

# ELEMENTAL MASTERS™

## Official Rulebook



### *Set 1 – Champions of Kinbrold*

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# 1. Getting Started

Welcome to Elemental Masters, a Trading Card Game where players harness the powers of Air, Water, Earth, and Fire to summon creatures, cast powerful runes, collect elemental essence, and so much more! This section will introduce you to the fundamental concepts of the game.

## 1.1 What is Elemental Masters?

Elemental Masters is a strategic card game for two players. Each player begins with 500 Life Points and three Shield cards (each a different Tier) protecting them. Using creatures, runes, and counters, players attempt to break through their opponent's Shields to reduce their Life Points to zero.

In this game, you will:

- Command creatures of four different elements
- Generate and spend elemental essence
- Cast powerful Rune cards
- Surprise your opponent with Counter cards
- Defend yourself with Shield cards
- Master powerful combinations and strategies

## 1.2 Game Contents

To play Elemental Masters, each player needs:

- Main Deck (minimum 40 cards)
- 3 Shield Cards (one of each tier)
- Method to track Life Points (500)
- Method to track Elemental Essence
  - Air Essence (maximum 20)
  - Water Essence (maximum 20)
  - Earth Essence (maximum 20)
  - Fire Essence (maximum 20)

## 1.3 Card Types

Elemental Masters features four main types of cards:

- **Creatures**
  - Aligned with one of the four elements
  - Have Strength and Agility values
  - Generate elemental essence
  - Attack opponents and defend you
- **Runes**
  - Normal Runes
    - One-time effects
    - Must be played in Rune/Counter Zone
  - Equipment Runes
    - Attach to creatures
    - Must be played in Rune/Counter Zone before equipping to creatures
  - Instant Runes
    - One-time effects
    - Can be played anytime from your Hand or Rune/Counter Zone
- **Counters**
  - Must be placed face-down in Rune/Counter Zone
  - Cannot be activated the turn they are set
  - Activate when trigger conditions are met
  - Identified by red symbol in top right
  - Used to respond to opponent's actions

- **Shield cards**
  - Three tiers (I, II, III)
  - Protect your Life Points
  - Have specific HP values:
    - Tier I: 150 HP
    - Tier II: 300 HP
    - Tier III: 450 HP
  - Provide comeback effects when broken

## 1.4 How to Master the Elements

To become an Elemental Master, focus on these key aspects:

- **Fundamental Skills**
  - Understanding turn structure
  - Managing elemental essence
  - Timing your card plays
  - Making strategic attacks
- **Advanced Techniques**
  - Chain building
  - Resource management
  - Shield placement strategy
  - Multiple element combinations
- **Mastery goals**
  - Learn each element's strengths
  - Understand card interactions
  - Develop tactical thinking

- Create effective deck strategies

## 2. Gameplay Overview

At its heart, Elemental TCG embodies the eternal conflict between the core elements - Air, Earth, Water, and Fire. Their conflict gives birth to combinational elements, adding depth and strategy to the game.

[Figure: A circle diagram showcasing the four core elements and their combinational offsprings.]

Below is a list of all the Elementals within Elemental TCG:

- **Core Elements:**
  - Air
  - Earth
  - Water
  - Fire
- **Combinational Elements:**
  - **Frost** (Air & Water)
  - **Lightning** (Air & Fire)
  - **Sand** (Air & Earth)
  - **Lava** (Earth & Fire)
  - **Crystal** (Earth & Water)
  - **Poison** (Water & Fire)

While mastering these elements is crucial, the game introduces other layers of strategy, making it a test of wits, foresight, and skill. Let's delve into the objectives:

- **Primary Objective:** Direct Damage
  - **Purpose:** Aim to deal damage directly to your opponent, diminishing their hit points to zero. However, direct assaults are not as straightforward as they seem. Shields protect your opponent, and they must be shattered before any harm can come to them. Hence, one must strategize to break the shields, ensuring a clear path to deliver decisive blows.

[Figure: Illustration of shields surrounding a player, blocking incoming attacks.]

- **Secondary Objective:** Card Utilization
  - **Purpose:** Harness the power of the unique card, the Ancient Sigil. If played with precision, it grants you an undisputed victory, ending the game immediately. This card is rare and powerful, so use it wisely.

[Figure: Artwork of the Ancient Sigil card, showcasing its intricate design.]

- **Tertiary Objective: Deck Exhaustion**
  - **Purpose:** In the intense back-and-forth of Elemental TCG, if an opponent reaches a point where they can't draw a card from their deck, they must admit defeat. This strategy revolves around outlasting your opponent, making every card draw critical.
- **Unique Card Features**
  - **Purpose:** Adding to the intrigue of Elemental TCG is the QR code found on every card's bottom right. A quick scan transports players to a realm of knowledge about their card: from synergies, stats, and best deck compositions to engrossing lore. This innovative feature bridges the gap between the physical and digital realms, enhancing the gaming experience.
  - **Battle Mechanics:** Every creature possesses two intrinsic values
    - **Strength:** A measure of both the creature's resilience and its offensive power.
    - **Agility:** Determines the creature's speed. A swifter creature possesses the ability to evade an opponent's attack, turning the tide of battle.

