





# AIM OF THE GAME



**OBTAIN THE REQUIRED EP (ELEMENTAL POWER). EACH PLAYER STARTS AT 0. BOTH SOLO OR MULTIPLAYER MODES SET THE EP LEVEL TO ATTAIN. 500-1000 FOR QUICK GAMES AND 1500-3000 FOR EXTENDED PLAY. PLAYERS CAN ALSO DECIDE ON ANY SET NUMBER TO REACH.**

**USE THE ELEMENTS AND OUTWIT YOUR OPPONENT(S). GAIN ACCESS TO ELEMENTAL POWER BY CREATING ORDER OUT OF CHAOS. WHEN YOU HAVE HARMONISED YOUR ELEMENTS, YOU CAN USE THE CHAOTIC ELEMENTS FROM YOUR OPPONENT TO MAGNIFY YOUR EP. THE WINNER IS THE ONE WHO ACHIEVES THE REQUIRED EP TOTAL FIRST.**

**THIS IS DONE BY CREATING 'HANDS' OF CARDS. A 'HAND' IS A SET OF CARDS THAT MATCHES A CERTAIN CRITERIA. THE ACTION AND WIZ/DECK JOKER CARDS HELP YOU TO ACHIEVE THIS. THE ELEMENTALS PROTECT AND STRENGTHEN YOUR HANDS. TITANS STRENGTHEN EVEN MORE SO. CHARACTER CARDS HAVE UNIQUE ABILITIES TO AID YOUR PLAY. AND WHEN BROUGHT INTO PLAY VIA A PORTAL THEY ARE ABLE TO ATTACK YOUR OPPONENT(S) AND MAGNIFY YOUR EP ON A TURN BY TURN BASIS. WEAPONISING YOUR CHARACTER INCREASES THIS EVEN MORE.**

**YOU START BY MAKING A 30+ POINT HAND. THEN YOU NEED TO MAKE HANDS WITH YOUR REMAINING CARDS AND PLAY ANY ACTION CARDS YOU HAVE. YOU WIN THE ROUND WHEN YOU HAVE NO CARD TO DISCARD ON YOUR TURN. YOU THEN CALCULATE EP GAINED AND ADJUST YOUR SCORE. THE NEXT ROUND BEGINS. WHEN A PLAYER REACHES THE SET EP GOAL THEY ARE THE WINNER AND THE GAME IS OVER.**



# CARDS IN THE DECK



## ELEMENT SETS

THERE ARE 6 ELEMENT SETS...



EACH SET CONSISTS OF 2X CARDS 1-9, 2X 5 SHARDS, A MASTER ELEMENT, AN ELEMENTAL AND A TITAN.



X2



X2



# CARDS IN THE DECK

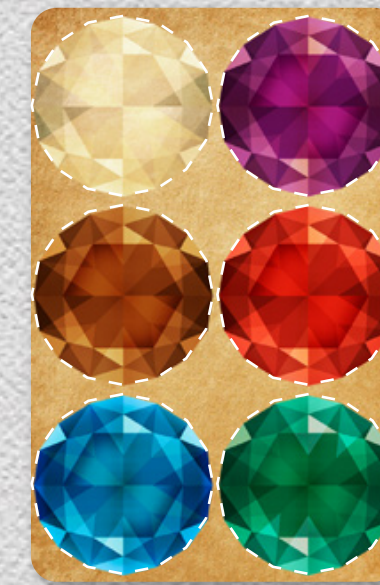


## ACTION CARDS & THE WIZ JOKER

THERE ARE 11 STANDARD ACTION CARDS. THE PORTAL CARDS ARE USED WHEN PLAYING WITH THE CHARACTER CARDS. 3 BLANKS INCLUDED FOR PLAYERS TO CUSTOMISE THE GAME FURTHER.



### ALIGNMENT CARD



GEMS ✂

### WIZ JOKER



X4



X2



X2



X3

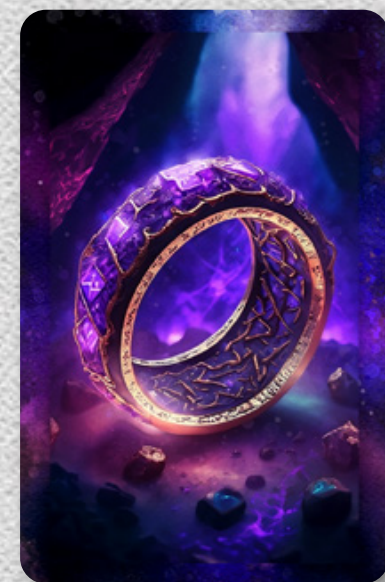
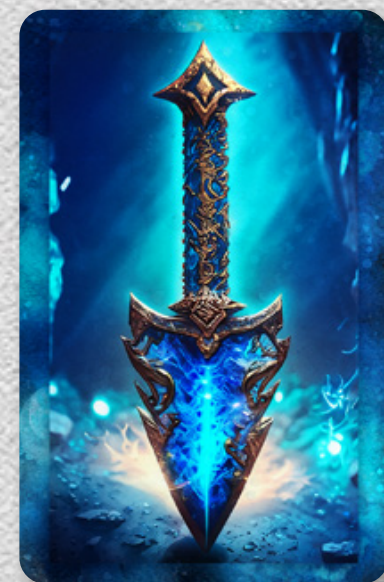
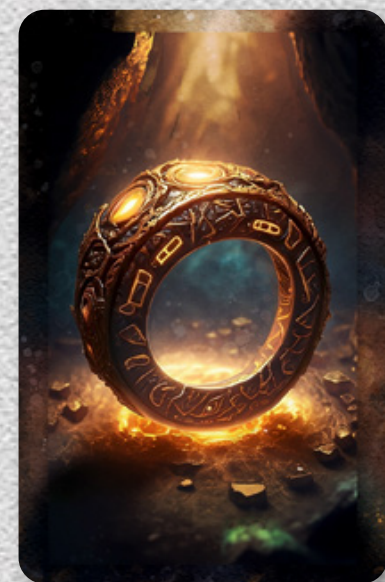
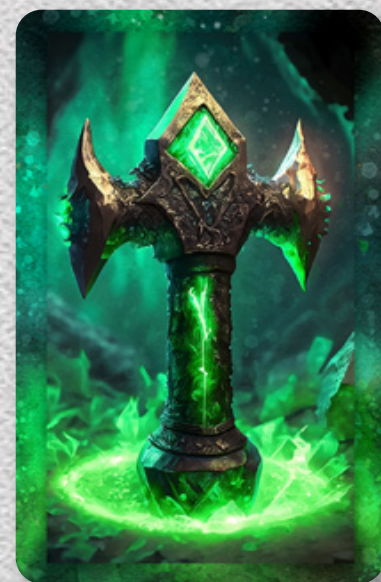
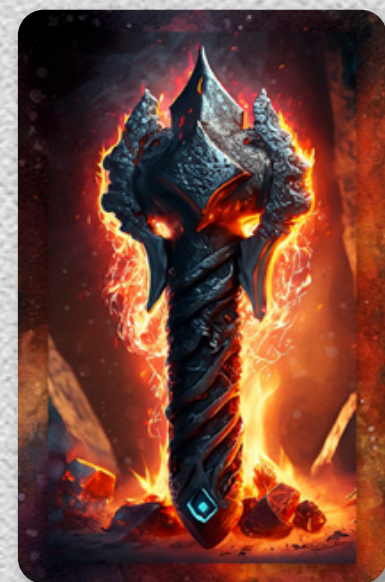
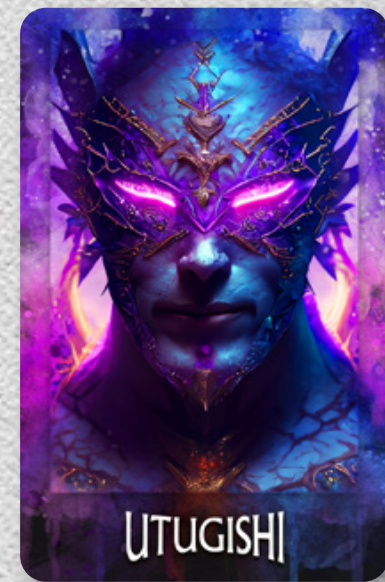
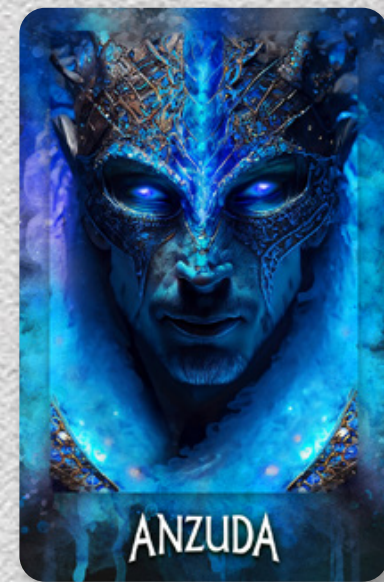
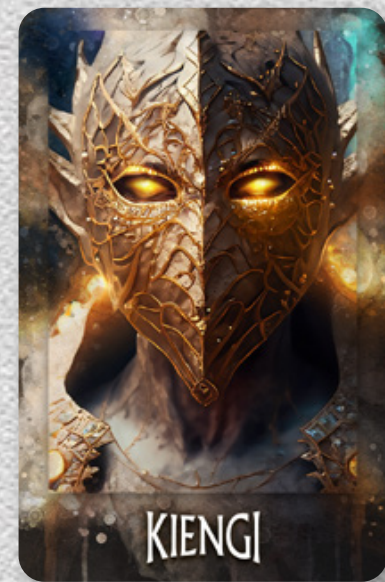


