

FURY OF THE ELEMENTS

CARD GAME



RULEBOOK

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INTRODUCTION - The Age of Creation

Ah... so you wish to know how it all began?

Then sit, child of the fading age. Let your mind drift far beyond these ash-covered skies. Beyond the fractured moons and quiet stars. To a time when the world was not broken, and the elements still sang.

This... is the Song of Elemoria.

Long before mankind ever cast a shadow upon the soil of this world, before your ancestors even dreamed, there was Elemond—the Planet Shaper. God of the Elements. Wielder of the Primordial Flame. With hands wrought of light and thunder, Elemond sculpted the stars themselves. He was not born of creation—he was creation.

And from the endless void, he carved his masterpiece: Elemoria. A living world of balance and beauty, where fire danced beneath the crust, air whispered through boundless skies, waters kissed vast lands, and stone bore the roots of eternity. Yet even the divine must pay a price.

Elemond's forging of Elemoria drained his essence, fragmenting his limitless power. Into that weakness crept the hungering Void, an ancient force of unbeing. And to seal it away, Elemond shaped the moon: Lunaris. Not merely a satellite, no... Lunaris was his child. A dual entity of light and dark, serenity and shadow, balance incarnate.

Lunaris bound the Void within itself. But that binding came at great cost. The impact of that act sundered Elemond's divine hammer—Rok'nir—the celestial tool of creation, splitting it into six mighty Shards. The God of Elements fell into slumber, his essence scattered like sparks in the forge's wind. The world would never be the same.

-Archemage Veladrin; Keeper of the Last Flame, in the year 9786 of the Twilight Reckoning

GAMEPLAY OVERVIEW

Play through two game modes for the majority of the field or the most Elemental Power. Capture, Command, and Conquer, as you manipulate Nature's forces. In Fury, you will summon elementals, command Primordial Titans, and unleash the Fury of the Elements with powerful spells and combinations bending Nature to the extreme. Depending on the chosen game mode, person with the most Elemental Power at the end of the game, emerges as the Titan Champion!

COMPONENT LIST

- One Elements/Reverse card.
- One Purple "Power Deck" (60 cards).
- One Yellow "Power Deck" (60 cards).
- One Void Deck (25 cards).
- One Clash Spell Deck (25 cards).
- One Titan Deck (18 cards).
- One Elemental 1st Player Token.
- Twelve D6 Dice (In 6 colors, 2 of each)
- Two Player Reference cards.
- One 16" x 24" neoprene playmat.
- Rulebook.

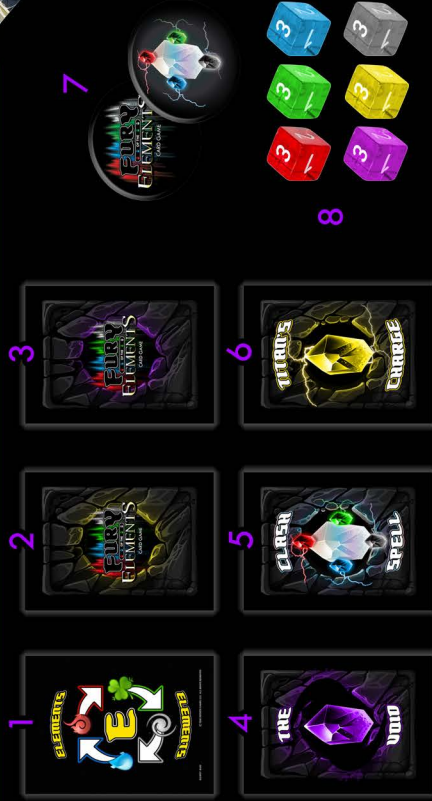


Elemoria lives because those who believed, willed it into existence.

GAMEPLAY COMPONENT BREAKDOWN

- 1 1x - Elements/Reverse card.
- 2 60x - Yellow Power cards.
- 3 60x - Purple Power cards.
- 4 25x - Void cards.
- 5 25x - Clash Spell cards..
- 6 18x - Titan cards.
- 7 1x - Elemental Token.
- 8 12x - D6 Dice (In 6 colors)
- 9 2x - Player Reference cards (double-sided).
- 10 1x - 16" x 24" neoprene "Lightning" playmat (Retail Edition).
- 11 1x - Rulebook.
- 12 25x - Promo Clash Point cards (KS Titan Edition).
- 13 1x - 24" x 28" neoprene playmat (KS Titan Edition).

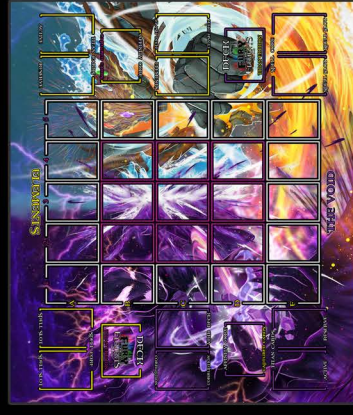
Some items shown are deluxe items sold separately or that are exclusive to the Kickstarter Campaign.



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*All images may vary from actual production components

HOW TO PLAY: TAKING ACTIONS

Depending on game mode, players will play power cards from their hands in an attempt to capture their opponents power cards to score points or hold the majority of the field. Players may only play one Power Card per turn. This includes Clash Spells saying "Play X (element) Power Card."

In addition to playing a Power Card from their hand, another action players may also take is to play a Clash Spell from one of their "readied" Spell Slots after the turn they acquire it. *(More information about Clash Spells can be found in the Clash Card System section)*

ACTIONS

- Play a Power Card,
- Play a Clash Spell,
- Activate a Titan.
- Resolve Battle; then Power Clashes;
- then Void Placements.
- Draw a card.
- Pass turn.

ZONES ON THE FIELD (PLAYMAT)

Field: This is the 25 space grid where players place Power Cards.

- **3x3 Grid:** The 9 space middle section colored purple is used for Fury Mode.

- **5x5 Grid:** 25 space entirety of the full field is used for Titan's Fury Mode most Tournament Events, and Custom Play events.

Deck: The space where a player's 60 card Power Card deck is placed.

Affinity Core: This is the zone where captured cards, charged titans, and Clash Spells that have been used reside.

Titan Card Zone: Titan Cards are placed in one of 2 locations, Active or Reserve during play, until they have been charged or used.

- **Active:** The zone where a player's currently active Titan is placed.

- **Reserve:** The zone where Titan cards, waiting to be used are placed.

Spell Core: Each player's Spell Core consists of 2 Spell Slots. (See *Clash Card System* section)

Void Deck Zone: This is where the Void Deck is placed during setup. Void cards are drawn from here and placed in the field during play.

