



ENGLISH EDITION



TRADING CARD GAME

OFFICIAL RULEBOOK

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SUMMARY

ELEMENTAL PUZZLE

Rulebook Ver2.0

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ARE YOU A NEW SHAMAN?

- 1** Welcome to the mysterious world of **ELEMENTAL PUZZLE**! Become a powerful Shaman like Ikit and lead your team of fearsome Spirits!
- 2** Thanks to this Rulebook, you can start challenging your opponents on amazing battles! Each of you will need a Deck of cards.
- 3** Each player starts by shuffling a Deck of at least 30 cards, choosing then the order of play, for example, by tossing a coin or a dice.
- 4** Now draw 10 cards and then place 9 of them face-down on your Game Field. At the start of your next turns, if possible, you must draw a card.
- 5** The Spirit Cards you have on the Field represent your Life Points, which can decrease or increase, if you play new Spirits on your Game Field.
- 6** When the number of opposing Spirits becomes 0, you have won the Game!

2 SPIRIT CARDS

Original Form of the Spirit
(Its Original Form consists of 2 cards,
so this is 1 of 2)

Element of the Spirit
(This is a FIRE Spirit)



Name
of the
Spirit

Skills
of the
Spirit

(They indicate the
powers available to
the Spirit)

Scheme
of the
Spirit

(Only Spirits with
the PUZZLE Skill
have it)

3 ORIGINAL FORM

The Original Form tells us the number of cards which a Spirit is composed in its entirety.

There are 2 types of Original Form:

- Mixed
- Normal



Mixed Original Form

The Spirit is made up by cards of various Elements (in this case WATER and AIR).



Normal Original Form

The Spirit is made up by cards of the same Element (in this case EARTH).

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SHAMAN SOUL CARDS

Element of the Card

(This is a Shaman Soul Card of WATER and AIR Element)

Shaman Soul Card's Symbol



Name
of the
Card

Cost
of the
Card

(Indicates the number of your cards required to play it and the number of your turns in which you can keep it face-up)

Effect
of the
Card

(Indicates the power that this card has at your disposal)

5 GAME FIELD



1

Spirit Card Zones
(You can play here
your Spirit Cards,
wherever you want)

2

Deck Zone
(You must place
your Deck here)

3

Oblivion Zone
(Your discarded and
destroyed cards go
here)

4

Shaman Soul Zone
(You must place your
Shaman Soul Deck
here)

SUMMON YOUR SPIRITS!

During your turn, you can play your Spirit Cards with the Summons!

There are 2 main types of Summon at your disposal: Simple or Superior.

SIMPLE SUMMON

You can perform only one Simple Summon during each of your turns.

This type of Summon consists in playing a Spirit Card from your hand, face-down or face-up, in vertical position, in one of your Spirit Card Zones, or by flipping one of your face-down Spirit Cards already in play.

SUPERIOR SUMMON

During your turn, you can use the Skills of your cards to Summon additional Spirits, from your hand or from your Oblivion Zone, to your Spirit Card Zones.

This type of Summon is called Superior Summon and there is no maximum limit per turn. You still have the right to do one Simple Summon per turn.

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TURN STRUCTURE

During a Game, you challenge the opposing Shaman, alternating one turn each.

Each turn consists of 5 Phases.

As long as at least one of your Spirits is in play, you don't lose, even if you run out of Deck.

COLLECTION PHASE

Draw 1 card from your Deck.

ACTION PHASE 1

You can Summon, activate Skills, Shaman Soul Cards and their effects.

CLASH PHASE

Now you can attack with your cards and activate Bolt Skills.

ACTION PHASE 2

You can do anything that Action Phase 1 allows, but not done yet.

FINAL PHASE

Now you pass the turn to your opponent.

8

TABLE OF ELEMENTS

Relationships between the Elements

•
WATER
beats
FIRE.

•
FIRE
beats
AIR.

•
EARTH
beats
WATER.

•
AIR
beats
EARTH.