# CARDS IN THE DECK



## CHARACTER CARDS & REEN ARTIFACT CARDS

OPTIONAL CARDS DEPENDING ON THE NUMBER OF PLAYERS AND ELEMENT SETS USED. CHARCTER CARDS ARE PLACED TO THE SIDE OF THE PLAYERS HANDS UNTIL BROUGHT INTO PLAY. REEN ARTIFACTS ARE ADDED TO THE PLAY DECK.



## ADDITIONAL CARDS

THESE CARDS ARE USED TO AID PLAY AND ARE NOT ADDED TO YOUR PLAY DECK.



VALUES		
CARDS	POINTS	CARD
1-9	1-9	1
SHARDS	10	1
MASTER	20	3
ACTION	15	N/A
WIZ	20	1
DECK JOKER	20	1
ELEMENTAL	30	1/2
TITAN	100	2/4
CHARACTER	100	5
WEAPON	30	2/4





# SET UP - GAME AREA



## DISCARD PILE

PLACE HERE



## MAIN DECK

PLACE HERE



## DECK JOKER

PLACE HERE FACE DOWN

WHEN SELECTED



## LIFE POOL

PLACE LIGHT SHARDS HERE

PLACE AIR SHARDS HERE

PLACE FIRE SHARDS HERE

PLACE DARK SHARDS HERE

PLACE LIGHT SHARDS HERE



PLACE WATER SHARDS HERE

PLACE EARTH SHARDS HERE

## REFERENCE CARD FOR END OF ROUND CALCULATIONS.

VALUES			MULTIPLIER	
CARDS	POINTS	CARD	CARDS	MULTIPLIER
1-9	1-9	1	3-5	X1
SHARDS	10	1	6-8	X2
MASTER	20	3	9-11	X3
ACTION	15	N/A	12+	X5
WIZ	20	1		
DECK JOKER	20	1		
ELEMENTAL	30	1/2		
TITAN	100	2/4		
CHARACTER	100	5		
WEAPON	30	2/4		



# SET UP - DECK CUSTOMISATION



WIZ CAN BE PLAYED WITH 1-6 PLAYERS. YOU CAN CUSTOMISE THE DECK IN THE FOLLOWING WAYS DEPENDING ON THE NUMBER OF PLAYERS, GAME SPEED AND COMPLEXITY.

## NUMBER OF PLAYERS

SOLO AND 2 PLAYER MODES REQUIRE 2 ELEMENT SETS. YOU CAN ADD 1-2 ADDITIONAL ELEMENT SETS (RECOMMENDED). THIS FACILITATES EASIER 30+ OPENING HAND CREATION.

3 PLAYER MODE REQUIRES 3 ELEMENT SETS. YOU CAN ADD 1-3 ADDITIONAL ELEMENT SETS (RECOMMENDED). THIS FACILITATES EASIER 30+ OPENING HAND CREATION.

4 PLAYER MODE REQUIRES 4 ELEMENT SETS (RECOMMENDED). YOU CAN ADD 1-2 ADDITIONAL ELEMENT SETS. THIS FACILITATES EASIER 30+ OPENING HAND CREATION.

5 PLAYER MODE REQUIRES 5 ELEMENT SETS. YOU CAN ADD 1 ADDITIONAL ELEMENT SET (RECOMMENDED). THIS FACILITATES EASIER 30+ OPENING HAND CREATION.

6 PLAYER MODE REQUIRES 6 ELEMENT SETS.

## GAME SPEED

ELEMENT SETS CAN BE CUSTOMISED TO VARY SPEED OF PLAY. EACH ELEMENT SET CONSISTS OF 2X CARDS 1-9, 2X 5 SHARDS, A MASTER ELEMENT, AN ELEMENTAL AND A TITAN.

REMOVING CARDS 1-9 & 5 SHARDS OF AN ELEMENT SET LEAVING THE OTHER 1-9 CARDS & 5 SHARDS EXTENDS GAMEPLAY AND INCREASES DIFFICULTY MAKING 30+ HANDS BY 200%.

REMOVING 2X CARDS 1-5 OF AN ELEMENT SET SPEEDS UP GAMEPLAY BY 200%.

## ACTION CARDS

THE STANDARD 11 ACTION CARDS ARE USED FOR 2-6 PLAYER GAMES. THE SWAP CARD IS EXCLUDED FOR SOLO PLAY. THE PORTAL CARDS ARE INCLUDED IF PLAYING WITH THE OPTIONAL CHARACTER AND ARTIFACT CARDS. 3 BLANK ACTION CARDS ARE INCLUDED FOR ADVANCED PLAYERS TO CREATE THEIR OWN ACTIONS. PLEASE SUBMIT YOUR IDEAS AT [WIZ-CARDS.COM](http://WIZ-CARDS.COM) FOR POSSIBLE INCLUSION TO FUTURE DECK RELEASES.

## WIZ CARDS

SOLO PLAYER MODE INCLUDE 2 WIZ CARDS TO THE DECK.

2 PLAYER MODE 2 DECKS INCLUDE 1 WIZ CARD TO THE DECK.

2-4 PLAYER MODES INCLUDE 2 WIZ CARDS TO THE DECK.

5-6 PLAYER MODES INCLUDE 3 WIZ CARDS TO THE DECK.

4 WIZ CARDS ARE SUPPLIED. YOU CAN ADD ADDITIONAL CARDS TO THE RECOMMENDED ABOVE. THIS WILL INCREASE GAME SPEED AND EASE OF PLAY.

## CHARACTER & REEN ARTIFACT CARDS

THESE GIVE ADDITIONAL IN GAME ABILITIES. INCLUDE THE PORTAL ACTION CARDS TO THE DECK. USE THE APPROPRIATE CHARACTERS DEPENDING ON YOUR CHOICE OF ELEMENT SETS IN THE MAIN PLAY DECK.



# SET UP - OPTIONAL LIFE POOL



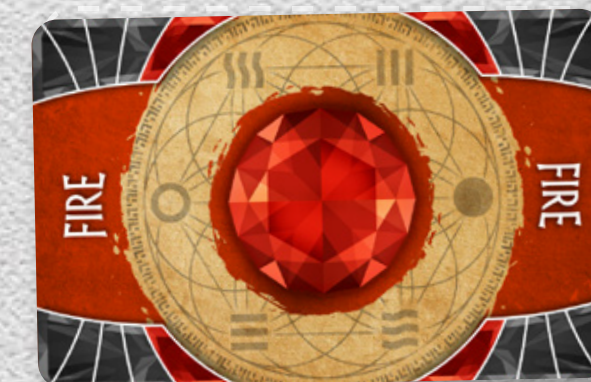
## LIFE POOL

PLAYING WITH THE LIFE POOL OPTION GENERATES EP. YOU DISCARD SHARD CARDS IN THE CORRECT ORDER, STARTING WITH A 1ST LEVEL SHARD. THE PLAYER WHO PLAYS A 5TH LEVEL SHARD WINS THE LIFE POOL EP. THIS LEVEL INCREASES EVERY ROUND IT IS NOT WON.