Corruption Zone: This is the zone where cards consumed by a Void Card are placed during play. In addition Void cards that cannot land on their designated area, also go to this zone. (See *the Fury and the Void System* section)

Clash Deck Zone: This is where the Clash Spell Deck is placed during play. The top card is always revealed, and is the only card taken by a player who wins it during a Clash. (See *the Clash Card System* section)

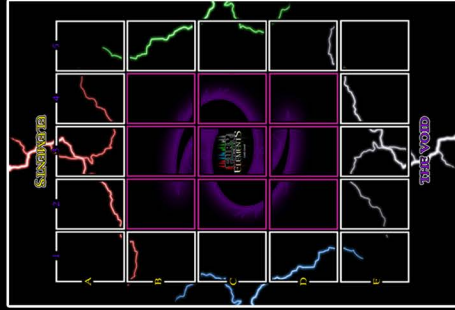
Elements Zone: This is where the Elements/Reverse card is placed during play.

Please see the following page for a Field Diagram

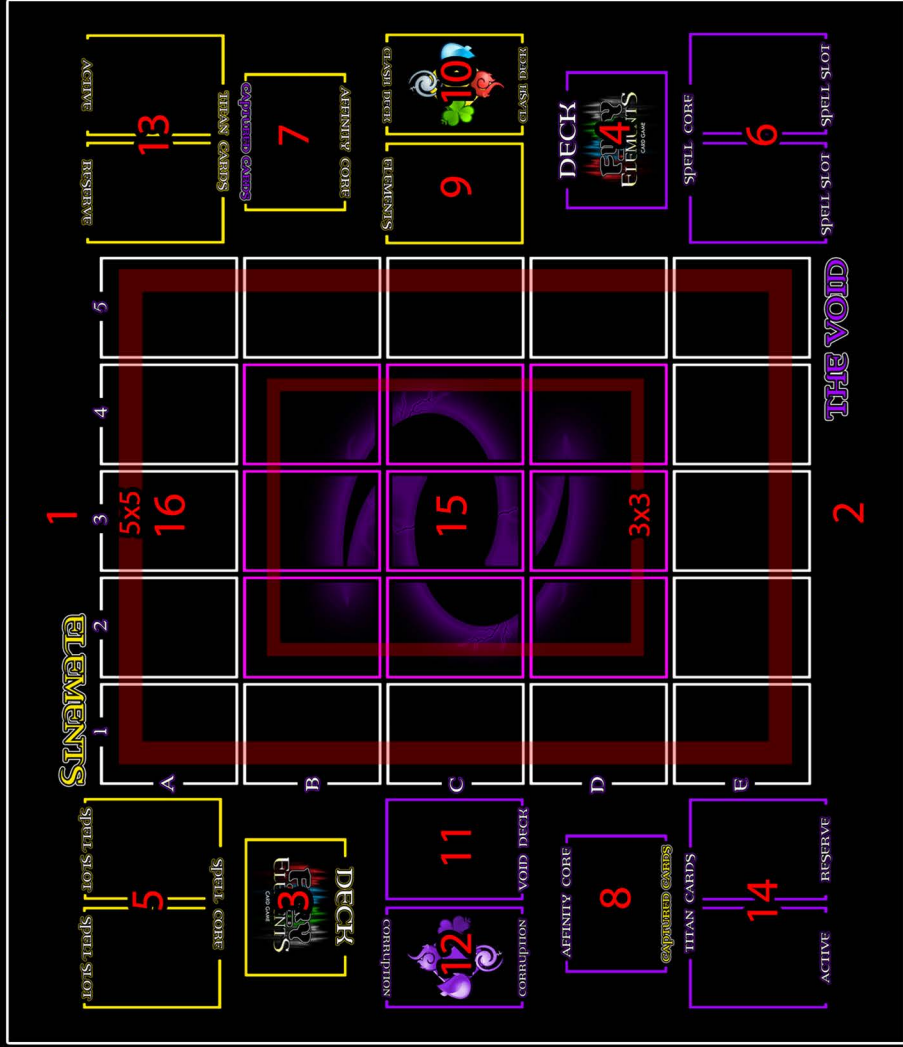
ZONES

- 1 Yellow Player's Side (Elements)
- 2 Purple Player's Side (The Void)
- 3 Yellow Player's Deck Zone
- 4 Purple Player's Deck Zone
- 5 Yellow Player's Spell Core (2 slots)
- 6 Purple Player's Spell Core (2 slots)
- 7 Yellow Player's Affinity Core
- 8 Purple Player's Affinity Core
- 9 Elements Zone
- 10 Clash Deck Zone
- 11 Void Deck Zone
- 12 Corruption Zone (The Void)
- 13 Yellow Player's Titan Card Zone
- 14 Purple Player's Titan Card Zone
- 15 The Field 3x3 (Purple Only)
- 16 The Field 5x5 (Purple & White)

STANDARD PLAYMAT (Field Only)



DELUXE PLAYMAT (All Zones and Field)



GAME MODES

- Fury
- Titan's Fury

Note: Remove any deck from the game and play without it, except the Power Decks, and the Element/Reverse card. Mix and match and play how you want to play.

FURY MODE OVERVIEW

Fury is a super-fast paced version of the game played on the 3x3 designated area of the play mat (in the purple/magenta outlined spaces in the middle), reminiscent of Final Fantasy's Triple Triad.

Time to Play: 5-15 minutes.

Objective: Occupy the majority of the 3x3 (9 spaces) once they have been filled.

Scoring: Have more cards on the field than your opponent, at the end of the game.

FURY MODE SETUP

Components Needed: The two 60 card Power Card Decks, the Elements/Reverse Card, and the playmat.

Setup:

- Each player shuffles their 60 Card Power Deck separately.
- Place the Elements/Reverse Card in the yellow box marked "Elements" on the playmat. (This should be facing the player on the Elements side of the playmat, with the "E" side facing up.)

Determining the first player: Choose a player randomly to go first. (Use the provided dice or any method you agree on.)

Opening Hand: 3 Power Cards.

