

Elekin: Masters of Kinbrold™

Official Rulebook



Set 1 – Masters of Kinbrold

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1. Getting Started

Welcome to Elekin, a Trading Card Game (TCG) 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 Welcome to Kinbrold

Welcome to the world of Kinbrold, a realm where the power of the four elements shapes the destiny of all who dwell within it. Elekin: Masters of Kinbrold is a tactical TCG where players take on the role of rising Masters, commanding creatures aligned with Air, Water, Earth, and Fire, collecting essence, and defending with your shields to bring down the opponent.

In this game of strategy and skill, you will:

- Command elemental creatures in tactical combat
- Generate and manage elemental essence
- Cast powerful Rune spells
- Use Counter cards to thwart your opponent's strategies
- Deploy Shield cards to protect your Life Points
- Execute devastating combinations and strategic plays

Each player begins with 500 Life Points, protected by three Shield cards of increasing strength. Your goal is to reduce your opponent's Life Points to zero by breaking through their defenses and launching successful attacks with your creatures.

[IMAGE: Core game concept art showing elemental battle]

1.2 Game Contents

To play Elekin: Masters of Kinbrold, each player must have the components listed in Section 1.2.1. The components listed in Section 1.2.2 are optional accessories that make Elekin easier and more customizable, but not necessary for gameplay.

1.2.1 Essential Components

- **Main Deck (minimum 40 cards)**
 - Creature cards

- Rune cards
- Counter cards
- **3 Shield cards (one of each tier)**
- **Method to track Life Points (begins at 500)**
- **Method to track Elemental Essence**
 - Air Essence (maximum 20)
 - Water Essence (maximum 20)
 - Earth Essence (maximum 20)
 - Fire Essence (maximum 20)

1.2.2 Optional Accessories

- Playmat for organized card placement
- Counter coins or dice for essence tracking
- Card sleeves for protection
- Calculator for Life Points

[IMAGE: Game components spread out]

1.3 Card Types

Elekin features four primary card types, each with distinct functions and characteristics.

1.3.1 Creature Cards

The primary means of attack, essence generation:

- Aligned with one element (Air, Water, Earth, or Fire)
- Dragons are the one exception to this as they're formed from the combination of 2 main elements
- Have Strength/Agility values for combat
- Generate essence during Generation Phase
- May consume essence of its respective element(s) to summon
- May have regular and enhanced abilities

[IMAGE: Example of each card type]

1.3.2 Rune Cards

Support cards with powerful effects, divided into three types:

- **Normal Runes**
 - Must be set before activation
 - Cannot be used same turn as set
 - One-time effects
- **Equipment Runes**
 - Attach to creatures
 - Provide continuous effects
 - Limited to one per creature
- **Instant Runes**
 - Can be played directly from hand
 - No set requirement
 - Immediate effects

[IMAGE: Example of each card type]

1.3.3 Counter Cards

Reactive cards for strategic defense:

- Must be set face-down first
- Cannot activate turn they are set
- Respond to specific trigger conditions
- Identified by red symbol
- Used during opponent's actions

[IMAGE: Example of each card type]

1.3.4 Shield Cards

Defensive barriers placed during Game Set-Up that protect your Life Points from being attacked directly. These cards come in 3 different tiers:

- **Tier I Shield (150 HP)**
 - Basic defensive power
 - Entry-level effects
- **Tier II Shield (300 HP)**

- Improved protection
- Stronger effects
- **Tier III Shield (450 HP)**
 - Maximum defense
 - Most powerful effects

[IMAGE: Example of each card type]

1.4 Path to Mastery

Mastering Elekin requires understanding multiple facets of the game:

- **Fundamental Skills**
 - Understanding turn structure and timing
 - Managing elemental essence efficiently
 - Making strategic creature placements
 - Timing your card activations
- **Intermediate Techniques**
 - Shield placement strategy
 - Combat timing and prediction
 - Chain building with Instant Runes
 - Balancing offense and defense
- **Advanced Strategies**
 - Multi-element combinations
 - Resource optimization
 - Counter timing
 - Shield break timing
- **Competitive Elements**
 - Deck construction principles
 - Side deck strategy
 - Reading opponent's plays
 - Meta-game analysis

As you progress through this rulebook, you'll gain the knowledge needed to master the elements and become a true champion of Kinbrold.

2. Gameplay Details

2.1 Card Anatomy

Understanding the components of each card type is fundamental to mastering Elekin.

2.1.1 Creature Cards

Every creature card contains the following elements:

- **Title Area**
 - Card Name
 - Located on left side of title bar
 - Element Symbol
 - Located in top right corner
 - Border Color
 - Corresponds to elemental type
 - Air: Gray/Light Blue
 - Water: Blue
 - Earth: Green
 - Fire: Red
 - Dragons: Multiple colors
- **Main Information**
 - Essence Cost
 - Amount of elemental essence required to summon
 - Combat Stats
 - Displayed as Strength/Agility (XXX/YYYY)
 - Strength: Damage dealt and HP
 - Agility: Attack speed and dodge capability
 - Generation Value
 - Amount of essence generated during Generation Phase
 - Standard Ability Text
 - Regular abilities that don't require essence payment
 - Enhanced Ability Text
 - Special abilities that require essence payment
 - Enhanced abilities can only be activated during your turn unless specified
 - Quote Text
 - Replaces the Standard/Enhanced Ability Text
 - Only on cards without abilities

- Shows the card's lore/backstory
- **Card Details**
 - Rarity indicated by symbol in the signature line
 - C - Common
 - U - Uncommon
 - R - Rare
 - E - Epic
 - L - Legendary
 - Card number within set (XXX/169)
 - Artist credit in signature line
 - QR Code
 - Links to official card database

[IMAGE: Labeled creature card diagram]

2.1.2 Rune and Counter Cards

Rune and Counter cards are identified by the symbol in the top right corner:

- **Header**
 - Card name
 - Centered in title bar
 - Rune/Counter card type displayed under the card art
 - Normal
 - Equipment
 - Instant
 - Rune card
 - Blue rune symbol located in top right corner
 - Counter card
 - Red counter symbol located in top right corner
- **Effect Box**
 - Main effect text
 - Describes card function
 - Activation requirements
 - When and how card can be used
 - Target specifications
 - What the card can affect and how it is used
- **Card Details**
 - Same format as Creature Cards shown here in Section 2.1.1.3

[IMAGE: Labeled rune card diagram]

2.1.3 Shield Cards

Every shield card contains the following elements:

- **Identifying Information**
 - Card Name
 - Centered in title bar
 - Tier Level
 - Indicated by roman numerals (I, II, or III) at the top of the card art
 - HP Value
 - 150 for Tier I
 - 300 for Tier II
 - 450 for Tier III
 - Color Coding:
 - Tier I: Green
 - Tier II: Blue
 - Tier III: Pink
- **Effect Options**
 - Two separate effects
 - Choice made upon shield break
 - Effect text boxes clearly separated
 - "OR" dividing the effects
- **Card Details**
 - Same format as Creature Cards shown here in Section 2.1.1.3

[IMAGE: Labeled shield card diagram]

2.2 Game Zones

Different areas of the playing field serve specific functions during gameplay.

2.2.1 Main Zones

Each player's area contains the following zones:

- **Deck Zone**
 - Where your deck is placed face-down
 - Cards are drawn from the top
 - Cannot be examined by either player
 - Must be shuffled whenever a card that was not on top was taken
 - Located to the right of the Shield Zone

- **Hand**
 - Private zone holding drawn cards
 - Maximum 7 cards (unless an effect increases the player's hand limit)
 - Excess cards must be discarded immediately
 - Not visible to an opponent
- **Creature Zone**
 - Holds up to 5 creatures
 - Creatures are placed vertically when normal summoned
 - Turned horizontally when its' action is used or the creature is **Exhausted**
 - Located above the Rune/Counter Zone
- **Rune/Counter Zone**
 - Holds up to 5 Rune or Counter cards
 - Cards are set face-down initially
 - Remain face-down until activated
 - Cards are face-up when played/activated
 - Located below Creature Zone
- **Shield Zone**
 - Contains 3 Shield cards (1 of each Tier)
 - Placed face-down initially
 - Permanently revealed when attacked
 - Located to the left of the Deck Zone
- **Discard Pile**
 - Face-up pile of used cards
 - Order cannot be changed
 - Can be examined by either player
 - Located to the right of the Deck Zone

[IMAGE: Game board layout with zones labeled]

2.2.2 Creature Card Positions

The physical position of creature cards indicates their status:

- **Vertical Position (Upright)**
 - Indicates that a creature has an available action
 - Required for attacking, blocking, dodging, or defending
 - Restored during the player's Main Phase 1 each turn
- **Horizontal Position (Sideways)**
 - Indicates creature has used its action and is **Exhausted**
 - Cannot attack, block, dodge, or defend
 - Remains horizontal until next turn the player's Main Phase 1

- Position does not affect abilities or essence generation

[IMAGE: Creature card position examples]

2.2.3 Zone Capacity

- Creature Zone
 - Maximum 5 cards
- Rune/Counter Zone
 - Maximum 5 cards
- Shield Zone
 - Exactly 3 cards
- Hand
 - Maximum 7 cards
 - Potential for a higher maximum with certain card effects (if played)
- Deck
 - Minimum 40 cards
 - Maximum 60 cards
- Discard
 - No limit

2.3 Elemental Essence System

The essence system is the primary resource mechanic in Elekin.

2.3.1 Generation

Elemental essence is generated during the Generation Phase or via Card Effects

- **Generation Sources**
 - Each creature generates essence of its element during the Generation Phase
 - Amount generated equals the creature's Generation Value
 - Generation is automatic and mandatory
 - Dragon creatures cannot generate essence
- **Generation Phase**
 - Occurs at the beginning of Generation Phase
 - All creatures generate simultaneously
 - Added to player's essence pool immediately
 - Not affected by creature's action status (vertical/horizontal)

- **Element Types**
 - Air Essence
 - Generated by Air creatures
 - Water Essence
 - Generated by Water creatures
 - Earth Essence
 - Generated by Earth creatures
 - Fire Essence
 - Generated by Fire creatures

2.3.2 Storage

Elemental essence is stored in separate pools:

- **Essence Pools**
 - Each element has a separate pool
 - Maximum 20 essence per element
 - Excess generation is lost
 - Tracked separately throughout the game
 - Essence carries over between turns
 - Only depletes if essence is consumed or spent through creatures and/or effects
 - Certain effects can generate or consume essence
 - Some effects can convert essence between elements

2.3.3 Usage

Elemental essence is spent on various game actions:

- **Primary Uses**
 - Summoning creatures
 - Activating enhanced abilities
 - Paying effect costs
- **Usage Rules**
 - Must have the amount required
 - Cannot partially pay costs each turn
 - Must be of the correct element type
 - Dragon abilities can use combination of two elements
- **Timing Restrictions**
 - Essence spent on normal summoning creatures must be used in the Main Phase 1

- Enhanced abilities can only be activated during controller's turn unless specified
- Some effects may allow spending outside normal timing

2.4 Life Points and Shields

The shield system provides a layered defense for your Life Points.