- DARKNESS beats FIRE, AIR, EARTH and WATER.
- LIGHT beats FIRE, AIR, EARTH and WATER.
- FIRE and EARTH are Twins.
- AIR and WATER are Twins.
- DARKNESS and LIGHT are Twins.

FIGHT WITH YOUR SPIRITS!

The Spirit Cards represent the player's Life Points, so you will have to use your cards to destroy the opposing Spirits.

The easiest method is to attack with your Spirits, resulting in incredible battles!

The strength of a Spirit is expressed in Battle Points and each Spirit Card has a base value of 1, which can increase thanks to Skills, Elements and Shaman Soul Cards.

During each of your turns, each Spirit Card you control can attack 1 time, so:

- Choose a Spirit to attack with.
- Decide the target of the attack among the opponent's face-up or face-down Spirit Cards.
- If you declare battle to a face-down Spirit, it must be flipped face-up.
- During the battle, the Battle Points of each Spirit are compared and the one with the highest value wins.
- Remember to take in mind the Spirits' Skills and their Elements when fighting.
- The destroyed Spirit Card is placed face-up on top of the owner's Oblivion Zone.

10 BATTLE EXAMPLES

During the battle between 2 Spirit Cards, the one with the strongest Element receives a Bonus value of 1, to be added to its Battle Points, until the end of the fight.



In this example, the first Spirit receives the Bonus, totaling 2 Battle Points, defeating the opposing Spirit (thanks to the supremacy of WATER over FIRE).

During a fight between 2 Spirits with Equal or Twin Elements, no Elemental Bonus is applied.

If both Spirits have the same Battle Points, destroy them both.

11 SPIRIT SKILLS

Each Spirit Card available to the player, has at least one Skill, which allow to influence the course of the Game.

The Skills are very different from each other; for example, they can allow you to draw additional cards or to destroy the Spirits of the opposing Shaman.

You can activate each Skill of one card in your Spirit Card Zones, once per turn, and only on your turn, (with some exceptions indicated in this Official Rulebook).

A face-down card targeted by attacks or Skills, must be flipped face-up immediately.

The main Skills of the game are:

- PUZZLE
- RESEARCH
- REWARD
- MIRROR
- SACRIFICE
- REBIRTH
- THEFT
- METAMORPHOSIS
- GAMBLE

BOLT SKILLS

Some Skills can be activated in response to a card's attack or the activation of one of its Skills: in this case we talk about Bolt Skills!

These Skills can be activated during Action Phase 1, Clash Phase or Action Phase 2, own and of the opponent.

SEQUENCES

When you activate a Bolt Skill, you create a Sequence, that is the succession of quick actions, one after the other.

There is no limit to the number of actions of a Sequence and their resolution starts from the last in order of execution, then working backwards.

You can create Sequences between your cards.

PRIORITY

The turn player has the priority to activate Bolt Skills before the opposing Shaman.

13 PUZZLE - SCHEME

Each card with the PUZZLE Skill has one key feature: the Scheme.

SCHEME OF THE PUZZLE

Within the Scheme, the Spirit Card with the PUZZLE Skill is highlighted in Red.



The Original Form tells us how many cards compose the Spirit (3 in this case).

The Scheme indicates how they are placed on the Field.

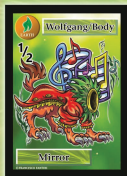
MULTI PUZZLE SPIRITS

A Spirit composed of several cards, of which one has the PUZZLE Skill, is called Multi PUZZLE Spirit.

This type of Spirits is extremely powerful, and allows to give vent at your creativity!

1

You can Summon a Multi PUZZLE Spirit on your Game Field, using the cards of its Original Form.



2

You can also combine cards coming from different Spirits, to give life to a new and powerful Spirit!



USE THE PUZZLE SKILL

A Spirit Card with the PUZZLE Skill, has the power to unite itself with the other cards without the PUZZLE Skill (even with a 1/1 Original Form) placed in the Spirit Card Zones of its Scheme (if these are face-down, flip them face-up), forming a new Multi PUZZLE Spirit.