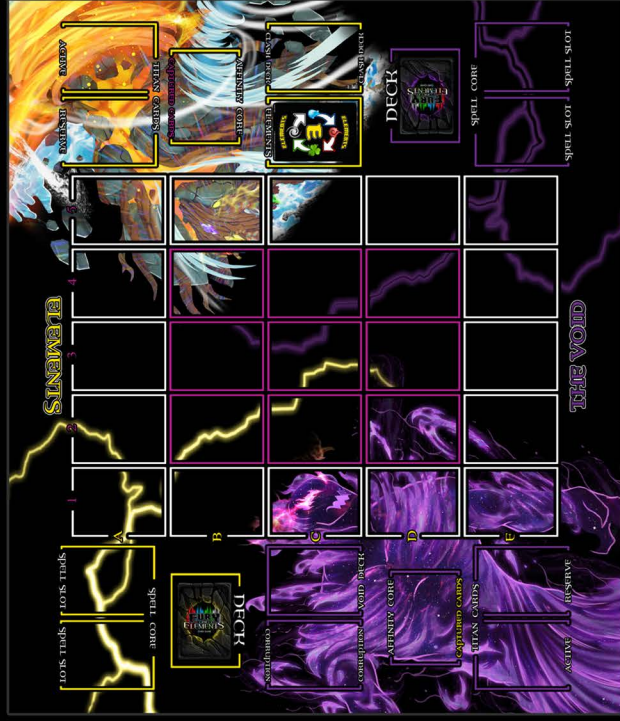
Ending the game: A player obtains the majority of the game state (victory); OR neither player has any cards left in their 60 card deck or their hands. (Determine the winner by majority of the current game state.)

Tie-Breaker: If there is a tie and neither player has majority refer to the Blue Moon rule, then if needed, the Red Moon rule.

BM: Add the total number of captured cards.

RM: Add the total of Elemental Power of player's captured cards.

Setup example for Fury Mode



TITAN'S FURY MODE OVERVIEW

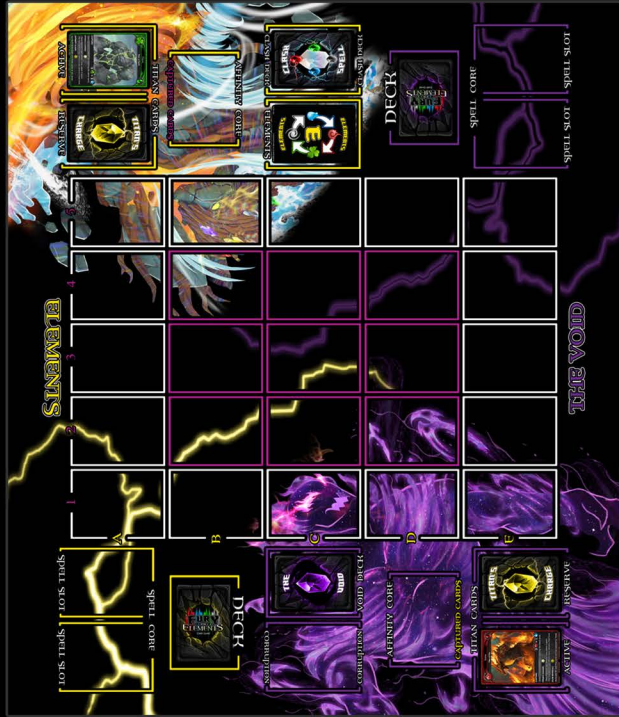
Time to Play: 30+ minutes.

Time to Play: 30+ minutes.

Objective: Win by capturing your opponent's cards through battle, to obtain the highest Elemental Power. (Points) When capturing a card, it is sent to your Affinity Core zone.

Scoring: Add points in your Affinity Core from captured cards and Titans, as well as field bonuses from Shards and Affinity Matches.

Setup example for Titan's Fury Mode



TITAN'S FURY MODE SETUP

Components Needed: The two 80 card Power Card Decks, the Elements/Reverse Card, the Void Deck, the Clash Spell Deck (or Clash Point Deck), and the Titan Deck. (Note: Use the provided colored D6 dice to keep track of captured cards for Titan ability unlocks, by using the colored die that matches the element captured)

Setup:

- Follow the setup instructions for Fury Mode, add the following:
- Shuffle the Void Deck and add it to the Void Deck Zone.
- Clash Spells: Remove the Shard of Rok'nir; VOID Shard, Shuffle the Clash Spells. Place it on the play mat in the area marked "Clash Deck." Place the Void Shard of Rok'nir card at the bottom of the deck. Flip the top card of the deck face up.
- Shuffle the Titan Deck, players will draft their first Titan Card. (*The 2nd player will draft their Titan first.*) Each player places their Titan card in the area of their side of the playmat marked "Active", and their other three Titan cards face down in the Titan's "Reserve" area. (See Titan Section)

Determining the first player: Choose a player randomly to go first. (Use the provided dice or any method you agree on.)

Opening Hand: 5 Power Cards.

Ending the game: The 25 spaces of the play area are full, with no empty spaces; OR neither player has any cards left in their 60-card deck or their hands. In addition, if the VOID Shard of Rok'nir has been claimed from the Clash Deck, the game will immediately end. *(Determine winner as normal.)*

Tie-Breaker: If there is a tie and neither player has majority refer to the Blue Moon rule, then if needed, the Red Moon rule.

BM: Add the total number of captured cards:

RM: Add the total Elemental Power of player's cards on the field.

POWER CARDS - THE PLAYER'S DECK

A deck of 60 cards that each player uses to play the game and initiate battles on the playmat against their opponent's Power Cards. The construction of each of the two decks are identical. Both decks consist of 60 cards each. The breakdown is based on each of the four elements; **Fire**, **Water**, **Earth**, and **Air**. There are 15 cards of each element in both of the decks. For each of the elements those 15 cards are mirrored, creating the opportunity for balanced gameplay.

SYMBOLS:  **FIRE**  **WATER**  **EARTH**  **AIR**

BREAKDOWN

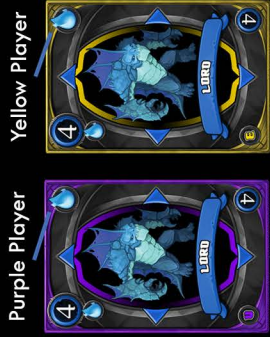
4 types of Elementals represented by a name, elemental affinity, and elemental power levels of 1, 2, 3, or 4.

Wisp: Power Level 1, 4 cards.

Primal: Power Level 2, 6 cards.