- **Life Points**
 - Each player begins with 500 Life Points
 - When reduced to 0, player loses the game
 - Does not regenerate throughout the game unless via effect
 - Direct attacks are only possible after all shields are broken or via card effect
- **Shield Protection**
 - Three shields protect Life Points
 - Must be broken before attacking directly to the Life Points
 - HP restored at end of each turn if not broken to the next tier threshold
 - Once broken, a shield is removed from the game
- **Shield Effects**
 - When broken, controller chooses 1 of 2 effects
 - Effects trigger immediately upon breaking
 - Choice is mandatory
 - Effects are designed to help stage comebacks

3. How to Play

3.1 Starting a Game

3.1.1 Setup Procedure

Follow these steps to begin a game of Elekin:

- **Prepare Materials**
 - Each player places their deck face-down
 - Shuffle deck thoroughly
 - Present deck to opponent for cut or additional shuffle
 - Prepare method to track Life Points and Essence
- **Determine First Player**

- Use random method (coin flip, die roll)
- The first player faces special restrictions (see 3.1.3)
- **Draw Starting Hand**
 - Each player draws 5 cards from their deck
 - Players may examine their hands and choose to mulligan
- **Mulligan**
 - A mulligan allows a player to discard their current hand into their deck, then shuffle, then draw 1 less than the number of discarded cards
 - If a player chooses to mulligan with 5 cards, they discard and shuffle, then draw 4 cards
- **Place Shields**
 - Each player places 3 Shield cards face-down
 - Must include one of each tier (I, II, III)
 - Order is chosen by controller
 - Cannot be changed once placed
- **Set Life Points**
 - Each player sets Life Points to 500
 - Ready tracking method

3.1.2 Shield Placement

Shield placement follows specific rules:

- **Placement Order**
 - Players choose the order of their three shields
 - Strategic decision based on timing of effects
 - Cannot be rearranged once game begins
 - Controllers may view their own shields at any time
 - Shields remain face-down until attacked
 - Once attacked, they remain face-up until broken
- **Requirements**
 - Must have exactly one shield of each tier

3.1.3 First Turn Rules

Special rules apply to the first turn of the game:

- **First Player Restrictions**
 - Does not draw during the Draw Phase
 - Cannot conduct Battle Phase
 - May perform all other actions normally

- **Second Player Advantages**
 - Draws a card normally
 - May conduct Battle Phase
 - May declare attacks
 - No special restrictions
- **Mulligan Rule**
 - After drawing the starting hand, each player may declare a mulligan until they are satisfied with their starting hand

3.2 Turn Phases

Each turn in Elekin consists of six phases that must be conducted in order.

3.2.1 Draw Phase

- Current player draws 1 card from the top of their deck
- Drawing is mandatory
- If the deck is empty when required to draw, the player drawing loses the game
- **Hand Size Limit**
 - If drawing would exceed the maximum card hand limit, then no card is drawn during this phase
- **First Turn Exception**
 - The first player on first turn follows the rules outlined in Section 3.1.3

3.2.2 Generation Phase

Following the Draw Phase, essence is generated:

- **Generation Process**
 - All controlled creatures generate essence simultaneously
 - Amount equals Generation Value on card and matches each creature's respective element
 - Added to appropriate elemental essence pool
 - Maximum 20 essence per element type
- **Generation Rules**
 - Automatic and mandatory
 - Not affected by creature's position (vertical/horizontal)
 - Only generates essence of creature's element
 - Dragon creatures cannot generate essence
- **Timing**

- Generated essence can be used immediately in next phase
- Effects that trigger "during Generation Phase" may resolve here

3.2.3 Main Phase 1

The first Main Phase is where most moves are conducted:

- **Available Moves**
 - Summon creatures (limit 1 normal summon per turn)
 - Set Rune/Counter cards in the Rune/Counter Zone
 - Activate Normal or Equipment Runes
 - Activate Instant Runes from hand
 - Activate creature abilities
 - Restore actions to all creatures (vertical position)
- **Action Restoration**
 - All creatures regain their action
 - Switched to vertical position
 - Creatures summoned this turn arrive with action available
 - If a creature is unable to regain their action due to a card effect, then it remains exhausted
- **Sequence**
 - The player may perform available moves in any order
 - May move onto the next phase at any time

3.2.4 Battle Phase

Combat occurs during the Battle Phase:

- **Battle Initiation**
 - Current player declares attackers during the Battle Phase
 - Each creature's attack is resolved individually
 - The player determines one attacker and resolves it, then may repeat
- **Attack Procedure**
 - Declare attacking creature(s)
 - Select target for each attack
 - Resolve each attack individually
 - Continue until all desired attacks are complete
- **Attack Requirements**
 - Attacking creature must have available action (vertical position)
 - Turned horizontal after resolving the attack (if still alive)
 - Can only attack once per turn unless specified

- Must have at least 1 Agility to attack
- **Valid Targets**
 - Any Creature your opponent controls
 - Any Shield your opponent controls
 - You can target opponent Shields directly if creatures remain
 - If no Shields remain: may target opponent directly
 - You can target your opponent directly if creatures remain

3.2.5 Main Phase 2

After the Battle Phase, a second Main Phase occurs:

- **Available Moves**
 - Set Rune/Counter cards in the Rune/Counter Zone
 - Activate Normal or Equipment Runes
 - Activate Instant Runes from hand
 - Activate creature abilities
 - Cannot normal summon creatures
- **Purpose**
 - Play/Place additional Rune/Counter cards after combat
 - Set up defenses for opponent's turn
 - Use necessary remaining essence

3.2.6 End Phase

The final phase of each turn:

- **Restoration**
 - All Shield HP restored to the next tier threshold if not broken
 - Thresholds are at 150, 300, and 450
 - All creatures' health is restored
 - Status effects marked "until end of turn" expire
- **End Triggers**
 - Effects that trigger "at end of turn" resolve
 - Resolve in order determined by current player
- **Turn Conclusion**
 - Hand size checked (discard if over hand limit)
 - Turn officially ends
 - Play passes to opponent

3.3 Winning the Game

3.3.1 Victory Conditions

A player wins the game immediately when any of these conditions are met:

- **Direct Victory**
 - Opponent's Life Points are reduced to 0
 - Through direct damage after breaking all shields or via card effect
 - Through effect damage that bypasses shields
- **Deck Depletion**
 - Opponent must draw a card but cannot do so
 - Occurs during Draw Phase
 - The opponent does not lose if they have no cards to draw directed by a card effect and not during their draw phase
 - They only lose if they do not have a card to draw during their draw phase
- **Card Effect Victory**
 - Card effect specifically states you win the game
 - Successfully playing the “Ancient Sigil” Rune card

