

# Elementalist's

# Guide

Game made by: Sim Shi Jie

# Contents

Content	2
Game Introduction	3

Game Details *Requirements to play *Game Components	4
Illustrations *Cards *Tokens	5-6
Set-up	6
Action points	7
Goal of the game	8

# Game

# Introduction

## Story

You are a wizard that lives in a tower not far from town and studying the arts of the elements. Suddenly you heard a villager knocking on your door, saying an ancient being known as the Demon Lord has reawaken from his castle and wants to destroy the city once more.

After hearing the bad news, you immediately prepared your supplies for the battle and headed right for the demon lord's castle. But before you could defeat him, you must face his minions that is protecting the castle.

There is too many monster to take care, so, with your brilliant mind and magic, you cast your magic in the most efficient way by attacking the minions

that gives positive results and clearing the waves like scissors cutting paper.

Finally you meet the Demon Lord with his minions guarding him. After memorising how each monsters are defeated, you showed the Demon Lord what your capable of, kicking him out of existence once and for all, saving the town.

# Game Details

## Requirements to play

Number of players: 1 (The wizard)

Playing Time (Per level): 5-10 minutes

Recommended age: 12 and above

## Game Components

These are the items inside the box:

- 10 **Fire** cards

- 10 Water cards
- 10 Earth cards
- 10 Air cards
- 10 Fire tokens
- 10 Water tokens
- 10 Earth tokens
- 10 Air tokens
- 9 Monster cards:
  1. 2 Kataracts
  2. 2 Malekor
  3. 2 Turbulac
  4. 2 Roaura
  5. 1 Demon Lord

# Illustrations

## Cards



## Elemental cards

The “Elementalist” (player) will have 4 different cards depicting an element, **Fire**, **Water**, **Earth** and **Air**.

The player can only draw 1 at a time to their hand.

## Monster cards

The Demon Lord have 4 kinds of minions, each with a different elemental weaknesses. Some monster cards have special abilities that will either help or cause more trouble than it already is. Making a wise choice is necessary.

(Demon Lord is unaffected by all of his minion’s abilities)

## Token

Each card has a element and number. Place the respective number of tokens and the right element on top of the card.

## Set-up

1. Find a flat surface, a table or floor.
2. Take all the elemental cards and arrange them in a 2 by 2 grid.
3. There will be 5 cards showing the arrangements of monsters, which are levels of difficulty (Level 1-5, 1 being the easiest and 5 being the most difficult)
4. After choosing the level of difficulty, set the cards in front of you as followed.



# Action Points

In each level of difficulty, there will be the arrangements of monster and number of actions allowed to make.

Action points are the number of cards your allowed to draw. Every time you draw an elemental card from your decks, it counts as 1 action point used. Although putting down a card to show that you are attacking, no action point will be used.

After placing the card down, it will count as a used elemental card, unable to be put back into your hand. Teaching you how to make the most out of every action you make count.

However after a level is cleared, you are allowed to take 2 cards that have been used and put them back into their respective deck. As a reward system for clearing a wave as fast as possible.

Note: You cannot draw more cards than the number of action points appointed to you or else you won't have enough spells to fight the all mighty demon lord.

# Goal of the game

The goal of the game is to defeat 4 waves of different difficulty to reach the demon lord and his minions in the last difficulty. With your limited number of elemental cards, you should be able to defeat him and win!

But, what if you don't have enough elemental cards? That means you did not clear the waves

properly, wasting your elemental cards that does not provide positive results. Ending in a lose.