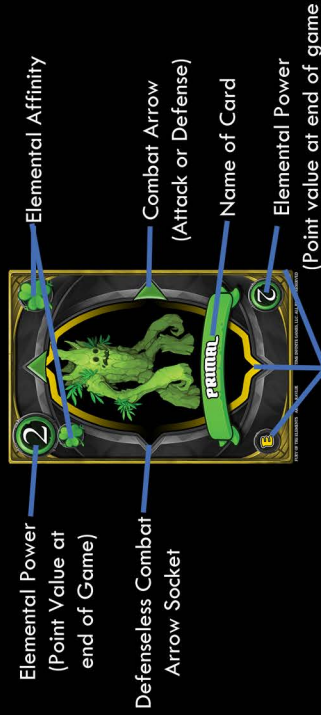
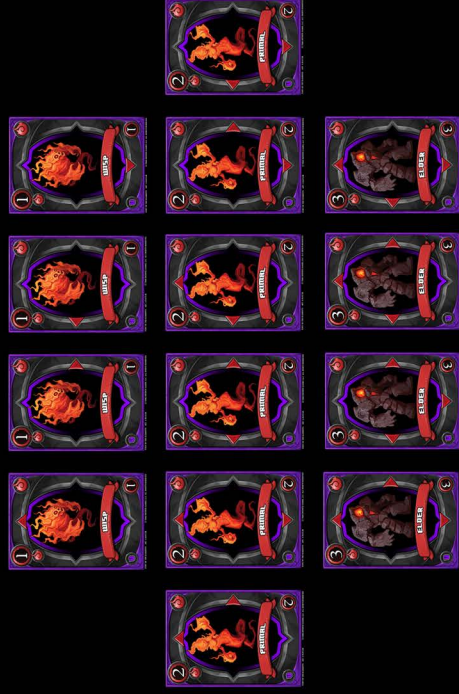
Elder: Power Level 3, 4 cards.

Lord: Power Level 4, 1 card.



Note: The visual difference in the decks of the colored border on the face of the Power Cards, and the color glow on the back of the Power Cards, is for accessibility for the colorblind and for distinction between the two players.

Example of the Fire element cards in the purple player's deck.



Note: cards may only be played right side up with the name readable, left to right, by the player placing the card. Cards are not allowed to be rotated.



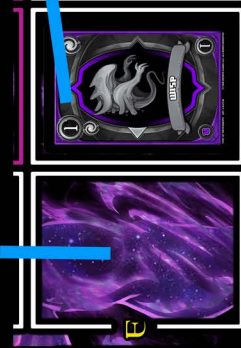
COMBAT - RULES

A player may not capture their own card.

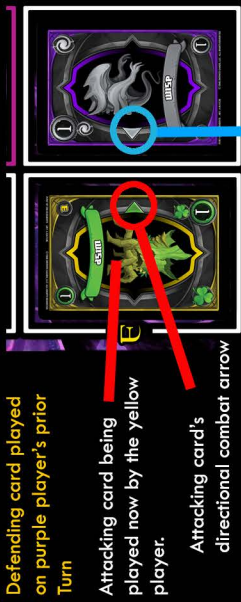
Cards may only be played right side up with the name readable, left to right, by the player placing the card.

Cards are not allowed to be rotated.

1 Adjacent Empty Space



2 Proper Orientation of Player's Cards



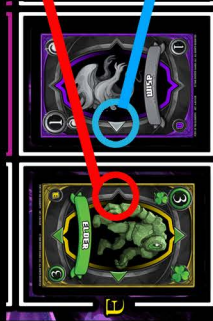
COMBAT - DIRECTIONAL COMBAT

Power Cards placed during a turn are **attacking**, while cards placed on prior turns are **defending**. Defending cards can never destroy attacking cards unless a card ability or effect says otherwise. Cards battle by being placed adjacent to an opponent's card. If the attacking card has an arrow located on any of the edges facing any of the opponent's cards, a battle ensues with each card. Arrows are located on the **left**, **top**, **right**, or **bottom** edges of the card.

COMBAT - ELEMENTAL POWER

The winner of each battle is determined by the card's Elemental Power level; the number located in the upper left and lower right corners of the Power Card. The Power Cards vary in power from 1 to 4. The highest Elemental Power wins a battle. In the event of a tie, the superior element wins as indicated on the Elements/Reverse card. If a card has no arrow on one of its four edges, that card is considered defenseless on that edge or edges and can be captured by any power level card except a card of its own element.

Defending 3 of Earth with no defense, becomes easy prey.



Attacking 1 of Air card being used to capture a higher power 3 of Earth card.

Power level 1 of Air card attacking a higher power card that is not defenseless. This can be considered a defensive strategy, used to block an opponents future play.



Due to the 3 of Earth defending, and is higher power than the 1 of Air card, this results in nothing happening to the board state. Both cards stay on the mat.

THE ELEMENTS AND REVERSE CARD

This card is used when two elemental cards "Power Clash", serving as a tie breaker.

This card flips from its current side to the other side every time there is a Clash, reversing the Elemental Hierarchy and changing the flow of the game. The player sitting on the Elements side of the table will control this card for both players.

Power Clash: When two cards battle if their *Elemental Power* is equal and they are not superior or inferior to each other then a "Power Clash" ensues, and causes the elements to reverse. Please see the description in the "Power Clash System" on the next page.

CIRCLE OF ELEMENTS

Circle of Elements: Displayed on the Elements side of the Elements/Reverse Card, the circle of superior versus inferior elements.

Order: Fire > Earth > Air > Water > Fire.

Opposing Forces: Fire = Air (Clash), Water = Earth (Clash)

Circle of Elements - Reversed: Displayed on the Reverse side of the Elements/Reverse Card, the circle of superior versus inferior elements.

Order: Fire > Water > Air > Earth > Fire.

Opposing Forces: Fire = Air (Clash), Water = Earth (Clash)

ELEMENTAL AFFINITY

Cards sharing the same element cannot be captured, no matter how high the Elemental Power of either of the cards would be.

Note: If stated, a Clash Spell or Titan may break the Elemental Affinity rule, such as the Titan ability; Affinity Breaker.

BEST OF 3 GAMES

If playing in a Tournament or in any 3-game set, at the end of game leave this card in its current orientation to begin the next game.

Balanced state = Elements side up.

Furious state = Reverse side up.

The Double-Sided Elements/Reverse Card



Note: Cards that share the same Elemental Affinity, do not "Clash".

THE CLASH CARD SYSTEM

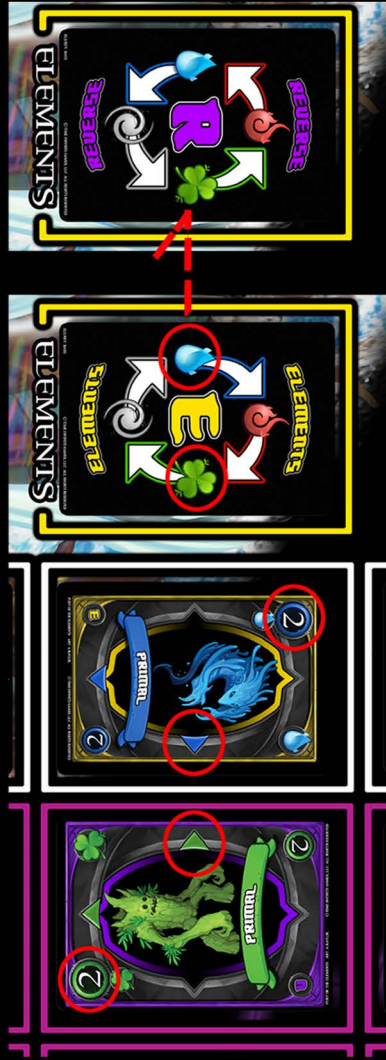
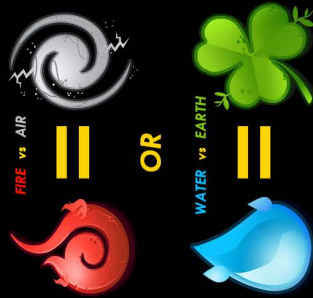
Power Clash: When two cards battle if their Elemental Power is equal and they are not superior or inferior to each other, then a "Power Clash" ensues causing the elements to reverse as described below. A card can only Power Clash with another card IF the arrows on both cards could "battle" meaning that there must be arrows facing each other in order to instigate a Clash. Otherwise if an attacking card's arrow faces a defending card's undefended side, it captures that card as normal.