To master Elemental TCG is to understand the delicate balance between strength and agility, choosing when to strike and when to dodge.

[Table: Comparison of Strength and Agility with brief descriptions.]

### 3. Card Types & Mechanics

Understanding the roles of different card types is essential to mastering Elemental TCG. Each card, imbued with unique properties, determines the flow of the game. Below is a list of the different types of cards:

[Figure: Four distinct card icons representing Creatures, Runes, Counters, and Shields.]

- **Creatures**
  - **Description:** Creatures are the lifeblood of your deck, representing various beings from the vast world of Kinbrold.
  - **Usage:** Deployed on your field, they can launch assaults on the opponent's creatures, shields, or even the opponent themselves.
  - **Elements:** Each creature represents a specific element such as Air, Earth, Water, or Fire (Dragons include exclusively combinational elements)
  - **Strength:** Determines a creature's offensive and defensive capabilities.
  - **Agility:** Represents a creature's speed, influencing its ability to dodge or attack swiftly.

- **Elemental Essence:** Every creature generates and consumes a specific elemental essence upon being summoned.

[Figure: A sample Creature card showing its Strength, Agility, and Elemental Essence.]

- **Runes**

- **Description:** Representing the arcane spells and mysteries of Kinbrold, Runes wield a range of versatile effects.
- **Effects:** They can inflict damage, draw cards, equip items, provide continuous effects, or enhance/reduce the abilities of Creatures.
- **Keywords:** Each Rune possesses unique abilities or keywords that detail its application in the game.

[Figure: A sample Rune card highlighting its effects and keywords.]

- **Counters**

- **Description:** These cards are reactionary, allowing players to strategically respond to their opponent's moves.
- **Usage:** Play in retaliation to specific actions like attacks, shield destruction, or direct assaults.
- **Effects:** Counters offer diverse effects to disrupt, defend, or deter opponent strategies.
- **Keywords:** Each counter features abilities and keywords to explain their in-game function.

[Figure: A sample Counter card depicting its effects and keywords.]

- **Shield**

- **Description:** Shields act as the protective barriers guarding players against direct and indirect assaults, yielding 1 of 2 given effects when broken.
- **Tiers:** Divided into three strength levels - Tier 1 (Weakest), Tier 2 (Moderate), and Tier 3 (Strongest).
- **Strength:** Dictates the shield's durability, and how much damage a shield can withhold before breaking.
- **Effect upon Breaking:** When a shield is shattered, players can choose one of two effects granted by the broken shield to implement.
- **Protection:** Shields form the primary defense line. When all shields fall, players are vulnerable, relying solely on their creatures for defense.

[Table: An overview of the three shield tiers, indicating their strength and the effect upon breaking.]



## 4. Game Set-Up and Zones

Before the match begins, both players prepare as follows:

- **Deck Building:** Construct a deck with at least 40 cards, abiding by the "Balance Changes" document for tournament and competitive play. This ensures you're not using banned or limited cards. Shields remain outside the deck.

[Figure 1: Image of a sample deck layout, showcasing the deck composition and a few sample cards.]

- **Shield Setup:** Lay your shields horizontally in front of you. You can use up to 5 Tiers of shields, with no more than 3 shields of the same Tier. For example, a common shield lineup might consist of two Tier 1 Shields and one Tier 3 Shield. All shields are placed face-down until struck, at which point they're flipped face-up. Once destroyed, the battle phase terminates, and no other creatures may attack during the turn.
- **Initial Draw:** Each player starts by drawing 5 cards. If unsatisfied with your hand, you have the option to mulligan. This involves discarding your current hand back into your deck, then drawing one less card. Repeat as needed until satisfied or you're down to one card.

[Figure 2: Image showcasing a sample starting hand and a player opting for a mulligan.]

- **Field Zones:** The playing field consists of several zones:
- **Graveyard:** All defeated creatures, used rune/counter cards, or broken shield cards end up here.
- **Deck Zone:** Store and draw cards from your deck here.
- **Creature Zone:** Place your creatures face-up here. Remember, only a maximum of 6 creatures can occupy this zone simultaneously. If it's full, await an existing creature's defeat before summoning another.
- **Rune/Counter Zone:** Lay down a maximum of 6 Rune or Counter Cards face-down. With a full zone, utilize an existing Rune/Counter Card before deploying non-instant Rune/Counter cards from your hand. Instant Rune cards can be played even with a full zone.
- **Shield Zone:** Lay all your shields here, face-down. They remain hidden until attacked, upon which they're revealed. After breaking, they move to the graveyard.
- **Essence Zone:** Keep track of your elemental essence here, updating every turn.

[Table 1: Description and functions of each zone, with icons for easier reference.]

With these preparations, you're set to embark on an intense game of Elemental TCG. Ensure both players have their cards and shields properly arranged, and let the elemental battles commence!