Each card that is part of this Multi PUZZLE Spirit, can declare 1 attack per turn autonomously, and gains 1 additional Battle Point for each other card it is united to.

If you have each different card in your hand, that compose the Original Form of a Multi PUZZLE Spirit, you can play them all on your Spirit Card Zones, if there is space.

- If the Spirit Card with the PUZZLE Skill is moved from its Zone, the cards united to it become independent once again.
- If the Multi PUZZLE Spirit loses one or more of its cards without the PUZZLE Skill, new cards can be played in their place and it will continue to exist.
- A card without the PUZZLE Skill, can be part of several Multi PUZZLE Spirits at the same time.

16 PUZZLE EXAMPLE



In this example, we see that the card "Ice Scream" is in a Spirit Card Zone placed in the Scheme of the other 4 cards, with the PUZZLE Skill, that we control on our Game Field.

"Ice Scream" thus gains 1 Bonus Battle Point for each other card it is united to, reaching a total of 5 Battle Points.

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RESEARCH - REWARD

RESEARCH

With RESEARCH you can add, from your Deck to your hand, a card with the same Element as the Spirit Card that activates this Skill; then you must shuffle the Deck.

REWARD

Thanks to REWARD, you draw from your Deck a number of cards equal to the number of those, face-up in your Spirit Card Zones, with the same Element as the card that activates this Skill (including itself).



In this example, we have 2 EARTH Element cards on our Game Field (including the one with REWARD) so we draw 2 cards.

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MIRROR - SACRIFICE

MIRROR

If a card with MIRROR has been targeted by the attack or Skill of an opponent Shaman's card, you can change the target to another card, in your Spirit Card Zones or in the opponent's, face-down or face-up (excluding the other cards that are part of this Sequence).

You can activate the MIRROR Skill of one of your targeted cards, even if that card has just been flipped face-up (whether it's your turn or your opponent's).

MIRROR is a Bolt Skill.

SACRIFICE

Destroy any number of your cards, face up in your Spirit Card Zones, to target and destroy the same number of face-up cards in the opponent's Spirit Card Zones (you can also destroy the card itself that activates this Skill).

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REBIRTH - THEFT

REBIRTH

Thanks to the REBIRTH Skill, you can discard any number of cards from your hand to your Oblivion Zone, in order to Summon, through Superior Summon, the same number of cards from your Oblivion Zone, in any of your free Spirit Card Zones, face-up. You can also Summon the discarded cards.

THEFT

Place any number of others your cards (face-down or face-up) from your Spirit Card Zones to the top of your Deck, face-down and in the order you prefer; then target the same number of face-up opposing cards, and take the control of them on your Game Field, in the free Spirit Card Zones of your choice, until the end of the turn. The cards will then be returned to your opponent, in the same original Spirit Card Zones.

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METAMORPHOSIS - GAMBLE

METAMORPHOSIS

Target a face-up card in your Spirit Card Zones, then discard one from your hand to your Oblivion Zone: until the end of the current turn, the targeted card's Element becomes the same as the discarded card.

METAMORPHOSIS is a Bolt Skill.

GAMBLE

Through GAMBLE, you can discard cards from the top of your Deck into your Oblivion Zone, until you find one with a different Element than the card that activates this Skill.

Make this card gain 1 Battle Point for each of them, discarded to your Oblivion Zone, with its same Element, until the end of the turn.

When (by discarding) you find a card of a different Element, place it face-down on the top of your Deck.

GAMBLE is a Bolt Skill.

21 EXAMPLES OF SEQUENCES

MIRROR



1 The opposing "Tiki Skate/Warrior" attacks our "Samurough/Head".

2 "Samurough/Head" activates its MIRROR Skill, in Sequence.