When an attacking and defending card tie in Elemental Power, and they appear on opposite sides of the Circle of Elements, both cards stay on the field causing the elemental flow to reverse. (*The Elements/Reverse card flips to the opposite side.*)

In addition to the Element Reversal, when a player completes a Power Clash they may claim the top revealed card of the Clash Spell deck and place the card in one of two spell slots in their spell core face down until the start of their next turn. This is "Preparing" the Spell. On the start of that player's next turn, they flip that card over and their spell is now prepared, and is considered "Ready".

Please see the following page for more details on Clash Spells

Elements that cause a Power Clash when Elemental Power is equal.



An example of a Power Clash, and the Elements/Reverse card flipping to the opposite side.

CLASH SPELLS

A deck of cards that players compete for that manipulate the battlefield, the Corruption Zone, players hands, or the player's decks, as well as a player's **[CHARGE]** counters, or their Elemental Power point total. The top card of the Clash Spell deck is always face up. When a Power Clash is executed, the player that initiated the Clash, draws the face up Clash Spell after the Elements/Reverse Card has been flipped over.

CLASH SPELL: Standard



Elemental Affinity

BALANCE: Draw Ability

FURY: Unique Ability

[CHARGE] Modifier

CLASH SPELL: Shard



FIELD: Effect on field

SPELL SLOT: Effect when present in a Spell Slot

+SCORE Modifier

CLASH SPELL TYPES

There are 25 Clash Spell cards with the following types:

- 4 Water Clash Spells
- 4 Fire Clash Spells
- 4 Air Clash Spells
- 4 Earth Clash Spells
- 4 WILD FURY cards
- 5 Shards of Rok'nir cards

Clash Point Bonus Cards

(Extra Deck Crowdfunding Exclusive):

- 5, 1 Point cards
- 5, 2 Point cards
- 5, 3 Point cards
- 5, 4 Point cards
- 5, 5 Point cards

CLASH SPELL:

Obtained by a player that initiates a CLASH when the elements reverse, casting it immediately or equipping the spell in their Spell Core

(Wild Card)



(Elemental Spell)



(Shard of Rok'nir)



SPELL ABILITIES

Most Clash Spells have a choice between **BALANCE** (on all standard spells) or **FURY** (unique to standard spell). You may only ever choose 1 ability, unless the card or another effect says otherwise. Refer to the Card Text for ability information.

Shards will have **FIELD** and **SPELL SLOT** of which are not choices but instead have situational abilities that are usually passive. Refer to the Card Text for ability information.

THE SHARDS OF ROK'NIR

The Shards of Rok'nir are a game-stopping mechanic, designed to end the game when the last Shard of Rok'nir, the Void Shard, is collected by a player.

There is one Shard for each element including Fire, Water, Earth, Air, and Void. The Void shard is always the final card of the Clash Spell deck, at the bottom. This ensures that the game does not end so suddenly, without warning.

NOTE: Shards of Rok'nir are considered a Clash Spell *but*, use unique rules.

POWERFUL REWARD

FIELD: The Shards have a collectible reward. Each Shard allows any player that has that Shard the ability to score 1 point from **each** Power Card left on the field, including the opponent's Power Cards and Titans that match that match that Shards Elemental Affinity.

SPELL SLOT: Elements named on the Shard of Rok'nir card, cannot be captured while the card is revealed on the Clash Deck. Once a player wins the Shard, only that player retains that ability. The Shards of Rok'nir's abilities cannot be overwritten by any card or ability unless it specifically states a Shard or Shard of Rok'nir, however cards protected by the Shard are not immune to the Void. (See the Void on the following pages.)

The Shard of Rok'nir takes up an open spell slot permanently. A player may win the shard, but if they have no open slots and decide not to use one of the non Shard Clash Spells currently occupying one of the spell slots, the Shard goes to the Corruption Zone.

You may **not** swap out one Shard for another in the spell slots, and if you have an empty spell slot, the shard **must** go there.

NOTE: See the back section under Promos for information regarding the Clash Point Deck

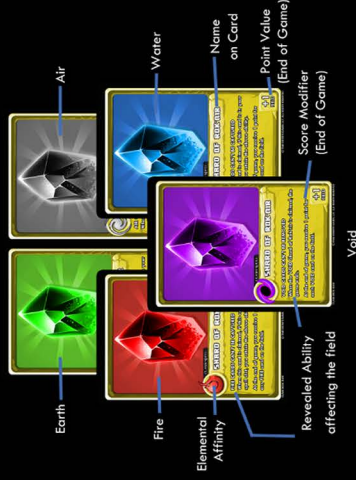
VOID SHARD

Reminder: During setup, remove the Void Shard of Rok'nir, and shuffle the Clash Spell Deck.

Once finished, place the Void shard at the bottom of the deck, and flip the top card of the deck face up.



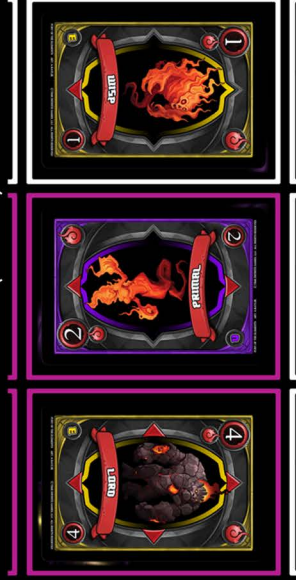
The Shards of Rok'nir



AFFINITY MATCH

Any time that a player aligns three or more adjacent Power Cards of the same element in a row or column they create a match. Matches may be created using either player's cards but must be orthogonal; no diagonal matches are allowed. Matches of different sizes are named as follows: three-of-a-kind is a **Flicker** (3 pts), four-of-a-kind is a **Rage** (4 pts), and five-of-a-kind is a **Fury** (5 pts).