## 5. Turn Structure

Each turn in Elemental TCG is systematically divided into six distinct phases. At the end of every phase, there's an opportunity for either player to deploy rune/counter cards, unless stated otherwise. Here's a breakdown of each phase in order:

[Figure 3: Flowchart showing the order of phases in a turn.]

- **Draw Phase:** Start your turn by drawing a card. After this phase concludes, both players have a window to use rune/counter cards.
- **Generation Phase:** During this phase, you generate elemental essence corresponding to the element chosen at the beginning of the game and every creature under your command. For instance, a Water creature bestowing 2 essence per turn would grant you 2 Water Essence. Once again, post-phase, both competitors can utilize rune/counter cards.
- **Main Phase 1:** All your creatures begin this phase by un-tapping, unless an effect dictates, they remain tapped. During this timeframe, players can: Position Rune/Counter cards in their designated zones. Execute one regular creature summon, involving positioning the creature on the board and satisfying its elemental essence summoning requirement. At the end of Main Phase 1, both players can employ rune/counter cards.
- **Battle Phase:** This phase orbits around confrontations between the players, using their creatures. The chronological steps are:
  - Step 1: Declare attackers.
  - Step 2: Trigger and resolve effects and effect cards.
  - Step 3: Declare blockers.
  - Step 4: Trigger and resolve effects and effect cards.
  - Step 5: Calculate damage. If a creature or shield sustains damage exceeding their health, they are transferred to the graveyard. If a player endures damage beyond their health, they lose the match.
  - Step 6: Trigger and resolve effects and effect cards.

Remember, creatures with superior agility strike first. When damage doesn't result in destruction, deduct the damage from the target's health. Concluding the Battle Phase, players have an additional chance to play rune/counter cards.

- **Main Phase 2:** This is a second window to strategize, use Rune/Counter cards, and reinforce your gameplay. However, summoning creatures isn't permissible during this phase. Once done, players can again use rune/counter cards.
- **End Phase:** As the turn wraps up, should you exceed the maximum hand limit (usually 7 cards unless influenced by an effect), you must discard down to that limit. So, if you're holding 8 cards, you'd have to discard one. Following this action, players get their final chance in the turn to use rune/counter cards.

[Table 2: Brief overview of each phase with specific actions allowed.]

With a clear understanding of each phase and the opportunities within, you're equipped to navigate your turn strategically in Elemental TCG, maximizing your chances for victory.

## 6. Keywords and Card Types

In Elemental TCG, understanding the terminology and specific card types is vital for gameplay. Here's a breakdown of the core concepts, card types, and keywords:

- **Keywords**
  - **Freeze/Frozen:** If a creature gets "Frozen", it taps and remains tapped for a duration dictated by the effect, denoted as "X". Here, "X" is the number of turns the creature remains tapped. For instance, if a creature is Frozen for 2 turns, it can't untap for the next two turns.
  - **Double Strike:** This keyword empowers a creature to launch two attacks against the same target in a single battle before getting tapped.

[Table 3: List of keywords with brief definitions and icons.]

- **Rune Card Types**
  - **Instant:** These cards offer immediate action. They can be played directly from your hand or from your field without occupying a Rune/Counter Zone spot, at any phase during the match.
  - **Continuous:** As the name suggests, these cards have an enduring effect. Once placed in the Rune/Counter Zone, they stay there until the game ends or until they're eliminated. However, a player can only use one Continuous Rune card at a time.

- **Normal:** These Rune cards follow standard rules. They can only be activated by positioning them in your Rune/Counter Zone during your turn and can only be used at the designated times.

[Figure 4: Image showing sample Rune cards of each type.]

- **Counter Card Type:**
  - **Normal:** The Normal Counter cards adhere to conventional gameplay. They need to be placed in the Rune/Counter Zone and can only be activated during either player's turn at the appropriate moments.

By acquainting yourself with these terms and card types, you'll be better equipped to craft strategies and predict your opponent's moves in Elemental TCG.



*Figure 1 - Counter Card Example*

- 7. Chaining and Priority**
- 8. Advanced Rules**
- 9. Strategy Tips and Tricks**
- 10. Tournament and Competitive Plays**
- 11. Glossary**

The Elemental TCG rulebook is divided into sections and subsections for easy navigation. Each section contains detailed information on different aspects of the game. The rulebook should be used as a reference guide for players to consult whenever they have questions or need clarification on a particular rule or card effect.

In order to use the rulebook effectively, players should familiarize themselves with the organization of the book. The Table of Contents provides an overview of the different sections and subsections, allowing players to quickly locate the information they need. The Glossary at the end of the book defines key terms used in the game.

Additionally, players should keep in mind that the rulebook may be updated from time to time to reflect changes in the game or to address any issues that may arise. It is the responsibility of the players to stay up to date with any changes to the rules or card effects. The most recent version of the rulebook can be found on the Elemental TCG website.

- 12. FAQ**
- 13. Credits**