing field to the Discard-Pile), the effects described after the “:” take place.

LE: (Leave-Effect) Each time this C leaves the game (that can mean that it is returned to the Hand, put into the Discard-Pile or placed under or on top of the Spellbook) the effect described after the “:” takes place.

DPT: (Discard-Pile-Trigger) When this C is placed in the DP directly from your Spellbook, you can either put it into your ATK- or DEF-Zone. Spells with DPT can be cast for free. They are put onto the DP immediately.

Spells: Like Cs, Spells (S) have Levels I to III and usually belong to one of the four elements. After they are placed on a suitable ES-Pile, the effects described on the S-card take place.

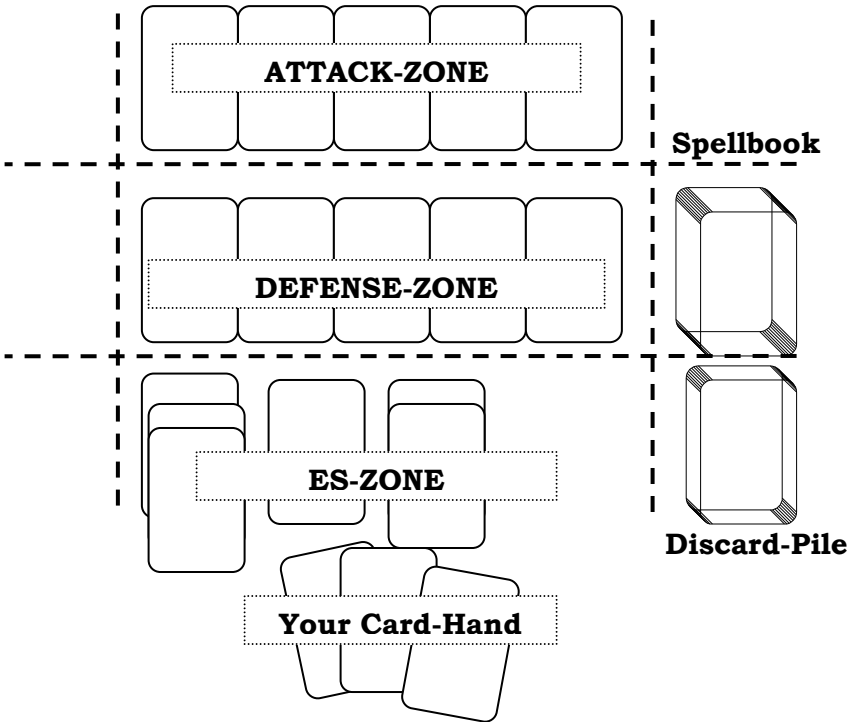
There are several subtypes of Ss:

Spells: “Normal” Ss 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 Discard-Pile during his or her next Standby-Phase.

⚡-Spells: “Flash”-Spells are marked by a thunderbolt-symbol and can be played at any time, also during the opponent’s turn, provided there is a suitable ES-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-Ss remain on the playing field on the ES-Pile they were played to (effectually blocking it) until they are destroyed through certain effects. Their effects last as long as they remain in play.

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 playing field. In the ATK- and DEF-Zone are five spaces each for placing Cs on. You can never have more than five Cs in the ATK- or DEF-Zone. The same applies to ES-piles. You can never have more than 5 different ES-piles.

Turn-Structure:

1. Standby-Phase: (in this order)
 - a) Cs are put either into the ATK- or DEF-Zone and Spells are put onto the Discard Pile.
 - b) Cs may be moved between the spaces as you wish. Both horizontally and vertically.
2. Draw-Phase: The player takes the topmost card from his or her Spellbook into his or her hand.
3. Main-Phase I: One ES and as many Cs and Ss as a player can afford can be played.
4. Combat-Phase: The player's Cs may attack.
5. Main-Phase II: The same as Main-Phase I. If you have already played an ES 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 trigger.¹ 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.

¹ If multiple Effects occur at the same time, the active player decides the order in which they take place.