A "Flicker" (+3 Match)



+3 Points to the Yellow Player at the end of game.

THE "FURY" IN FURY OF THE ELEMENTS

When a Fury is completed, other than Power Clashes, only cards of the same element may interact with a Fury. This allows expanding card matches by playing cards adjacent to a completed Fury to set up more matches off of the original one.

Certain cards from either the Titan Deck or the Clash Deck may manipulate the Fury by replacing a card in that Fury, as long as it shares Elemental Affinity, allowing for more strategic gameplay.

SCORING BONUS POINTS

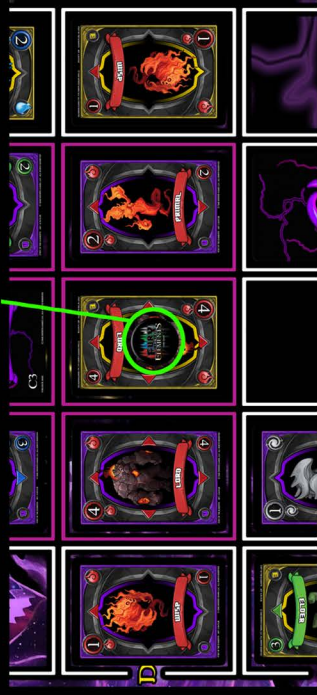
For each match created that is still intact at the end of the game, the player who owns the majority of cards within that match will receive bonus points reflected by the type of match.

If a player has a **Shard of Rok'nir** neither the Shard bonus nor the match bonus are affected by each other, and are scored independently.

It is possible that a player could have a bonus from an Affinity Match at the end of the game, while another player has the feild bonus from the Shard of Rok'nir that matches the element of that same Affinity Match, or that a single player could receive both bonuses.

Note: Intact means only matches that are still complete at the end of game, are eligible for their respective bonus.

A "Fury" of 5 cards in a row with an Elemental Token indicating cards in this match can no longer be captured, and are now immune to the Void.



In this example, the Purple Player will score 5 points at the end of the game due to holding the majority of the cards (3 out of 5) in the Affinity Match.

THE VOID - BALANCE IN DARKNESS

The Void Deck: A deck of 25 Void cards that work as a balance against the elements.

The player initiating an Affinity Match, forces an imbalance in the circle of elements. To keep the balance, a Void card is drawn by the player on the Void side of the play mat, from the top of the Void Deck. This card is a **Consuming Void Card**. They place the card in the designated area found in the lower left corner of the Void card.

A Void card must be drawn per Affinity Match made, even when simultaneously created.

THE CONSUMING VOID

Consuming Void Card: A card that consumes any Power Card in the Void Card's designated space.

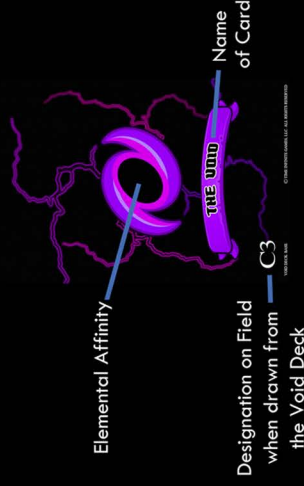
Cards with an elemental power of 4 are immune to the Void and cannot be consumed. If a Void Card would land on the same space as an elemental power 4 card it is instead sent to the Corruption Zone, and play continues as normal. If a player has a Shard of Rok'nir protecting a certain element, and a Void card lands on the same space, that card is still consumed by the Void, as the Void does not capture, it consumes.

Exception to this rule: Elemond's Titan Ability; [Power of Rok'nir] stops the Void from consuming cards. See *Titan's Section*

THE CORRUPTION ZONE

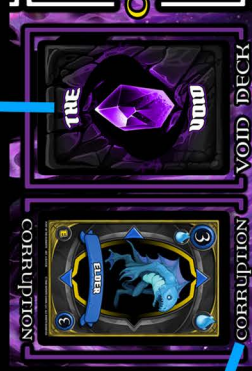
The area Power Cards are sent to when they are consumed by the Void Cards. In addition, the Void Cards that cannot consume a Power Card when summoned, are then sent here as well.

VOID CARD



A Void Card with the designation of A1 being placed in the A1 space.

The Void Deck



After a Void Card was drawn and placed, the Yellow Player's EP 3 of Water Card was in the space that the Void Card was designated to go.

Resulting in the card being consumed and going of the Corruption Zone.

THE TITANS - SETUP EXPLAINED

The Titans allow players to score bonus points at the end of the game for capturing a specified number of cards from their opponent of specific elements, or the ultimate ability of replacing a Void card. There are 18 Titan cards that make up the Titan Deck. This does not include any Titan cards that are gained through crowdfunding, promotional events, or expansion packs. All Titans in the deck must be **unique**. This means only one Titan of each **name**, even if the title of that Titan is different, are allowed to be used in the deck. The other rules governing these powerful cards are as follows:

- At the start of the game, the second player will choose a Titan Card from the Titan Deck. They will pass the deck to the first player to choose a Titan. After choosing a Titan the first player will shuffle the deck and deal 3 additional Titan cards to each player. The players should now have four Titans each. These are the Titans players have for the duration of the game. Remove the rest of the Titan Deck from the game. They will not be used unless you are playing a best 2 out of 3 match. *During a best 2 out of 3 match, discard all used Titans from the game, reshuffle all non-used Titans with the Titan Deck, and repeat the above process for the next game.*
- Place the first Titan card you chose in the area of the play mat marked "Titan Card" in the space named "Active"
- When the game begins, before the first turn of the game, reveal your Titan card and play with it face-up (the side with the captured card pre-requisites), granting you their Titan ability.

CHARGE - SCORING

To gain the [CHARGE] abilities, a player must charge their Titan by capturing or corrupting the required elemental types on the Titan Card. Once this prerequisite is met, the Titan is Charged, and the player must choose either **BALANCE** or **FURY**. (Explained on the following page.)

There are creative ways to use Titans. Discover combinations with their abilities, spells, and power cards to capture as many cards at once as possible. Placing them on the field is a risky, but strong strategy. Knowing when to choose between **BALANCE** or **FURY**, is part of the fun and strategic depth.

More Titan Cards will be added in the future with even more unique abilities and combinations to discover!

NOTE: The strategic replacement of a Void Card may present scoring opportunities, and combos surpassing the initial 5 Point option.

TITAN'S ABILITIES - EXPLAINED

[CHARGE]: Activated Ability: Obtain 4 Charges, then choose one.

Capture your opponent's Power Cards of (X) quantity of (Y) Element(s).