3.3.2 Loss Conditions

A player loses the game immediately when any of these conditions are met:

- **Life Point Depletion**
 - Player's Life Points reach 0
 - Cannot be prevented unless specified
 - Negative Life Points not possible
- **Deck Exhaustion**
 - Unable to draw a card from your deck during your Draw Phase
 - Occurs immediately when draw is attempted during your Draw Phase
- **Effect Loss**
 - Opponent plays and resolves the “Ancient Sigil” Rune card

4. PLAYING CARDS

4.1 Summoning Creatures

4.1.1 Normal Summoning

The standard process for summoning creatures:

- **Summoning Requirements**
 - Must have sufficient essence matching creature's element
 - Limited to 1 normal summon per turn
 - Must have open space in Creature Zone
 - Can only be done during Main Phase 1 or 2
- **Placement**
 - Place creatures in vertical position unless specified otherwise
 - Creature has action available immediately if placed vertically and not under First Turn restrictions
 - Can be placed in any open Creature Zone slot
- **Essence Payment**
 - Pay essence matching creature's element
 - Exact amount required
 - Payment occurs at time of summoning
 - Cannot be reversed once paid

4.1.2 Dragon Creatures

Dragon creatures follow special summoning rules:

- **Dragon Types**
 - Crystal Dragon (Water + Earth)
 - Lava Dragon (Earth + Fire)
 - Frost Dragon (Water + Air)
 - Poison Dragon (Water + Fire)
 - Sand Dragon (Earth + Air)
 - Lightning Dragon (Air + Fire)
- **Summoning Requirements**
 - Requires 5 essence of each component element
 - Total 10 essence cost (5+5)
 - Limited to 2 copies of each dragon per deck

- **Special Abilities**
 - Enhanced abilities can use either element
 - Cost may be paid with any combination of the two elements
 - Example: Frost Dragon effect costing "3 Air/Water" can be paid with:
 - 3 Air + 0 Water
 - 2 Air + 1 Water
 - 1 Air + 2 Water
 - 0 Air + 3 Water
- **No Generation**
 - Dragon creatures do not generate essence
 - Used for powerful effects instead
 - Balance factor for their strength

[IMAGE: Dragon card example]

4.2 Using Rune Cards

4.2.1 Normal Runes

One-time effect cards:

- **Placement Procedure**
 - Place face-down in Rune/Counter Zone
 - Can only be set during your Main Phases
 - Maximum 5 cards in Rune/Counter Zone combined
- **Activation**
 - Flip face-up to activate
 - May be placed face-up in the Rune/Counter Zone to activate it immediately
 - Follow effect text for card resolution
 - Sent to Discard Pile after resolution
 - Counts towards Rune/Counter Zone limit when played
- **Timing**
 - Can only be activated during your Main Phase
 - Resolution follows chain rules
 - Cannot be activated in response to other cards

[IMAGE: Normal Rune example]

4.2.2 Equipment Runes

Continuous equipment effect cards that attach to creatures:

- **Setting Procedure**
 - Place face-down in Rune/Counter Zone
 - Same rules as Normal Runes in Section 4.2.1
- **Activation**
 - Attach to one creature on the field upon resolution
 - Only one Equipment Rune can be attached per creature
 - Counts towards the Rune/Counter Zone limit when played
- **Effects**
 - Continuous effect while equipped
 - Destroyed when equipped creature leaves field

[IMAGE: Equipment Rune example]

4.2.3 Instant Runes

Fast-acting instant effect cards:

- **Usage**
 - Can be played directly from hand on either player's turn
 - No need to place first
 - Does not count toward Rune/Counter Zone limit when played
- **Timing**
 - Can be played in response to actions
 - Forms chain with other effects
 - Last card played resolves first
 - Chain stacks and resolves from the top to the bottom of the stack
 - Can be used to counter other cards
- **Limitations**
 - Must follow timing restrictions on card
 - Can be countered by other Instant Runes and Counter cards in specific instances
 - Sent to Discard Pile after resolution

[IMAGE: Instant Rune example]

4.3 Counter Cards

Counter Cards are specialized cards for reactive play:

- **Setting Procedure**
 - Place face-down in Rune/Counter Zone
 - Can only be set during your Main Phase
 - Maximum 5 cards in Rune/Counter Zone combined
- **Activation Requirements**
 - Cannot be activated the turn they are set
 - Can only be activated during the opponent's turn
 - Must meet trigger condition specified on card to activate
 - Flip face-up when activating
- **Counter Timing**
 - Creates/Continues chain with targeted card and/or effect
 - If used in a chain, it becomes the top of the chain stack until resolved or another effect added on
 - Resolve effect when prompted within the chain stack
 - Sent to Discard Pile after resolution

[IMAGE: Counter card example]

4.4 Shield Cards

Shield cards protect your Life Points:

- **Shield Placement**
 - Set face-down at game start
 - One of each tier required
 - Order chosen by controller
 - Cannot be changed once placed
- **Shield Tiers**
 - Tier I: 150 HP (Green)
 - Tier II: 300 HP (Blue)
 - Tier III: 450 HP (Pink)
- **Shield Damage**
 - Resets to the next Tier threshold HP at End Phase if not broken
 - If a Tier II Shield is dealt 200 DMG in one turn, then its health resets to 150 HP during the end phase instead of 300 HP*
 - Revealed when first attacked
 - Remains face-up for remainder of the game

- **Break Effects**
 - Activates when shield HP reduced to 0
 - Controller chooses 1 of 2 effects
 - Cannot be countered or chained by Instant Runes or Counter cards
 - Effects designed for comebacks
 - After resolution, these cards are removed from gameplay and are placed outside of the game mat
 - Not placed in the Discard Zone

