ELEMENTAL CLASH
THE MASTER SET

Rulebook
Version 5.0

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 Creature and Spell cards, and attacking their opponent with Creatures. For each point of damage a Player receives through Creatures or Spells, he or she must place the top card of his or her deck into his or her Archive. If a player is unable to draw a card from his or her Spellbook when required, he or she loses immediately. Discarding a card as the result of a spell or attack does not count as drawing a card, the excess damage is simply disregarded.

Preparations:

Each Player needs a deck of exactly 40 cards (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 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.

Getting the Game Started:

Decide which Player will go first. The beginning Player cannot draw a card in the first Draw-Phase. Each Player draws seven cards from his or her Spellbook. A Player is allowed to reshuffle and draw a new hand of seven cards, but if the new hand is still bad, any additional reshuffles reduce the Player's hand size by one.

Turn-Structure:

1. Standby-Phase: (in this order)

a) Previously played Creatures are placed either in the Attack or Defense Zone (ATK- or DEF-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. Then the player may put their hand under the Spellbook in any order and draw as many new cards as they had. If the Player does, they skip their Main-Phase this turn.

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 trigger. 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. Then, if the Player has more than seven cards in hand, they must discard down to seven. The active Player chooses which cards are discarded.

Areas in Game:

ATK-Zone

DEF-Zone

Element-Stone-Zone

Your card hand

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-Zone (If a card effect would try to place more Creatures in the ATK- or DEF- 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). 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. 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 four 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 one 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-Stack, or place it on a new position and start a new Stack. The lowermost colored Element-Stone determines what kind of Energy an Element-Stone-Stack provides . You may not rearrange the order of your Element-Stones in your Element-Stone-Stack(s).
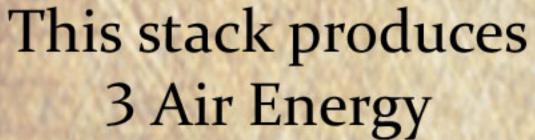
If you want to play a Creature- or Spell-Card, you need an Element-Stone-Stack with a number of Element-Stones on it that equals or exceeds the Level of the card you intend to play. Furthermore, the lowermost colored Element-Stone in the Stack must produce the right type of Energy.

For example: If you want to play a Fire-Creature with Level 3, 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 Stack.

Spells are similarly placed on appropriate Element-Stone-Stacks, 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-Stacks. They remain there until they are either placed in their owner's ATK- or DEF-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.

Examples:

This stack produces 3 Air Energy

This stack produces 2 Fire Energy

This stack produces 3 Water or 3 Earth Energy

Creatures:

Creatures have Levels (usually 1 to 3) 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 – red circle) and a Defense- (DEF – green shield) value depicted to the left in the text box.

Each Creature may 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-Stack, it has to be placed either in the Player's ATK- or DEF-Zone during that Player's next Standby-Phase.

Creatures in the Attack-Zone may, during the Main-Phase, attack opposing Creatures or directly attack an opponent. attacked by enemy creatures. Creatures attack one after the other. Each fight is resolved separately. Creatures in the DEF-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 its controller's Standby Phase. It may be moved vertically (from the ATK-Zone to the DEF-Zone or vice versa).

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-value 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 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.

Spells:

Like Creatures, Spells have Levels 1 to 3 (depicted in the top right corner) and usually belong to one of the four elements. After they are placed on a suitable Element-Stone-Stack 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.

Flash-Spells:

"Flash"-Spells can be played at any time, even during the opponent's turn, provided there is a suitable Element-Stone-Stack available. Apart from that they are like "normal" Spells.

Permanent-Spells:

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

Spellcasters:

„Spellcasters" is an exciting variant to play Elemental Clash. Prior to the game each player selects one Spellcaster and builds a deck around him or her. Two players cannot have the same Spellcaster. At the beginning of the game, players place their Spellcaster face-up on the table. He or she is never shuffled in with the other cards of the Spellbook.

Card Name

Hand Size

Draw

Deck Size

Static Ability

Flip Ability

ORTHAR OF THE FLAMING EYE

6

2

30

spellcaster

At the beginning of your Standby-Phase, deal 1 damage to target opponent Creature.

Until end of turn, double all damage dealt.

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Explanation:

Hand Size: The number of cards you draw at the beginning of the game and also the maximum number of cards you may have in hand at end of turn.

Draw: The number of cards you draw from your Spellbook during Draw-Phase.

Deck Size: The maximum number of cards you may have in your Spellbook.

Static Ability: In effect from the start of the game and as long as the Spellcaster is face-up.

Flip Ability: A one-time effect that makes you flip the Spellcaster card, thus shutting down his or her Static Ability for the remainder of the game. There is, as of now, no way to unflip your Spellcaster. Draw and Hand Size stay the same.

The Stack:

If multiple Spells and/or card effects are played / are activated at the same time they are resolved in reverse order. The Spell / Effect that was played / was activated last will resolve first.

Example: You attack with a Salamander and play Mars' Rage on it, increasing its ATK by 3. Your opponent reacts by playing Repulse, which would send the Salamander back to your hand. Repulse was played last, so Salamander goes back to your hand and the effect of Mars' Rage, which was played first, fizzles.

Card Abilities:

Boon:

When a card with Boon is placed in the Archive directly from your Spellbook, you can play it for free. Creatures are placed in either ATK- or DEF-Zone. Spells resolve (their effects take place) and are then put into the Archive. Element-Stones are placed in the Element-Stone-Zone.

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. Elemental-Effect Move a Creature with Elemental-Effect from your ATK- or DEF-Zone to an empty, suitable Element-Stone-Stack. The effects after the ":" occur.

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.

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

Purge:

If a Creature or Spell with "Purge" would deal damage to a player, instead of putting cards from the top of his or her Spellbook onto his or her Archive, purge (remove from the game) these cards from the game. When a Creature would be destroyed through damage from a Creature or Spell with "Purge", it is also purged (removed from the game).

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.

Ranged Attack: X

Instead of attacking, a Creature with "Ranged Attack: X" may deal X damage to target Player or Creature in any Zone (the Zones are Attack-Zone, Defense-Zone and Element-Stone-Zone). A Creature may also perform a Ranged Attack while in the DEF-Zone.

Salvage:

If you put a card with "Salvage" from your hand into your Archive, you may play it for free immediately. A Creature is put either into its owner's ATK- or DEF-Zone, a Spell
resolves and is then put into its owner's Archive and an Element-Stone is placed in its owner's Element-Stone-Zone.

Credits:

Game Design: Andreas Propst

Card Layout: Lluis Vals

Artwork: Enggar Adirasa, Widodo Pangarso, Neil-Jan Que, Elif Siebenpfeiffer, Katy Grierson, Marc Bornhöft, Carlos Cara, Palace in the Sky Productions