INITIAL LEVEL AND INCREMENTS EACH ROUND ARE DETERMINED BY ROLLING A D4 DICE X 25 EP. ALTERNATIVELY TAKE CARDS 1-4 FROM THE DECK AND SHUFFLE. FACE DOWN PICK A CARD TO DETERMINE THE MULTIPLIER.

ONCE WON ALL SHARD CARDS ARE RETURNED BACK TO THE MAIN DECK AT THE END OF THE CURRENT ROUND. YOU MUST HAVE A 30+ HAND TO PLAY SHARDS IN THE LIFE POOL. THE MAXIMUM NUMBER OF CARDS YOU CAN PLAY INTO THE LIFE POOL ON EACH TURN IS DETERMINED BY HOW MANY HANDS YOU HAVE ON THE TABLE.

ADD THE TOTAL EP TO YOUR SCORE OR DETRACT FROM YOUR OPPONENT(S) SCORE. TOTAL EP MUST BE SPLIT IF DETRACTING FROM MORE THAN ONE OPPONENT.







# SET UP - RECOMMENDATIONS



TO GET USED TO THE GAME MECHANICS WE RECOMMEND THAT YOU START PLAYING WIZ WITHOUT THE LIFE POOL & CHARACTER/ARTIFACT OPTIONS. YOU CAN ALSO EXCLUDE THE TITAN CARDS FROM THE DECK TO FURTHER SIMPLIFY GAMEPLAY. ONCE FAMILIAR WITH THE CORE MECHANICS YOU CAN ADD THE LIFE POOL OPTION. THE CHARACTER/ARTIFACT CARDS SHOULD BE ADDED LAST AS THEY INCREASE COMPLEXITY THE MOST. IT CAN BE QUITE CHALLENGING UTILISING CHARACTER ABILITIES WHILST KEEPING TRACK OF GAMEPLAY. ONCE MASTERED YOU WILL BE REWARDED BY THE NUMEROUS WAYS IN WHICH YOU CAN ACHIEVE THE WIN.

PLEASE READ THE CARD INFORMATION AND REFER TO THEM FREQUENTLY UNTIL YOU FAMILIARISE YOURSELF WITH THEIR ABILITIES. IT CAN BE A BIT DAUNTING AT FIRST BUT YOU'LL MASTER THE DECK AFTER SEVERAL SESSIONS. THERE ARE NUMEROUS PLAY OPTIONS WHICH REQUIRE AN UNDERSTANDING OF THE RULES. ONCE MASTERED YOU'LL BENEFIT FROM A TRUELY REWARDING & CHALLENGING EXPERIENCE. BEFORE YOU GET TO THIS LEVEL YOU WON'T BELIEVE HOW MANY MISSED OPPORTUNITIES YOU'LL SPOT AFTER YOUR TURN ENDS!

DUE TO PLAYING CARDS GENERALLY BEING GATHERED SEQUENTIALLY AFTER A ROUND ENDS, SHUFFLING IS IMPORTANT. RUNS OF SUITED CARDS CAN BE DEALT IF NOT SHUFFLED WELL. DIVIDE THE DECK BETWEEN THE PLAYERS. EACH PLAYER SHUFFLES AND SPLITS THE DECK IN TWO. PLAYERS PASS HALF OF THE DECK TO ANOTHER PLAYER AND SHUFFLE AGAIN. DECKS ARE SPLIT AGAIN AND RANDOMLY COMBINED INTO ONE DECK AGAIN.



# CARD INFORMATION



## ELEMENT SETS

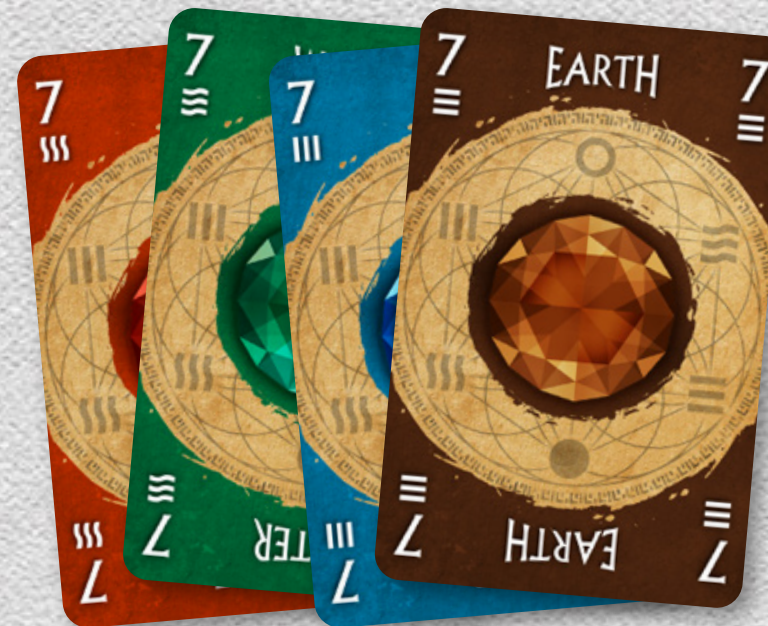
APPLICABLE TO ALL...



