

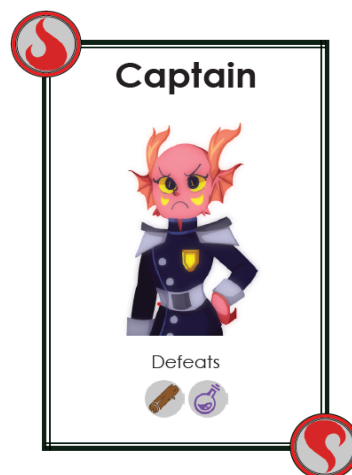
Welcome to Battle of the Elements, the cutest, most intense card game ever! With only 18 cards in your deck, you'll need to strategize carefully to outsmart your opponents and take over their bases. Choose from a variety of adorable elemental creatures, each with its own unique power and personality. Will you lead your Fire Dragon to victory, or will you use your mighty Metal Emperor to outwit your opponent? The choice is yours!

## GAME OBJECTIVE:

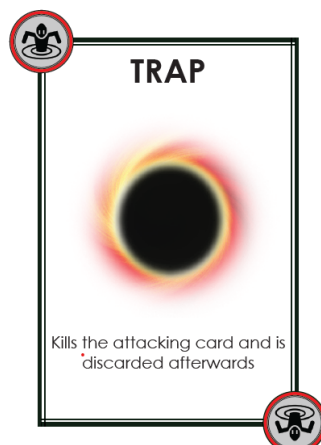
Elemental Clashtics is a turn-based strategy game, where two players set cards on a 2 x 3 grid and choose different actions on each turn to capture the opponent's base to win.

## COMPONENTS:







General Cards: All general cards have their own elemental symbols in the upper left and lower right corners, which are used to calculate the attack result. The title and icon are used to identify the cards. The special effect of each card is located at the bottom center.



Special Cards: The trap card is the only special card that cannot be used to attack, and its special effect will only be triggered when it is attacked.



All cards' titles and their elemental symbols.

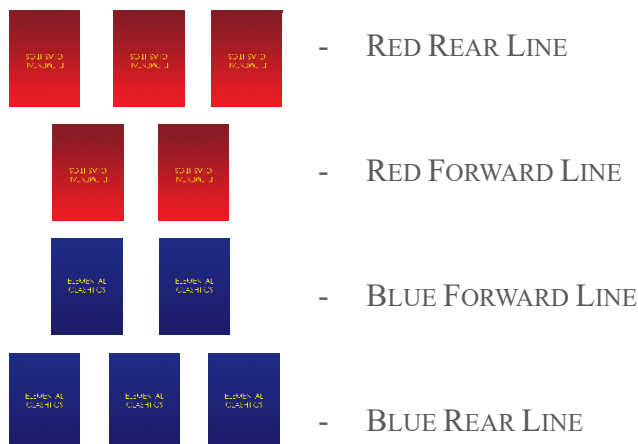
King	Queen	General	Captain	Soldier	Poisoner Assassin	Trap
						

## GAME PROCESS:

- Players set up their base before starting the game.
- Decide who goes first. (Flip a coin, Rock Paper Scissors, etc...)
- The player chooses **one** action to do during their turn and then finishes the turn.
- The next player starts their turn and continues until a winner is decided.
- At the start of a new game, the last winner goes first.

## SETUP:

Two cards are placed in the forward line, and three cards are placed in the rear line.



## ON YOUR TURN:

On your turn, you can do one of the following actions: Attack & Advance, or Swap. Your turn is over when the action is finished.

### Attack

- Flip your card face up and flip over the card directly opposite it on the table. You can only attack cards that are directly opposite yours.
- If you win, replace your opponent's card with your own, then advances to fill the empty spot.
- If you lose, discard your card, then advances to fill the empty spot.

- If no card is defeated, turn end after keeping both cards face-up.
- You may attack your opponent's card in your base with any cards from your base.
- If you have a card in your opponent's forward line, you may attack one of two cards in front of your card which are in their rear line.
- If you have a card in your opponent's rear line, you cannot perform any more action on that card.

Advance.

- Cards from the rear line advance to the forward line.
- Cards in your hand advance to the rear line.
- Keep advancing until your base is full or your hand runs out of cards.
- This ends your turn.

Swap

- You can only swap cards before attacking.
- You can only swap cards that are in your own base.
- You can swap up to two cards per turn.
- Swapping two face-up cards allows you to attack immediately.
- If you swap two face-down cards, or a face-up card and a face-down card, you forfeit your turn.

Notes:

- Face-up cards, stay face-up unless they are recalled.
- You may attack using either face-up or face-down cards.
- The Trap card may not attack, advance, or swap.
- If your opponent can't fill their rear line you may attack that empty space with any card mirroring its position except the Trap card.

## RECALLING CARDS

Before the start of a player's turn, they may choose to force a recall.

A recall is when both players take the same number of face-up cards back to their hands and then advance.

For example: If red has 3 face-up cards, and blue has 4 face-up cards, the max number of cards that can be recalled is 3.

## END OF THE GAME:

The player wins if they can get two cards into the enemy's back lane or discard all the enemy's cards.