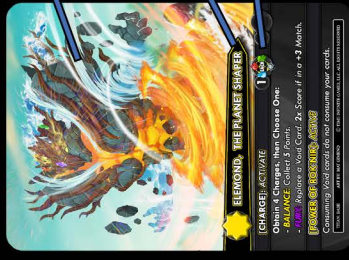
Allows players a choice between **BALANCE** or **FURY**

BALANCE: A sub-ability of **[CHARGE]**, claiming 5 points at the end of game.

FURY: A sub-ability of **[CHARGE]**, removing a Void Card and placing a Titan Card in its place, and if placed in an Affinity Match, Doubles the score.

Titans are an Elemental Card. When placed in an **Affinity Match**, the Titan Card makes the match immune to the Void. It also overrides the majority ownership, and also **doubles** the score of that match at the end of the game.

NOTE: If a player has used **all four** available Titan Cards they must continue to play without a Titan Card, or may take one from the Corruption Zone.



Artwork

Name On Card

[CHARGE]/
[CORRUPTION]
Requirement

Some abilities or artwork shown on cards are from previous iterations of the game and may not represent the actual cards.

CHARGE & CORRUPTION

[CORRUPTION]: Activated Ability: Obtain 4 Charges, then choose one.

Corrupt your opponent's Power Cards, of (X) quantity of (Y) Element(s), or you may corrupt your own. Corrupt cards are Power Cards that are sent to the Void's Corruption Zone.

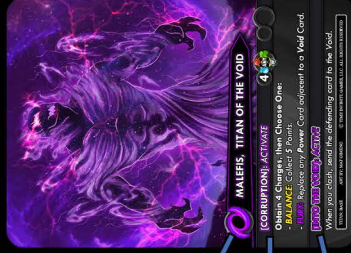
Once this Titan is no longer active, that player takes all of the captured opponent's cards that were placed into the Corruption Zone, and places them into their own Affinity Core as points towards their score at the end of game.

Allows players a choice between **BALANCE** or **FURY**

BALANCE: A sub-ability of **[CORRUPTION]**, claiming 5 points at the end of game.

FURY: A sub-ability of **[CORRUPTION]**, replacing any **Power Card** adjacent to any **Void Card**. Replaced Card goes to the Corruption Zone.

NOTE: Void Cards from the Void Deck do not count towards **[CORRUPTION]**.



Elemental Affinity

Activate Ability

Passive Ability
(Active)

A Titan Card can be **sacrificed** on that player's turn, forfeiting all charges and sending it to the Void's Corruption Zone.

This allows players to swap out a Titan whose either Capture or Corruption requirements are no longer be attainable, due to the game state constantly changing.

TITAN'S SPECIAL ABILITIES

[POWER OF ROK'NIR]: Consuming Void cards do not consume your cards. Overrides the Void's ability to consume cards, including those protected by Shards of Rok'nir.

[INTO THE VOID]: When you cause a clash the defending card goes to the Void. When you cause a clash, you also send your opponent's card involved in the clash to the Corruption Zone.

[EQUILIBRIUM]: Complete any **X** (element) 3+ match, no Void card is drawn. Breaks the rule to draw a Void card from the Void deck when you create an Affinity Match of a specified element.

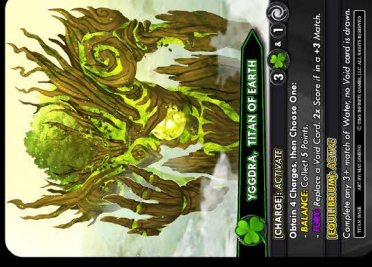
[AFFINITY BREAKER]: Your **X** (element) cards capture your opponent's **X** (element) cards. Breaks the Elemental Affinity rule, ties in elemental power have no winning result.

[FLOW REVERSAL]: E/R = R: Your **X** (element) cards can't be captured by **X** (element). E/R refers to the Elemental Reverse Card, and "**R**" means the state of the Elemental Reverse card, being the Reverse side or "**R**".

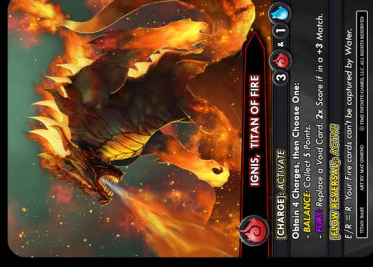
[AFFINITY CLASH]: Your **X** (element) cards Clash with **X** (element) cards of any power. Any power card of "**X**" element can cause a clash with any power card of the opposite element on the circle, they no longer must be equal value. Clashing Elements: **Fire** and **Air**, or **Earth** and **Water**. However, if the power level is **lower**, there is no Clash, and you follow normal capture rules.

NOTE: Multiple Titans share the same ability name. However, these abilities are still separated by their Elemental Affinity, still making them unique. Titans, like most of the game, were designed to be situational to assist with the replayability.

Yggdra, with the ability
[EQUILIBRIUM]



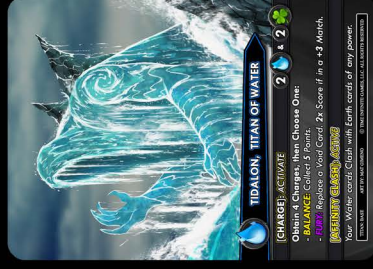
Ignis, with the ability
[FLOW REVERSAL]



Zephyrus, with the ability
[AFFINITY BREAKER]



Tidalon, with the ability
[AFFINITY CLASH]



PROMOS & TOURNAMENT EVENTS

Promotional Items: At times we may include promotional cards for events such as Gen-Con, and to our backers for supporting our product. Some promotional items are legal for use in our tournaments, at home, and local events, while others are not. If the card text at the very bottom of the card says **PROMO**, then it is legal for play. If the card text in that space says **NP-PROMO**, then it is a Collectible, but Non-Playable card. We always recommend adhering to our rules for the most enjoyable and balanced game play for Fury of the Elements.

The Clash Point Deck: This deck of cards was the original design of the Clash Deck back when we called it the Fury Deck. The idea of was a way to score bonus points, to assist in supplementing your points from just capturing cards. It was also designed as a reward system as it still is now with the current Clash Spell Deck. In testing, we found that some players want to play solely for points, and do not want to bother with spells. So we decided to appease those and to further our agenda for our "**Modular Deck System**" this was now the perfect opportunity to give backers of the game an extra deck that can be swapped out displaying the Modular Deck System.

To use the Clash Point Deck, simply swap it out with the Clash Spell Deck and follow the same rules for obtaining a card during a Power Clash. This may result in a much higher scoring game, but is also a gateway to introduce this mechanic for people who want a bit less complexity in their game.