POINTS VALUE = 1-9 | CARD VALUE = 1



USED FOR MAKING HANDS



USED FOR MAKING 30+ HANDS





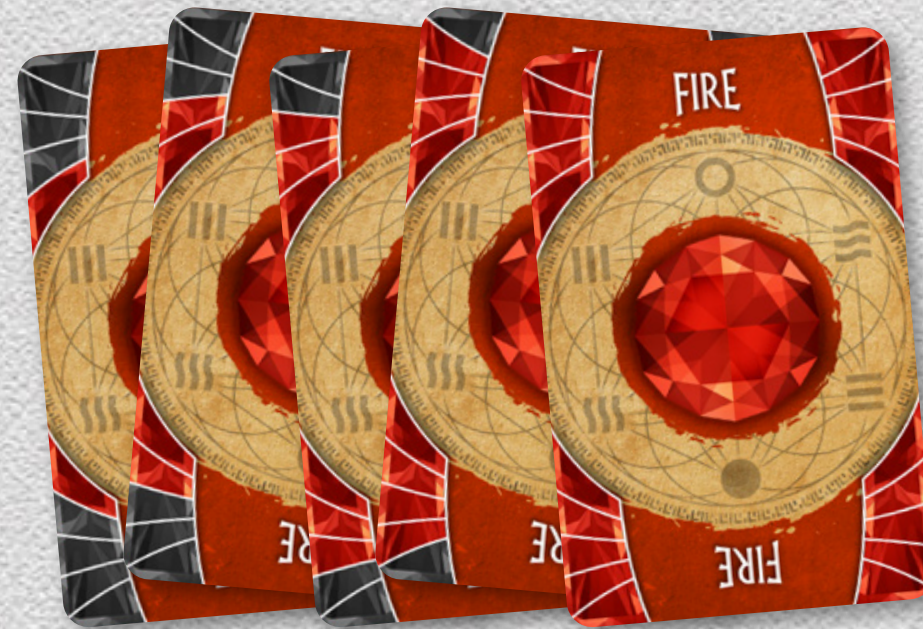
# CARD INFORMATION - SHARDS



**ELEMENT SETS**  
APPLICABLE TO ALL...



SHARD POINTS VALUE = 10 | CARD VALUE = 1

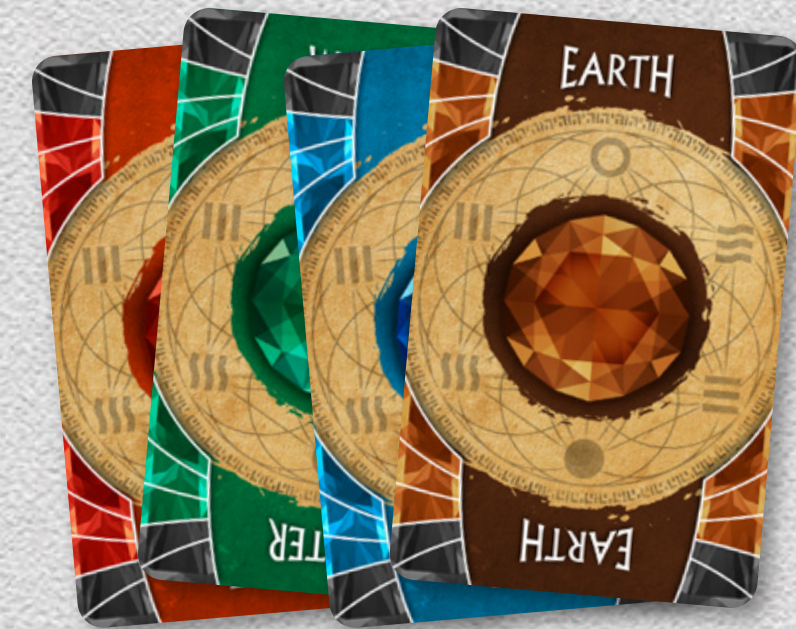
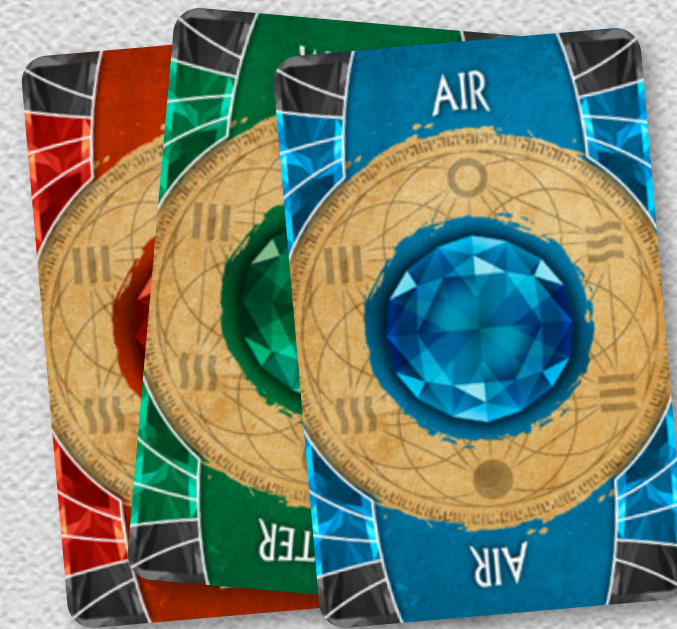


**NOTE: 5X SHARD 30+ HANDS ARE AUTOMATICALLY PROTECTED  
(ELEMENTAL NOT REQUIRED FOR PROTECTION)**

USED FOR MAKING HANDS



USED FOR MAKING 30+ HANDS





# CARD INFORMATION - MASTER ELEMENT



**ELEMENT SETS**  
APPLICABLE TO ALL...



MASTER ELEMENT POINTS VALUE = 20 | CARD VALUE = 3



THE ONLY CARD IN THE DECK THAT CAN BE PLAYED ALONE TO MAKE A HAND  
NOTE: ANY CARD OF THE SAME ELEMENT CAN BE ATTACHED  
(DOES NOT NEED TO BE SEQUENTIAL)

USED FOR MAKING HANDS



USED FOR MAKING 30+ HANDS





# CARD INFORMATION - ELEMENTAL



## ELEMENT SETS

APPLICABLE TO ALL...



ELEMENTAL POINTS VALUE = 30 | CARD VALUE = 1/2

ELEMENTALS GIVE A +1 TO HAND VALUE AT CLOSE OF PLAY. ADDITIONAL +1 IF THE ELEMENTAL IS THE SAME ELEMENT AS THE HAND. AN ELEMENTAL PROTECTS THE HAND FROM BEING USED BY AN OPPONENT OR ATTACKED BY CHARACTER CARDS. AN ELEMENTAL CAN BE CANCELLED OUT BY PLAYING ANOTHER ELEMENTAL. IF THE ALIGNMENT IS OPPOSITE BOTH BONUS ARE CANCELLED OUT.



ELEMENTALS ARE SPECIAL PLAYING CARDS THAT CAN BE ATTACHED TO ANY HAND ON YOUR TURN. ALTHOUGH THEY MUST BE PLAYED AT THE SAME TIME WITH A 30+ HAND. ONCE PLAYED THEY CANNOT BE MOVED. ELEMENTALS CAN BE PLAYED ON AN OPPONENTS HAND. THEN ONLY YOU CAN ALTER THAT HAND. BUT YOU MUST HAVE MORE OF THAT ELEMENTS CARD VALUE IN YOUR HAND(S) THAN YOUR OPPONENT TO DO SO.

PROTECTED | CARD VALUE = +1



PROTECTED | CARD VALUE = +2



UNPROTECTED | CARD VALUE = +1



UNPROTECTED | CARD VALUE = 0





# CARD INFORMATION - TITAN



## ELEMENT SETS

APPLICABLE TO ALL...



TITAN POINTS VALUE = 100 | CARD VALUE = 2/4

TITANS GIVE A +2 TO HAND VALUE AT CLOSE OF PLAY. ADDITIONAL +2 IF THE TITAN ELEMENT IS THE SAME AS THE HAND. IF SO, THE TITAN PROTECTS THAT ELEMENT FROM BEING USED BY ANY OPPONENT(S) IN ANY FUTURE TURNS. HANDS ALREADY PLAYED CONTAINING ONLY THAT ELEMENT ARE NOT AMENDABLE ALSO. TITANS CAN ONLY BE ATTACKED IF THE OPPONENTS CHARACTER IS AN OPPOSING ELEMENT OR THE CHARACTER HAS A REEN ARTIFACT OF THE SAME ELEMENT AS THE CHARACTER.



TITANS ARE SPECIAL PLAYING CARDS THAT CAN BE ATTACHED TO ANY HAND ON YOUR TURN. ALTHOUGH THEY MUST BE PLAYED AT THE SAME TIME WITH A 30+ HAND. ONCE PLAYED THEY CANNOT BE MOVED. A TITAN GIVES AN ADDITIONAL (100 EP X MULTIPLIER OF THE HAND ATTACHED TO) IN ADDITION TO CALCULATED EP AT END OF PLAY.

CARD VALUE = +2



PROTECTED | CARD VALUE = +4





# CARD INFORMATION - ACTION CARDS



THESE ARE USED BEFORE PLAY AT THE START OF A TURN TO GAIN ADDITIONAL ACTIONS TO YOUR TURN. THE AMOUNT OF CARDS YOU CAN PLAY IS DETERMINED BY THE AMOUNT OF HANDS YOU HAVE IN PLAY. YOU CANNOT DISCARD THESE CARDS. THEY MUST BE PLAYED.



## ABYSS

CAUSES ALL OTHER PLAYERS TO DISCARD ANY WIZ AND ACTION CARDS ON TO THE DISCARD PILE.



## SEARCH

YOU MAY PICK THE TOP TWO CARDS FROM THE MAIN DECK AND DECIDE WHICH ONE OF THEM YOU WANT TO USE. THE OTHER IS PLACED ON THE DISCARD PILE.



## STUN

FORCES A PLAYER OF YOUR CHOICE TO MISS THEIR NEXT TURN. YOU CANNOT PLAY THE ACTION CARD SHIELD WHEN STUNNED.



## SHIELD

THE ONLY CARD IN THE DECK WHICH CAN BE PLAYED AT ANY TIME. IT CANCELS ANY ACTION CARD(S) PLAYED AGAINST YOU. CAN PROTECT A HAND IN PLAY THAT AN OPPONENT IS TRYING TO AMEND/TAKE. CAN ALSO BLOCK AN OPPONENT PLAYING AN ELEMENTAL ONTO ONE OF YOUR HANDS. IF PLAYING WITH CHARACTERS YOU CAN BLOCK AN ATTACK FOR A TURN TO PREVENT ANY EP GAIN BY THE OPPONENT.



# CARD INFORMATION - ACTION CARDS



## SWAP

EXCLUDED FROM THE DECK IN SINGLE PLAYER MODE.

THIS CARD ALLOWS YOU TO CHOOSE ANY CARD FROM ANY PLAYERS HAND. IN RETURN YOU GIVE THAT PLAYER A CARD OF YOUR CHOICE FROM YOUR HAND.