[IMAGE: Shield card and effect example]

5. COMBAT RULES

5.1 Battle Basics

5.1.1 Strength and Agility

Creatures have two primary combat statistics:

- **Strength**
 - Represents both attack power and HP
 - Amount of damage dealt in combat
 - Total HP creature can sustain
 - Creature destroyed when damage taken in one turn equals or exceeds its Strength
 - If a creature with 100 STR is attacked first by a creature with 90 STR, it goes down to 10 HP but still attacks back for 100 STR
 - If it has an available action to attack back
- **Agility**
 - Determines attack order in combat
 - Higher Agility strikes first
 - Higher Agility is required for conducting dodging and blocking actions
 - Creatures with 0 Agility cannot attack
- **Display Format**
 - Shown as Strength/Agility (XXX/YYY)
 - Example: 150/50 = 150 Strength, 50 Agility
 - Base values can be modified by effects
 - Modifications last until End Phase unless continuous or specified

[IMAGE: Creature stats example]

5.1.2 Actions

Each creature gets one action per turn:

- **Availability**
 - Vertical position indicates an available action
 - Restored during Main Phase 1
 - Limited to one per turn unless specified
 - Cannot be stored or accumulated
- **Action Uses**
 - Attacking
 - During Battle Phase
 - Blocking
 - Responding to opponent's attack
 - Dodging
 - Avoiding opponent's attack
 - Defending
 - Attacking back at an opponent that hits first
 - Some abilities may require using action
- **Action Indicators**
 - Vertical position: Action available
 - Horizontal position: Action used and cannot attack back if attacked
 - Position does not affect abilities or essence generation
 - Some effects may prevent action restoration

[IMAGE: Action position examples]

5.1.3 Combat Order

Combat follows a specific sequence:

- **Agility Priority**
 - Creature with higher Agility strikes first
 - If equal, simultaneous damage
 - Agility order only applies to combat
- **Multi-Attack Sequence**
 - Each attack resolved completely before next
 - Player chooses which creature attacks at which point
 - Cannot change targets once declared
 - All attacks occur during Battle Phase
- **Damage Application**

- Applied immediately after calculation
- Can destroy creatures mid-combat
- Destroyed creatures cannot complete their attack
 - If a creature with 100/50 attacks a 90/40 and the opponent does not have a blocker, then the 90/40 is destroyed before it can defend or use its action
- Persists until End Phase

[IMAGE: Combat order example]

5.2 Attacking and Defending

5.2.1 Declaring Attacks

The attack process follows specific steps:

- **Attack Declaration**
 - Declare attack during Battle Phase
 - Select creature with available action (vertical)
 - Turn creature horizontal post attack resolution
 - If the creature remains alive
 - Select a valid target
 - Creature
 - Shield
 - Opponent directly if no shields remain or via effect
- **Target Restrictions**
 - If no Shields: may target opponent directly
 - Opponent cannot dodge direct attacks
- **Number Of Attacks**
 - Each creature can attack once per turn unless stated otherwise via effect
 - Total attacks limited by number of creatures with actions
 - Can attack with any number of available creatures
 - Some effects might grant additional attacks

[IMAGE: Attack declaration example]

5.2.2 Blocking

Blocking is a defensive maneuver:

- **Block Declaration**

- Declared in response to opponent's attack
- Must have creature with available action and a higher agility than the attacking creature
- Turn blocking creature horizontal after attack resolution
 - If the creature remains alive
- Declared before damage calculation
- **Block Resolution**
 - Blocking creature takes the attack instead of target but does not attack back
 - Normal combat calculation applies
 - Strength/Agility rules followed
 - Blocking creature cannot block again this turn as it's **Exhausted** after blocking
- **Strategic Considerations**
 - Preserves Shields
 - Agility advantage can allow block without destruction
 - Uses creature's action

[IMAGE: Blocking example]

5.2.3 Dodging

Dodging allows creatures to avoid attacks:

- **Dodge Declaration**
 - Declared in response to being targeted
 - Must have available action and a higher agility than the attacking creature
 - Turn dodging creature horizontal after attack resolution
 - Only creature cards can dodge
- **Dodge Resolution**
 - Attack misses original target
 - Attacker does not select a new target
 - The attack misses and the attacker becomes **Exhausted**
- **Restrictions**
 - Cannot dodge if **Exhausted**
 - Cannot dodge if Agility is lower than attacker
 - Cannot dodge if specified by card effect
 - Can only dodge attacks targeting your creatures

[IMAGE: Dodging example]

5.2.4 Defending

Defending allows creatures that are being attacked to attack back:

- **Defend Declaration**
 - Declared in response to being targeted
 - Must have available action
 - Turn defending creature horizontal after attack resolution
 - If the creature remains alive
- **Defend Resolution**
 - The defender attacks the attacker
 - The battle resolves based off of the Strength and Agility of each creature in a 1v1 battle if no blockers step in
 - If the defender survives, it will become **Exhausted**
- **Restrictions**
 - Cannot defend if **Exhausted**
 - Cannot defend if specified by card effect
 - Can only defend if your creature is being attacked or if your blocker has a defending ability

[IMAGE: Defending example]

5.3 Damage and Destruction

5.3.1 Combat Damage

How damage is calculated and applied:

- **Damage Calculation**
 - Attacking creature deals damage equal to its Strength
 - The target (creature/shield/player) receives full damage if no effects, blockers, or a dodge occurs
 - Card effects may modify damage
 - Shield effect activates immediately upon breaking
- **Creature Vs. Creature**
 - Attacker deals damage equal to its Strength
 - Defender deals damage equal to its Strength
 - Higher Agility strikes first
 - Creature is destroyed if damage equals or exceeds its Strength value
- **Creature Vs. Shield**