NOTE: Rule Changes: The only thing that changes here with the Clash Point Deck, is the fact that you do not need to put any of these cards into a spell slot. You can simply obtain the point card, and place it in your Affinity Core face up. In addition, the Clash Point Cards do not have the **BALANCE** ability. Feel free to give them the ability as a house rule if you wish. However, the choice must be made immediately upon the player obtaining the Clash Point Card, and they must **sacrifice** that card to the Void by sending it to the Void's Corruption Zone.

CLASH POINT CARD: FRONT & BACK



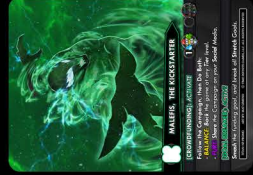
PROMO CARD: FRONT AND BACK



CURRENT LEGAL PROMO



NOT LEGAL PROMO



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Joel Lebeau

External Phase 4: CLASS

Justin Gary's Think Like a Game Designer Class &

Stoneblade Entertainment:

Justin Gary, Gary Arant, Lucas L, and the amazing Tinol!

The TLAGD Alumni of Class 1, 2, 3, & 4.

The Entire Class 5 "Iteration Nation"

Special Mentions:

Sam Travis, Michael Purcell, Barry (Hellfirebam)
Aaron (aifitac), Jim, John, Jim C., Andrew, Nate
Daniel (juxtaposition), Phil (phillycheaz)
Scott Jones, Troy Morris, Nathan Elequin
Dave Clarefeld, Megan (SisDusty), Ashley,
Kyle, and Eli Moore.

External Phase 5: GEN-CON 2023 TESTERS

We had over 80 of you awesome people and
this game would not be the same without you.
We did not collect personal information of our
testers at Gen-Con as a courtesy. Just know we
are forever grateful for each of you!

External Phase 6: CONVENTIONS

GEN-CON: Double Exposure (FEPH)
ALL the Playtesters and Event Organizers
EBBG Convention in Oakland, CA
LFG CON in Los Angeles, CA
RAGE CON in RENO, NV



THANK YOU FOR YOUR SUPPORT!!

This game is dedicated to my mother, Kathy who always supported my art, career choices, and whatever I wanted to try to accomplish in life.

Kathy L. Symanski: R.I.P. Oct 1949 - Oct 2023

In addition, this game is also dedicated to my children and my wife Natalie, who has allowed me to achieve what I thought might be not ever be possible.

ETERNAL GRATITUDE

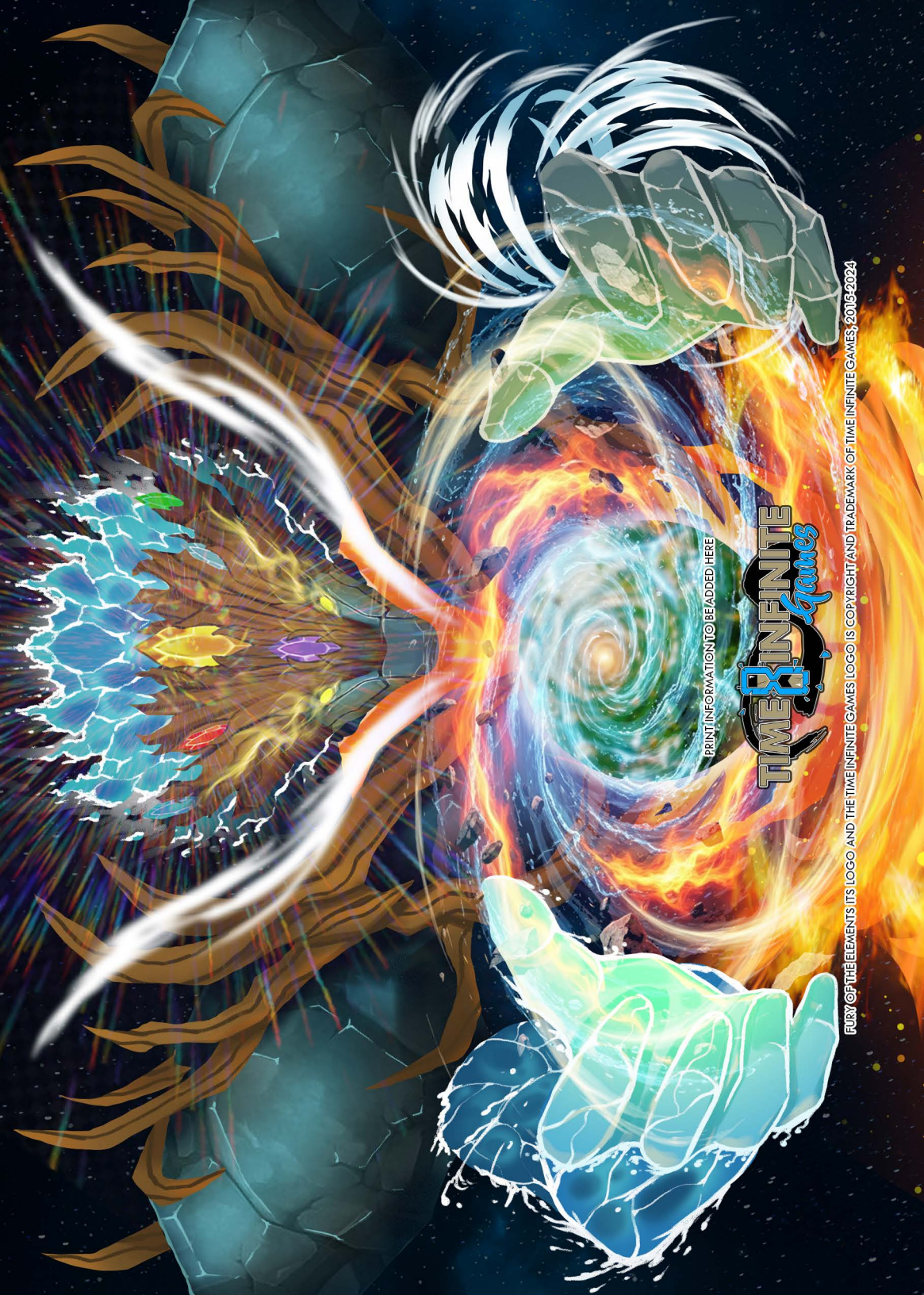
*I would like to personally thank our families, friends, and those people, who have supported my ideas, concepts and endeavors over the years. My dream has always been to be a game designer, and to bring enjoyment and **unity** to people from **all** walks of life.*

Thank you to all of the people who have helped to shape Fury of the Elements into a reality. Including our crowdfunding supporters, playtest groups, influencers, reviewers, and marketing partners. Thank you for joining the world of Elemoria! There is much more to come in the future!

Mark Symanski

Creator and Lead Designer, Fury of the Elements SCG
Owner: Time Infinite Games, LLC





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TIME INFINITE
games

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