3 MIRROR changes the attack target, so 2 opposing cards destroy each other.

EXAMPLES OF SEQUENCES

METAMORPHOSIS - GAMBLE



- 1** The opposing Spirit "Eightopus/Tentacles" attacks our "Torture Totem/Bison Axe".
- 2** In Sequence to its attack, the opposing Spirit activates its METAMORPHOSIS Skill, with which it changes its Element from WATER to AIR, reaching a power of 2 Battle Points.
- 3** In Sequence, our Spirit uses GAMBLE, with which it increases its Battle Points up to 3 (discarding 2 EARTH cards into the Oblivion Zone), winning.

USE THE SHAMAN SOULS

The Shaman Soul Cards represent an incredible power that you can use to support your Spirits!

You can prepare an additional Deck, made of Shaman Soul Cards (from 1 up to 5 different cards and placed in the order you prefer).

You will place that Deck, face-down, in your Shaman Soul Zone.

If you control no face-up cards on your Shaman Soul Deck, you can flip the top card of it (only if you control a number of face-up cards in your Spirit Card Zones, equal to or greater than the cost indicated on the flipped Shaman Soul Card, and of at least 1 of the Elements indicated on it).

Only once, during your turn, you can flip face-up and/or activate the effect of one of your Shaman Soul Cards, during Action Phase 1 and/or Action Phase 2.

That Shaman Soul Card will remain face-up on the Game Field for a number of your turns equal to its cost, and then it will be placed face-down at the bottom of your Shaman Soul Deck.

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EXAMPLE OF SHAMAN SOUL



1

Since we control 7 WATER and AIR Element cards, we can pay the cost of 2, shown on the card on top of our Shaman Soul Deck, flipping it.

2

We activate the effect of our "Poseidon, the Secret Sea's Lock".

3

Thanks to its effect, until the end of the turn, all the "Levia", "Lock" and "Nessie" cards, that we control in our Spirit Card Zones, gain 1 Bonus Battle Point.

FAQ (FREQUENTLY ASKED QUESTIONS)

(Q1) When I have no more cards in my Deck, what happens?

A. You will only skip your Collection Phase. As long as you have Spirit Cards in Spirit Card Zones, the game continues.

(Q2) Why are there Spirit Card Zones of different colors (Blue, Yellow and Red) on the Game Field?

A. The different coloration of the Spirit Card Zones, makes it easier for the players to target opponent's cards.

(Q3) If i used the THEFT Skill, leaving without Spirits all the opposing Spirit Card Zones, did I win the game?

A. No, in order to defeat the opponent, you must destroy the opposing Spirit Cards by sending them into Oblivion; it's not enough to change their control by stealing them.

(Q4) Is there a hand limit?

A. No, there is no card limit in hand.

FAQ (FREQUENTLY ASKED QUESTIONS)

(Q5) Can i activate Skills of cards taken from the opponent via THEFT?

A. Yes, you can activate them during the turn you took control of that cards.

(Q6) Can i also use cards taken from the opposing Shaman, through THEFT, as a cost to activate my SACRIFICE and THEFT skills?

A. No, as well indicated in the Official Rulebook, you can only use cards originally yours, as a cost to activate SACRIFICE and THEFT.

(Q7) If my card with MIRROR is targeted by my opponent's THEFT Skill, can i change the target of THEFT on a card already controlled by the opposing Shaman?

A. Yes, and in that case nothing will happen, since the targeted card is already under the control of the opposing Shaman.

FAQ (FREQUENTLY ASKED QUESTIONS)

(Q8) When I flip a Shaman Soul Card, does its effect activate immediately?

A. No, the actions of flipping a Shaman Soul Card and the activation of its effect, take place in 2 different moments; the turn player can flip a Shaman Soul Card during an Action Phase and activate its effect during the same Action Phase or a subsequent Action Phase.

(Q9) If I play a card with the PUZZLE Skill, in a Zone placed in the Scheme of another card with PUZZLE, will I be able to make it gain Bonus Battle Points?

A. No, since a Multi PUZZLE Spirit requires only one card with the PUZZLE Skill and the others without.

(Q10) If I use THEFT and at the end of the turn I have only opponent's cards, what happens?

A. As soon as you pass your turn, you will return the taken cards, losing.



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Sail to a Sea of Challenges!

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