- Creature Strength value applied to Shield HP
- Excess damage does not continue (unless **Pierce** shown in Section 5.4.2 is present)
- If shield takes damage but is not broken, then it regenerates to the next highest Tier during the End Phase
- Shield breaks if damage equals or exceeds HP
- **Creature Vs. Opponent (Directly)**
 - Attacker deals damage equal to its Strength
 - Attack cannot be dodged
 - Attacker will always hit unless a blocker steps in

5.3.2 Shield Damage

Special rules apply to Shield damage:

- **Shield Hp**
 - Tier I: 150 HP
 - Tier II: 300 HP
 - Tier III: 450 HP
- **Damage Accumulation**
 - Damage accumulates during Battle Phase
 - Multiple attacks can contribute to breaking
 - Reset Shield HP to the next highest Tier during the End Phase
 - If the Shield is damaged, but not broken
 - Tracking continues while Shield is revealed
- **Shield Breaking**
 - Shield breaks immediately when damage equals or exceeds HP
 - Removed from game (not sent to Discard Pile)
 - Effect activates immediately
 - Controller must choose 1 of 2 effects
- **Shield Recovery**
 - Recover Shield HP to the next highest Tier during the End Phase
 - If the Shield is damaged, but not broken
 - Shields that have been damaged remain face-up permanently

5.3.3 Direct Damage

Damage directly to Life Points:

- **Requirements**
 - All opponent's Shields must be broken

- Cannot target directly while Shields remain
- Effects can bypass Shields allowing for Direct Damage via effect
- **Calculation**
 - Damage equal to attacking creature's Strength
 - Damage equal to card effects' Damage or Strength value
 - Applied directly to Opponent's Life Points
 - Modifications per effect apply as specified
- **Game Loss**
 - Player loses when Life Points reach 0
 - Cannot go below 0
 - Loss is immediate

5.4 Keywords

Elekin features several keyword abilities that modify standard game rules, and are found within numerous card effects.

5.4.1 Frozen

The **Frozen** status impairs a creature's action status:

- **Effect**
 - Creature becomes **Exhausted** and cannot use its ability(s) or gain its action during controller's next Main Phase 1
 - Remains horizontal if already horizontal
 - Will not be placed vertical during the next action restoration
 - If vertical when **Frozen**, switched to horizontal, and cannot use action
- **Duration**
 - Lasts until the end of affected controller's next turn
 - Multiple **Frozen** effects do not stack
- **Limitations**
 - Prevents the **Frozen** creature from activating abilities
 - Prevents action usage
 - Does not affect essence generation
 - Cannot be removed early except by specific effects

5.4.2 Pierce

Pierce allows damage to continue beyond the initial target to the next row of defense. Below is the interactions Pierce has when attacking different targets:

- **Pierce on a Creature**
 - When a creature with **Pierce** deals excess damage to another creature
 - Excess = damage beyond target's remaining HP
 - Attacking player selects one Shield as the next target
 - If no Shields remain, then the **Pierce** damage goes directly to the opponent
 - Applies remaining damage to new target
 - Bypasses other creatures and is not able to be blocked
- **Pierce on a Shield**
 - When a Shield with **Pierce** effect is broken
 - Excess damage is dealt directly to opponent's Life Points
 - Bypasses remaining Shields
 - Can cause game loss immediately
 - **Pierce** excess damage is not able to be blocked
- **Calculation**
 - Only excess damage continues
 - No additional damage beyond original Strength
 - Cannot be split between multiple targets
 - Follows normal damage resolution rules

5.4.3 Double Strike

Double Strike allows a creature to attack the same target twice in one action:

- **Effect**
 - Creature deals damage to the same target twice
 - Uses the same Strength and Agility values both times
 - Only consumes one action
 - Both strikes must target the same object
- **Resolution**
 - First strike resolves completely
 - Second strike then resolves
 - If target is destroyed by first strike, second has no effect
 - If target dodges, the first strike will miss but the second will hit the target since it becomes **Exhausted** after dodging the first attack
- **Interaction With Other Keywords**
 - Works with **Pierce**
 - Each strike can trigger **Pierce** separately
 - Cannot be used with effects that prevent attacks
 - Counts as a single attack for effect triggers

5.4.4 Exhausted

Exhausted is a status in reference to a creature's actions on the field. A creature that is **Exhausted** does not have any remaining actions and is placed horizontal. Creatures that have an action are in the vertical position, but when they become **Exhausted** via card effect or via using its action it will be switched to the horizontal position.

6. ADVANCED RULES

6.1 Creature Ability Types

6.1.1 Regular Abilities

Standard abilities that can be used once per turn and do not require essence payment:

- **Activation**
 - No essence cost
 - May have other activation requirements
 - May have usage limitations
 - Available immediately when creature is in play
- **Timing**
 - Activated during controller's Main Phases
 - Some may trigger automatically
 - Some may be activated when the trigger occurs during other phases for either player
 - Follow standard effect resolution rules
 - Does not use the creature's action
- **Limitations**
 - Cannot be activated while creature is **Frozen**
 - Cannot be activated if prevented by card effect
 - Subject to Instant Rune effects and Counter cards

6.1.2 Enhanced Abilities

Special abilities that require essence payment:

- **Activation Cost**
 - Requires payment of specified essence
 - Must be exact amount and element type

- Paid at time of activation
- Cannot be reversed once paid
- **Timing Restrictions**
 - Can only be activated during controller's turn unless specified
 - Activated during Main Phases
 - Only one enhanced ability per creature
 - Can be activated multiple times if cost can be paid
- **Special Cases**
 - Some enhanced abilities may activate during other phases if specified
 - Some may activate in response to opponent's actions
 - Dragon creatures can pay combined essence costs
 - Enhanced abilities do not use the creature's action
- **Limitations**
 - Cannot be activated while creature is **Frozen**
 - Cannot be activated if prevented by card effect
 - Subject to Instant Rune effects and Counter cards

6.2 Chains and Timing

6.2.1 Chain Stacking

Chains form when multiple effects activate in sequence. When a chain forms, the effect that is used in response stacks on top of the initial effect. Below is more information on the specifics of chaining:

- **Chain Formation**
 - First effect or action becomes Chain Link 1
 - Responses become Chain Link 2, 3, etc.
 - Each player gets the opportunity to add another link in the chain after their opponent if they can
 - Chain closes when both players pass
 - The same player cannot add back-to-back links in the chain
- **Adding To Chains**
 - Instant Runes can be added from hand
 - Counter cards can be added if set previously
 - Some creature abilities can be added
 - Each addition becomes new Chain Link
 - Normal and Equipment Runes cannot add to chains
- **Response Windows**
 - After each effect activation

- After attack declaration
- After dodge/block declaration

6.2.2 Chain Resolution

Chains resolve in a specific order:

- **Resolution Order**
 - Last in, first out (LIFO)
 - Last effect added resolves first
 - Continue backwards through chain
 - Each link resolves completely before next
- **Negation**
 - If effect is negated, it does not resolve
 - Rest of chain continues normally
 - Negated effects do not get "partial" resolution
 - Costs paid for negated effects are not refunded

6.3 Multiple Effects

6.3.1 Simultaneous Effects

When multiple effects would occur at the same time:

- **Resolution Order**
 1. Turn player's mandatory effects
 2. Non-turn player's mandatory effects
 3. Turn player's optional effects
 4. Non-turn player's optional effects
- **Player Choice**
 - If multiple effects controlled by same player
 - Player chooses order
 - All must resolve if possible
 - Cannot change order during resolution
- **Simultaneous Damage**
 - If creatures with equal Agility battle
 - Both deal damage simultaneously
 - Both can be destroyed
 - Both effects can trigger from destruction

When effects contradict each other:

- **Precedence Rules**
 - Prevention effects take priority
 - Later effects trump earlier effects
- **Continuous Effects**
 - Applied in timestamp order
 - Later modifications apply to the result of earlier ones
 - Constant recalculation if values change
 - Applied before any damage calculation
- **Contradictions**
 - If there is a contradiction, latest effect applies
 - Some effects may specify they cannot be overridden
 - Card text always overrides general rules

7. Deck Building

7.1 Deck Construction Rules

7.1.1 Minimum Requirements

Basic requirements for a legal deck:

- **Deck Size**
 - Minimum 40 cards
 - Maximum 60 cards
 - Counted before game begins
 - Excludes Shield cards
- **Shield Requirement**
 - Exactly 3 Shield cards
 - One of each tier (I, II, III)
 - Not counted in 40-card minimum
- **Card Legality**
 - All cards must be official Elekin cards
 - Must be legal in current format
 - No counterfeits or proxies
 - Cards must be in good condition and not marked

7.1.2 Card Limitations

Restrictions on card quantities:

- **Standard Limit**
 - Maximum 3 copies of any card
 - Based on exact card name
 - Applies to Main Deck only
 - Checked before game begins
- **Restricted Cards**
 - Limited to 1 copy per deck:
 - Ancient Tide
 - Ancient Sigil
 - Ancient Roots
 - Ancient Ember
 - Ancient Winds
 - Mek, The Water Elementalist
 - Osao, The Fire Elementalist
 - Balon, The Earth Elementalist
 - Galea, The Air Elementalist
 - Limited to 2 copies per deck:
 - Veton, The Lightning Dragon
 - Eldritch, The Frost Dragon
 - Aridus, The Sand Dragon
 - Diamoria, The Crystal Dragon
 - Noxilus, The Poison Dragon
 - Zoryn, The Lava Dragon
 - Echo of Destruction

7.2 Basic Strategies

7.2.1 Deck Element Selection

Guidelines for choosing elements:

- **Single Element**
 - Most consistent
 - Focused essence generation
 - Streamlined strategy
 - Limited tactical options

- **Dual Element**
 - Access to Dragon creatures
 - More versatile
 - Potentially slower
 - May face essence distribution challenges
- **Element Strengths**
 - Air: High Agility, speed-based
 - Water: Balanced, versatile
 - Fire: High damage, aggressive
 - Earth: High Strength, defensive
- **Element Combinations**
 - Air/Water: Speed-focused (Frost Dragon)
 - Earth/Fire: Power-focused (Lava Dragon)
 - Water/Earth: Defensive (Crystal Dragon)
 - Water/Fire: Balanced offense (Poison Dragon)
 - Earth/Air: Control-oriented (Sand Dragon)
 - Air/Fire: Aggressive (Lightning Dragon)

7.2.2 Essence Curve

Balancing essence costs in your deck:

- **Concept**
 - Similar to mana curve in other TCGs
 - Distribution of essence costs
 - Ensures playable cards at all game stages
 - Prevents dead draws
- **Recommended Distribution**
 - 0 Essence: ~14 creatures (30-40% of deck)
 - 1-2 Essence: ~14 creatures (30-40% of deck)
 - 3-4 Essence: ~7 creatures (15-20% of deck)
 - 5+ Essence: ~3 creatures (5-10% of deck)
- **Generation Balance**
 - Include sufficient generation
 - Aim for 8-12 generation points per turn
 - Balance with Runes/Counters
 - Consider essence requirements for abilities

7.2.3 Card Ratios

Recommended card type distribution:

- **Creatures (24-28)**
 - Primary source of offense and essence
 - Core of most strategies
 - Include sufficient 0-cost creatures
 - Balance between different essence costs
- **Runes (8-10)**
 - Support cards
 - Problem solvers
 - Strategic options
 - Mix of types based on strategy
- **Counters (4-6)**
 - Defensive options
 - Disruptive elements
 - Response to threats
 - Don't overload with too many
- **Overall Balance**
 - 40-card minimum
 - Consider deck focus
 - Adjust ratios based on strategy
 - Ensure sufficient early game options

8. Competitive Play

8.1 Tournament Structure

Official tournament format for Elekin:

- **Match Structure**
 - Best of 3 games
 - First player to win 2 games wins match
 - Player who lost previous game decides who goes first
 - First game determined by random method
- **Formats**
 - Constructed: Players bring pre-built decks
 - Limited: (Future expansion)
 - Championship: Standard constructed with specific set legality
- **Standings**
 - Win: 3 points
 - Draw: 1 point
 - Loss: 0 points

- Determined by total points after Swiss rounds
- Tiebreakers: Head-to-head, opponent win percentage, game win percentage

8.2 Match Rules

Specific regulations for official matches:

- **Time Limits**
 - 15 minutes per player per game
 - 30 minutes total per game
 - 5 minutes between games for side boarding
 - Judge may extend in exceptional circumstances
- **Overtime Rules**
 - When time is called, current turn completes
 - Each player gets one additional turn
 - Then overtime begins
 - No drawing cards, generating essence, playing creatures, or using abilities
 - Creatures on field fight to the death turn by turn
 - Shields do not regenerate during overtime
 - Player with most life wins if time expires without winner

8.3 Side Boarding

Between games in a match, players may modify their deck:

- **Side Deck Requirements**
 - Maximum 10 cards (excluding shields)
 - Maximum 3 Shield cards (1 of each tier)
 - Subject to same legality rules as Main Deck
 - Must be presented before tournament begins
- **Modification Rules**
 - May exchange any cards between Main Deck and Side Deck
 - Must maintain minimum 40 cards in Main Deck
 - Must maintain 3 Shield cards (1 of each tier)
 - Must maintain legality (card limits, restrictions)
- **Procedure**
 - 5 minutes between games for side boarding
 - Both players sideboard simultaneously
 - Present deck to opponent for cut/shuffle
 - Cannot look at opponent's side deck

[IMAGE: Side deck example]

8.4 Time Limits

Official time restrictions:

- **Turn Time**
 - No specific time limit per turn
 - Players should maintain a reasonable pace
- **Match Time**
 - 40 minutes per match (including side boarding)
 - 30 minutes per game (15 minutes per player)
 - 5 minutes between games
 - Extension only for judge calls or extraordinary circumstances
- **Overtime Procedure**
 - Called when time expires
 - Complete current turn
 - Each player gets one final turn
 - Special rules apply (see Section 8.2)
 - Used to determine winner if no natural victory

9. ADDITIONAL INFORMATION

9.1 Glossary

Key terms and definitions:

Action: Resource each creature has once per turn for attacking, blocking, or dodging.

Aetheren: Residents of Evermere who cannot harness elemental powers.

Agility: Stat determining attack order and dodge capability.

Chain: Sequence of effects resolving in reverse order of activation.

Double Strike: Keyword allowing a creature to attack twice in one action.

Element: Four types of energy (Air, Water, Earth, Fire) used in the game.

Essence: Resource generated by creatures, used to summon and activate abilities.

Frozen: Status preventing a creature from gaining its action or using abilities.

Generation Value: Amount of essence a creature produces.

Pierce: Keyword allowing excess damage to continue to another target.

Strength: Stat determining damage dealt and HP of creature.

[Continue with additional relevant terms...]

9.2 Card Clarifications

Specific rulings for commonly misunderstood cards:

- **Ancient Sigil**
 - Wins the game when resolved
 - Cannot be activated the turn it is set
 - Can be countered by Counter cards
 - Limited to 1 copy per deck
- **Echo Of Destruction**
 - Damage calculation excludes destroyed creatures
 - Counts all creatures destroyed that turn
 - Doesn't distinguish between whose creatures were destroyed
 - Limited to 2 copies per deck

[Additional card clarifications as needed...]

9.3 FAQs

Frequently asked questions:

Q: Can I target my opponent's creatures with effects?

A: Yes, unless the card specifically states "target creature you control."

Q: If a creature with Double Strike attacks a Shield, does it break from the first hit?

A: If the first hit deals enough damage to break the Shield, it breaks immediately. The second strike would miss as the target is gone.

Q: Can I mix more than two elements in a deck?

A: Yes, you can include any combination of elements. However, be mindful of essence distribution and consistency.

Q: How does Pierce work with Double Strike?

A: Each hit calculates Pierce separately. The first hit may Pierce to one target, and if the second hit also causes excess damage, it may Pierce to another target.

[Additional FAQs as needed...]

9.4 The World of Kinbroid

Lore of the Elekin universe:

- **Evermere**
 - Central kingdom where the Aetheren reside
 - Hub of commerce and technology
 - Home to the royal family and central government
 - Center of card crafting industry
- **Scarto, The Fire Kingdom**
 - Built upon volcanic plains
 - Home to passionate warriors and weaponsmiths
 - Architecture features eternal flames
 - Values progress and strength
- **Grivoss, The Earth Kingdom**
 - Carved into mountain strongholds
 - People value tradition and stability
 - Known for impenetrable defenses
 - Masters of resilient craftsmanship
- **Zalos, The Air Kingdom**
 - Cities float among mountain peaks
 - Society values adaptability and change
 - Masters of swift movement and evasion
 - Architecture follows wind patterns
- **Tsunareth, The Water Kingdom**
 - Built within oceanic caverns and coral reefs
 - Values knowledge and patience
 - Cities flow with the tides
 - Masters of flexibility and versatility
- **The Six Dragons**
 - Veton, The Lightning Dragon
 - Air & Fire
 - Location: Storm Peaks
 - Crystal Dragon
 - Water & Earth

- Location: Deep crystal caverns
- Frost Dragon
 - Water & Air
 - Location: Glacial mountains
- Poison Dragon
 - Water & Fire
 - Location: Steaming marshlands
- Sand Dragon
 - Earth & Air
 - Location: Shifting desert ruins
- Lava Dragon
 - Earth & Fire
 - Location: Volcanic chasms

[IMAGE: World map of Kinbrold]

10. Credits

This completes the comprehensive rulebook for Elekin: Masters of Kinbrold. Players should refer to official tournament regulations and set release information for the most up-to-date rules regarding competitive play.

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