## TIMEWARP

YOU CAN TAKE ANY ONE CARD FROM THE DISCARD PILE.



## TAKE 2

TWO CARDS ARE TAKEN FROM THE MAIN DECK BY YOURSELF OR ANY PLAYER YOU CHOOSE.



## TRAP

THE PLAYER THEMSELVES IS TRAPPED AND THEIR TURN ENDS.





# CARD INFORMATION - ACTION CARDS



## VANISH

WHEN PLAYED IT ALLOWS YOU TO DISCARD ANY CARD IN YOUR HAND TO THE DISCARD PILE.



## PORTAL

WHEN PLAYING WITH CHARACTER CARDS YOU CAN MOVE YOUR CHARACTER ONTO THE BOARD OF PLAY WHICH ALLOWS YOUR CHARACTER TO ATTACK YOUR OPPONENT(S).

YOU CAN ALSO PLAY THIS CARD TO REMOVE A CHARACTER CARD FROM THE BOARD OF PLAY AND STOP BEING ATTACKED UNLESS IT IS PROTECTED BY AN ELEMENTAL.



## ALIGNMENT

CHANGES THE ELEMENT OF A HAND TO ANY OTHER YOU CHOOSE (USE GEM TO DELINEATE). ALTERNATIVELY YOU CAN STRENGTHEN THE EXISTING ELEMENTS (+1 TO HAND VALUE). HANDS WITH 6+ CARD VALUE CANNOT BE CHANGED BY ALIGNMENT.



## ALIGNMENT GEMS ✂

CUTOUT & USE TO SHOW ALIGNMENT CHANGE.



# CARD INFORMATION - JOKERS



## WIZ

CAN BE PLAYED AS ANY VALUE CARD IN THE DECK. IT CANNOT ACT AS AN ACTION CARD, MASTER ELEMENT, ELEMENTAL OR TITAN.



## DECK JOKER

A PLAYER WHO HAS TWO HANDS CAN PICK/LOOK AT THE DECK JOKER. THEY CAN THEN PLAY HANDS ON SUBSEQUENT TURNS WITH THIS CARD AS A WIZ CARD. THE PLAYER CHOOSES A CARD FROM THE MAIN DECK. ANY ACTION, TITANS, ELEMENTALS, ARTIFACTS OR WIZ CARDS PICKED AS THE DECK JOKER ARE ADDED TO YOUR HAND AND ANOTHER CARD IS CHOSEN FOR THE DECK JOKER.

## DECK JOKER CONTINUED...

THE PLAYER LOOKS AT IT, MEMORISES IT AND PUTS IT FACE DOWN (NOT VISIBLE TO THE OTHER PLAYERS) ON THE PLACEHOLDER CARD. WHATEVER CARD WAS PICKED, ALL ELEMENTS OF THIS CARD FUNCTION AS A WIZ CARD (EXAMPLE, IF NO. 3 OF THE FIRE ELEMENT WAS PICKED THEN 3'S OF ALL ELEMENTS CAN BE PLAYED AS WIZ CARDS).

THE DECK JOKER CAN ONLY BE PLAYED BY PLAYERS THAT HAVE DISPLAYED 2 HANDS. IN ADDITION, YOU CAN STOP OTHER PLAYERS ABILITY TO USE IT BY HAVING A 6 CARD VALUE HAND OR MORE. AN OPPOSING PLAYER WITH +1 CARD VALUE RETAKES CONTROL. AN EQUAL VALUE HANDS SHARES THE ABILITY TO USE IT.

IF YOU FORGET TO LOOK AT THE DECK JOKER WHEN YOU HAVE 2 HANDS, YOU MAY LOOK ON SUBSEQUENT TURNS. YOU STILL CANNOT USE IT UNTIL THE NEXT TURN. IF YOU FORGET DURING THE GAME WHAT CARD WAS PICKED AS THE DECK JOKER YOU ARE ALLOWED TO LOOK AT IT ONCE MORE, BUT YOU ARE FORBIDDEN TO USE IT IN PLAY NOW AS A WIZ CARD. IF YOU PLAY THE WRONG CARD AS A DECK JOKER YOU AUTOMATICALLY LOSE THE ROUND WHEN YOU OR ANOTHER PLAYER IDENTIFIES THE MISTAKE. ALL CARDS ARE TAKEN BACK INTO YOUR HAND FOR EP CALCULATION.



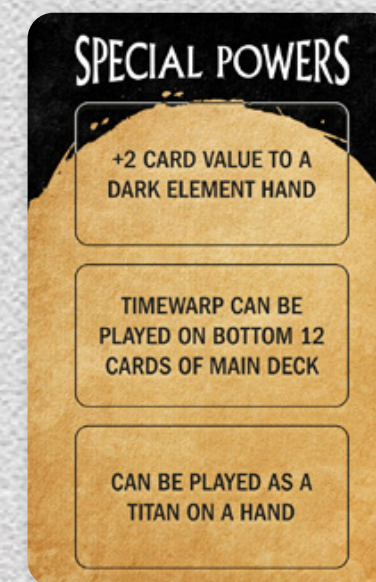
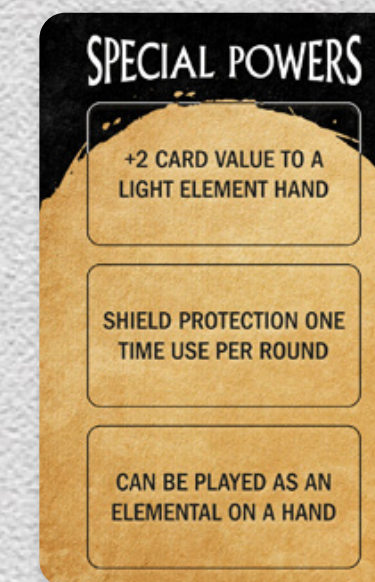
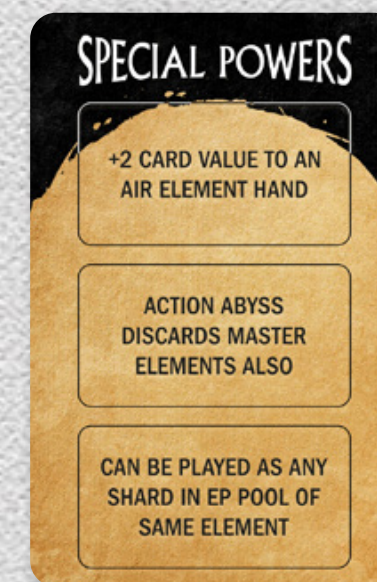
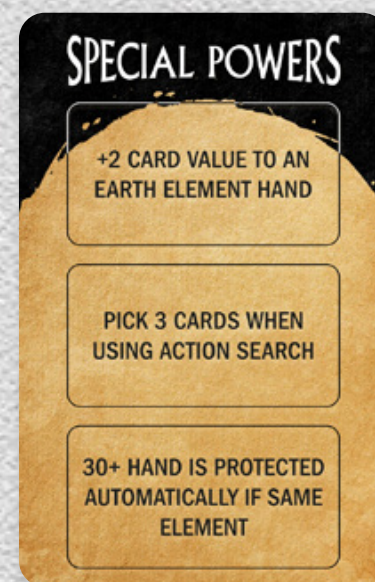
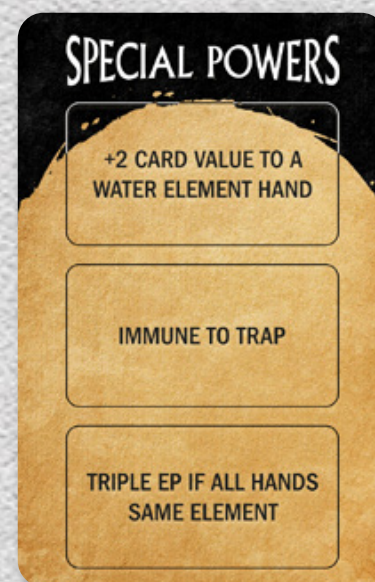
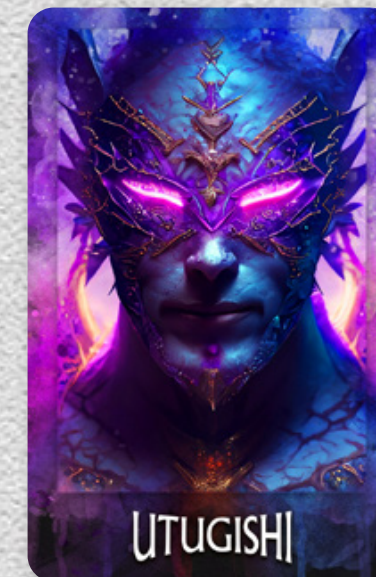
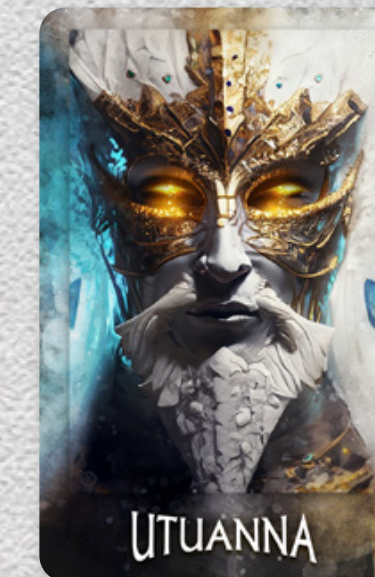
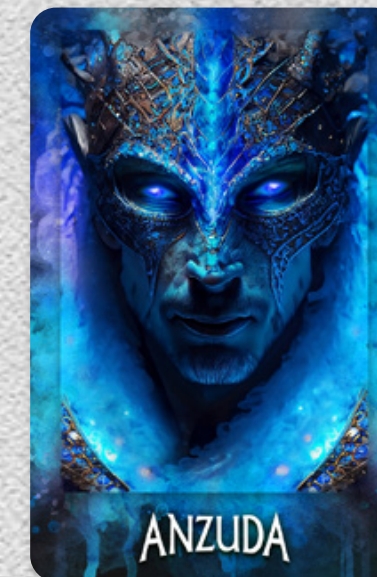
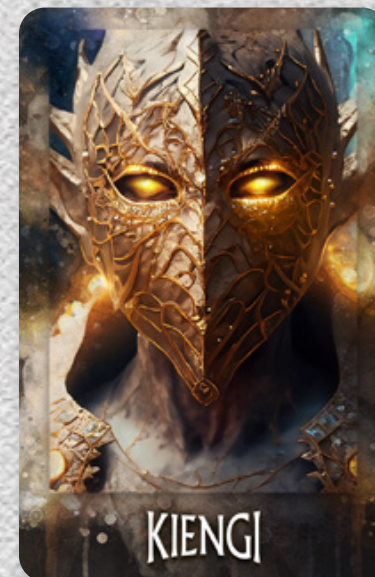
# CARD INFORMATION - CHARACTERS



THESE GIVE ADDITIONAL POWERS BOTH IN PLAY AND AT THE END OF A ROUND. TO CHOOSE RANDOMLY TAKE NUMERICAL CARDS EQUIVALENT TO THE ELEMENT SETS USED FROM THE DECK AND SHUFFLE. FACE DOWN PICK A CARD TO DETERMINE CHARACTER CHOICE. YOU GAIN AN ADDITIONAL ABILITY TO ATTACK AN OPPONENT WHEN THE PORTAL ACTION CARD IS PLAYED.

ON SUBSEQUENT TURNS YOU ADD UP THE TOTAL POINTS VALUE OF YOUR OPPONENT(S) CARDS IN PLAY AT THE START OF YOUR TURN AND ADD THIS TO YOUR EP TOTAL (EXCLUDING OPPONENT(S) CHARACTER AND ARTIFACT CARDS IN PLAY). ONCE ON THE BOARD OF PLAY THEY COUNT AS A HAND.

CHARACTER POINTS VALUE = 100 | CARD VALUE = 5



### SPECIAL POWERS

+2 CARD VALUE TO A FIRE ELEMENT HAND

ACTION STUN FOR 2 TURNS WHEN PLAYED

CAN VIEW DECK JOKER TWICE WITHOUT LOSING ABILITY TO USE

### SPECIAL POWERS

+2 CARD VALUE TO A WATER ELEMENT HAND

IMMUNE TO TRAP

TRIPLE EP IF ALL HANDS SAME ELEMENT

### SPECIAL POWERS

+2 CARD VALUE TO AN EARTH ELEMENT HAND

PICK 3 CARDS WHEN USING ACTION SEARCH

30+ HAND IS PROTECTED AUTOMATICALLY IF SAME ELEMENT

### SPECIAL POWERS

+2 CARD VALUE TO AN AIR ELEMENT HAND

ACTION ABYSS DISCARDS MASTER ELEMENTS ALSO

CAN BE PLAYED AS ANY SHARD IN EP POOL OF SAME ELEMENT

### SPECIAL POWERS

+2 CARD VALUE TO A LIGHT ELEMENT HAND

SHIELD PROTECTION ONE TIME USE PER ROUND

CAN BE PLAYED AS AN ELEMENTAL ON A HAND

### SPECIAL POWERS

+2 CARD VALUE TO A DARK ELEMENT HAND

TIMEWARP CAN BE PLAYED ON BOTTOM 12 CARDS OF MAIN DECK

CAN BE PLAYED AS A TITAN ON A HAND



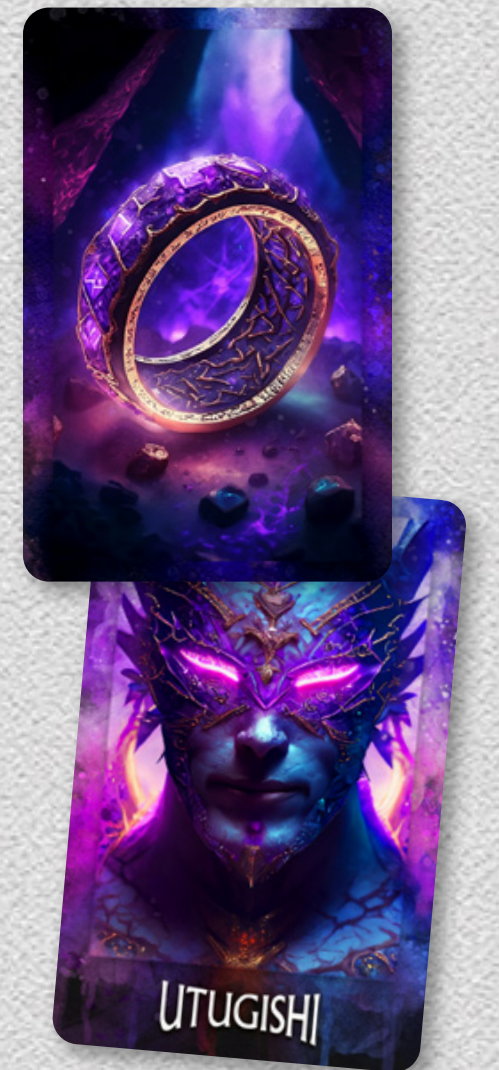
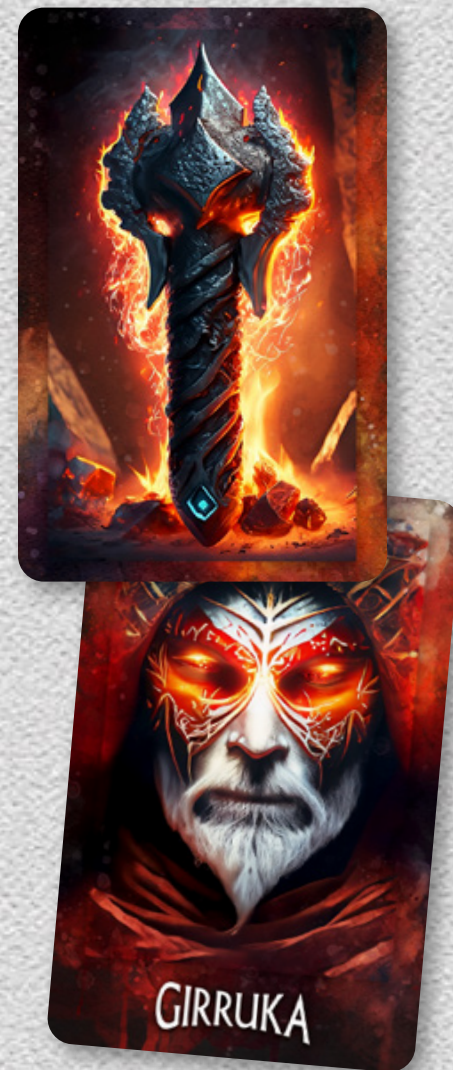
# CARD INFORMATION - ARTIFACTS



IF PLAYING WITH THE CHARACTER CARDS ADD THESE TO YOUR CHOSEN DECK. WHEN A CHARACTER CARD IS ON THE BOARD OF PLAY YOU CAN ATTACH THESE CARDS TO IT AND INCREASE THE CHARACTER'S POWER TO GAIN EP.

IF THE REEN ARTIFACT IS THE SAME ELEMENT AS THE CHARACTER, YOUR CHARACTER DOUBLES THE CARDS POINTS VALUE OF YOUR OPPONENT(S). ANY OTHER ELEMENT DOUBLES THE POINTS VALUE OF THAT ELEMENT IN YOUR OPPONENT(S) HAND(S). ARTIFACTS HAVE A CARD VALUE OF 2. 4 IF THE SAME ELEMENT AS THE CHARACTER.

ARTIFACT POINTS VALUE = 30 | CARD VALUE = 2/4



FIRE 

WATER 

EARTH 

AIR 

LIGHT 

DARK 



# RULES - SOLO PLAY



## ORDER OF PLAY

1. ATTACK YOUR OPPONENT
2. PLAY ANY ACTION CARD(S)
3. TAKE A CARD FROM MAIN DECK OR DISCARD PILE
4. PLAY ANY CARD(S) TO THE BOARD
5. DISCARD A CARD TO THE DISCARD PILE

## SET UP

CHOOSE EITHER 2,3 OR 4 ELEMENT SETS TO PLAY WITH. INCLUDE THE APPROPRAITE NUMBER OF WIZ CARDS. DO NOT INCLUDE THE ACTION CARD SWAP. YOU MAY ADD THE TITANS FOR BIGGER EP GAMES. SELECT A CHARACTER CARD FOR YOURSELF AND YOUR OPPONENT AND INCLUDE ARTIFACT CARDS. THEY MUST BOTH CORRESPOND WITH THE ELEMENT SETS CHOSEN ADD THE PORTAL ACTION CARDS TO THE MAIN DECK ALSO.

CHOOSE YOUR OPPONENTS EP TOTAL TO DEFEAT THEM. RANGING FROM 500 EP FOR A QUICK GAME TO 2000 EP FOR EXTENDED PLAY.

DEAL 12 CARDS TO THE OPPONENT AND THEN 13 CARDS TO YOURSELF. IF ACTION CARDS ARE DEALT TO EITHER EXTRA CARDS ARE DRAWN EQUAL TO THE NUMBER OF ACTION CARDS DRAWN. THIS ALTERNATES FROM ROUND TO ROUND.

## PLAY

THE PLAYER WITH 13 CARDS STARTS FIRST. NOW ARRANGE AND PLAY ANY 30+ HAND AND ANY ADDITIONAL HANDS. THEN PLACE A CARD ON THE DISCARD PILE. ACTION CARDS CAN ONLY BE PLAYED ON SUBSEQUENT TURNS AFTER A PLAYER HAS COMPLETED A 30+ HAND.

YOU NOW PLAY THE OTHER PLAYERS FIRST TURN. EITHER TAKE THE CARD FROM THE DISCARD PILE OR THE DECK. YOU CANNOT PLAY A 30+ HAND OF THE SAME ELEMENT AS THE OPPOSING PLAYER IF HE HAS ALREADY MADE ONE. IF THE PLAYER MAKES A 30+ HAND THEY CAN ADD OR TAKE CARDS FROM THE OPPOSING PLAYERS HAND(S) IF NOT PROTECTED. THEN PLACE A CARD ON THE DISCARD PILE. TURN 1 ENDS.

IF EITHER PLAYER MAKES TWO HANDS THEY CANNOT USE THE DECK JOKER UNTIL TURN 2.

PLAY ALTERNATES UNTIL ONE PLAYER HAS NO CARDS IN THEIR HAND AND CANNOT DISCARD. THE ROUND IS WON AND EP CALCULATION BEGINS.

## ADDITIONAL

A PLAYER MUST START WITH A 30+ HAND.

ONCE A PLAYER MAKES A 30+ HAND THEY THEMSELVES CANNOT AMEND THAT HAND FOR THE REST OF THE GAME. NOR CAN AN OPPONENT IF IT CONTAINS AN ELEMENTAL UNLESS CANCELLED WITH ANOTHER.



# RULES - SOLO PLAY



## ADDITIONAL

YOU CANNOT PLAY ACTION CARDS AFTER YOU HAVE TAKEN A CARD ON YOUR TURN.

A PLAYERS OTHER HANDS DO NOT NEED TO HAVE A POINTS VALUE OF 30+.

TO TAKE AN OPPONENTS HAND AS YOUR OWN YOU MUST HAVE MORE CARD VALUE OF THAT ELEMENT. AND YOU MUST BE ABLE TO ADD A CARD TO THE HAND YOU WISH TO TAKE.

A PLAYER WINNING THE GAME WITH ALL HANDS OF THE SAME ELEMENT GAINS DOUBLE EP.

THE FOLLOWING ARE LEGITIMATE 30+ HANDS THAT CAN BE PLAYED:

- 3 X SHARDS OF DIFFERENT ELEMENTS BUT THE SAME LEVEL
- 3 X SHARDS OF THE SAME ELEMENT THAT LINK
- MASTER ELEMENT + CARD(S) THAT VALUE 10+ OF THAT ELEMENT
- 4+ CARDS OF SAME ELEMENT (I.E. 7,8,9, SHARD LVL 1)

THE FOLLOWING ARE LEGITIMATE HANDS THAT CAN BE PLAYED:

- ANY SET OF 3+ INTERLINKING CARDS OF THE SAME ELEMENT (I.E. 5,6,7,8)
- MASTER ELEMENT CARD WITH OR WITHOUT ADDITIONAL CARDS OF THE SAME ELEMENT.
- 3+ CARDS OF THE SAME VALUE BUT DIFFERING ELEMENTS (I.E. 5 EARTH, 5 FIRE, 5 WATER)

NOTE: 2 DECK GAMES ALLOW DOUBLE ELEMENT COMBOS (I.E. 5 EARTH, 5 FIRE, 5 FIRE)

SEE CARD INFORMATION FOR ADDITIONAL RULES ON EACH CARD IN THE DECK.



# RULES - 2-6 PLAYERS



## ORDER OF PLAY

1. ATTACK YOUR OPPONENT
2. PLAY ANY ACTION CARD(S)
3. DRAW A CARD FROM MAIN DECK OR DISCARD PILE
4. TAKE A CARD FROM MAIN DECK OR DISCARD PILE
4. PLAY ANY CARD(S) TO THE BOARD
5. DISCARD A CARD TO THE DISCARD PILE

## SET UP

CHOOSE 2-6 ELEMENT SETS TO PLAY WITH. INCLUDE THE APPROPRIATE NUMBER OF WIZ CARDS. PLACE THE LIFE POOL CARD ON THE BOARD IF PLAYING WITH BTHIS OPTION. YOU MAY ADD TITANS FOR BIGGER EP GAMES. OPTIONALLY SELECT CHARACTER CARDS AND INCLUDE ARTIFACT CARDS. THEY MUST BOTH CORRESPOND WITH THE ELEMENT SETS CHOSEN. CHOOSE YOUR EP TOTAL TO WIN. RANGING FROM 500 EP FOR A QUICK GAME TO 3000 EP FOR EXTENDED PLAY.

CHOOSE A PLAYER TO DEAL THE FIRST ROUND (ROLL A D6 TO DETERMINE OR HIGHEST CARD FROM THE DECK). CONTINUE DEALING CLOCKWISE IN THE NEXT ROUNDS. THE DEALER DISTRIBUTES 12 CARDS TO EACH PLAYER AND 13 CARDS TO THE PERSON ON THEIR LEFT.

PLAYERS WHO WERE DEALT ACTION CARDS MUST DRAW THE SAME NUMBER OF ADDITIONAL CARDS. IF ADDITIONAL ACTION CARDS ARE DRAWN YOU MUST CONTINUE DRAWING. THE PLAYER HOLDING 13 CARDS STARTS DRAWING FIRST.

INFORM THE OTHER PLAYER(S) THAT YOU ARE FINISHED WITH REPLACING YOUR CARDS. THE OTHER PLAYERS NOW FOLLOW THE SAME PROCEDURE. WHEN DONE, THE PLAYER WITH 13 CARDS STARTS THE GAME AND PLAY CONTINUES CLOCKWISE.

## PLAY

ALL PLAYERS LOOK AT THEIR CARDS WITHOUT SHOWING THEM TO THEIR OPPONENTS. USE YOUR CARDS TO MAKE 'HANDS'. THE FIRST HAND ALL PLAYERS HAVE TO MAKE IS A 30+ HAND. NO TWO PLAYERS CAN HAVE THE SAME ELEMENT OR THE SAME SHARD LEVEL FOR MULTIPLE ELEMENTS IN THEIR 30+ HAND. ONCE A PLAYER MAKES A 30+ HAND THEY THEMSELVES CANNOT AMEND THAT HAND FOR THE REST OF THE ROUND. A HAND IS PLAYED WHEN IT'S PLACED ON THE TABLE. ELEMENTALS MUST BE PLAYED AT THE SAME TIME AND CANNOT BE ADDED LATER TO A 30+ HAND.

A PLAYERS OTHER HANDS DO NOT NEED TO HAVE A POINTS VALUE OF 30+.

GAME BEGINS: IF THE FIRST PLAYER CAN/WANTS TO MAKE A 30+ HAND THEY CAN. AND ANY OTHER ADDITIONAL HANDS. THEN THEY MUST DISCARD A CARD AND THEIR TURN ENDS. IF THEY PLAYED 2 HANDS, THEY CANNOT PICK THE DECK JOKER UNTIL TURN 2.

NOTE: 2-3 PLAYER GAMES DRAW AND DISCARD 1 CARD. 4-6 PLAYERS DRAW/DISCARD 2.

TURN 1: THE SECOND PLAYER EITHER TAKES A CARD FROM THE DISCARD PILE OR THE MAIN DECK. IF THE PLAYER CAN/WANTS TO MAKE A 30+ HAND THEY CAN AND ANY OTHER ADDITIONAL HANDS. THEN THEY MUST DISCARD AND THEIR TURN ENDS.



# RULES - 2-6 PLAYERS



WHEN ALL PLAYERS HAVE HAD THEIR FIRST TURN THE PROCESS REPEATS WITH ADDITIONAL RULES THAT COME IN TO PLAY.

YOU START BY MAKING A 30+ POINT HAND. THEN YOU NEED TO MAKE HANDS WITH YOUR REMAINING CARDS AND PLAY ANY ACTION CARDS YOU HAVE. YOU WIN THE ROUND WHEN YOU HAVE NO CARD TO DISCARD ON YOUR TURN.

## ADDITIONAL

YOU CANNOT PLAY ACTION CARDS AFTER YOU HAVE TAKEN A CARD ON YOUR TURN. YOU CANNOT TAKE AN ACTION CARD FROM THE DISCARD PILE ALSO.

TO TAKE AN OPPONENTS HAND AS YOUR OWN YOU MUST HAVE MORE CARD VALUE OF THAT ELEMENT. AND YOU MUST BE ABLE TO ADD A CARD TO THE HAND YOU WISH TO TAKE.

IF YOU TAKE A CARD FROM AN OPPONENTS HAND IT MUST LEAVE A VALID HAND. 3 CARDS OR MORE IF NOT A MASTER ELEMENT. IF YOU TAKE AN OPPONENTS HAND TO USE EACH CARD IN MULTIPLE NEW HANDS, YOU MUST USE ALL CARDS IN THE HAND AND NOT KEEP ANY FOR LATER USE.

ANY PLAYER WHO BREAKS ORDER OF PLAY OR ANY RULES MISSES THAT TURN, TAKES BACK ANY CARDS PLAYED AND DISCARDS ANY CARD PICKED.

PLAYER WINNING THE GAME WITH ALL HANDS OF THE SAME ELEMENT GAINS DOUBLE EP.

IF A LOSING PLAYER HAS NO CARD(S) LEFT IN THEIR HAND, THEY MUST TAKE CARD(S) FROM THE DECK EQUAL TO THE 'DECK JOKER' VALUE.

THE FOLLOWING ARE LEGITIMATE 30+ HANDS THAT CAN BE PLAYED:

- 3 X SHARDS OF DIFFERENT ELEMENTS BUT THE SAME LEVEL
- 3 X SHARDS OF THE SAME ELEMENT THAT LINK
- MASTER ELEMENT + CARD(S) THAT VALUE 10+ OF THAT ELEMENT
- 4+ CARDS OF SAME ELEMENT (I.E. 7,8,9, SHARD LVL 1)

THE FOLLOWING ARE LEGITIMATE HANDS THAT CAN BE PLAYED:

- ANY SET OF 3+ INTERLINKING CARDS OF THE SAME ELEMENT (I.E. 5,6,7,8)
- MASTER ELEMENT CARD WITH OR WITHOUT ADDITIONAL CARDS OF THE SAME ELEMENT.
- 3+ CARDS OF THE SAME VALUE BUT DIFFERING ELEMENTS (I.E. 5 EARTH, 5 FIRE, 5 WATER)

SEE CARD INFORMATION FOR ADDITIONAL RULES ON EACH CARD IN THE DECK.





# RULES - EP CALCULATION



EVERY HAND HAS A CARD VALUE DEPENDANT ON THE NUMBER OF CARDS IN THAT HAND. EXAMPLE, 5,6,7,8 FIRE WOULD BE A CARD VALUE OF 4. IF A FIRE ELEMENTAL WAS IN THE HAND THE CARD VALUE WOULD BE 6. SOME CARDS HAVE A VALUE MORE THAN 1.

CARDS	POINTS VALUE	CARD VALUE
1-9	1-9	1
SHARDS	10	1
MASTER ELEMENT	20	3
ACTION CARDS	15	N/A
WIZ	20	1
DECK JOKER	20	1
ELEMENTAL	30	1/2
TITAN	100	2/4
CHARACTER	100	5
ARTIFACT	30	2/4

LOSING PLAYERS CAN CANCEL THE WINNING PLAYERS HANDS WITH THEIR OWN HANDS WHICH ARE GREATER OR EQUAL IN CARD VALUE. ALL LOSING PLAYERS CALCULATE THEIR TOTAL CHAOTIC EP. THIS IS THE TOTAL POINTS VALUE OF THE CARDS LEFT IN THEIR HAND AND THE POINTS VALUE OF ANY HANDS ON THE TABLE NOT USED IN COUNTERING DUE TO INSUFFICIENT CARD VALUES.

IF A TITAN HAS BEEN PLAYED BY THE WINNER AND THE HAND HAS NOT BEEN CANCELLED, 100 EP X MULTIPLIER OF THE HAND IT'S ATTACHED TO IS ADDED TO THE WINNERS SCORE AT THE END.

THE WINNER SHOULD HAVE ONE OR MORE HANDS THAT COULD NOT BE CANCELLED BY THE OPPONENT(S). DEPENDANT ON THE CARD VALUE OF THESE HANDS IS THE EP MULTIPLIER VALUE. HANDS OF 3-5 CARD VALUE = X1 MULTIPLIER. 6-8 CARD VALUE = X2 MULTIPLIER. 9-11 CARD VALUE = X3 MULTIPLIER. AND 12+ CARD VALUE = X5 MULTIPLIER. ADD YOUR MULTIPLIERS TOGETHER AND MULTIPLY YOUR OPPONENTS CHAOTIC EP. THIS TOTAL PLUS ANY TITAN(S) EP IN HAND(S) IS THE GRAND TOTAL EP GAINED THAT ROUND.

IF ALL THE WINNING PLAYERS HANDS ARE CANCELLED THEN THE OPPONENTS CHAOTIC EP IS IRRELEVANT AS THE MULTIPLIER IS 0.



REFERENCE CARD FOR END OF ROUND CALCULATIONS

