

Elemental Conflux

Breathing heavily, you gaze across the battlefield at your opponent. The acrid smell of smoke fills your nostrils and the devastating effects of your conflict blanket the landscape. Broken trees, ruined corpses, and scattered fires fill your vision. Your strength is almost spent but you sense that your enemy is weak as well. This last strike will decide the outcome, only one of you can control the power of this elemental node. Summoning the last of your energy you weave your hands in arcane gestures and chant the words of what may be your final incantation. The air beside you shimmers and a fissure in reality unfurls. With a mighty roar the great dragon pulls himself through the opening and leaps into the air. The day may yet be yours...

OVERVIEW

In the game Elemental Conflux two players take on the role of Grand Summoners, powerful mages who have mastered the five elements of magic and specialize in conjuring elemental creatures and allies to do their bidding. These Grand Summoners have gone to war for control of the five sacred sites of elemental power known as Elemental Nodes. The mage that controls these Nodes will have the power to shape the future of their world in any way that they wish.

GAME ELEMENTS

Creature Deck: This deck containing 56 cards is the deck from which the players will draw for initiative and be dealt the creatures available to them for army building during a given round.

Spell Deck: This deck contains a number spell cards and is where the players will draw their spells from.

Node Cards: When one player has claimed victory over a conflict they may claim the node card to signify their control of it.

Conflict: Term for the game round consisting of five battles.

Battle: Resolution phase between two armies.

Army: One of five groups of creature cards players use to oppose each other.

PHASES

- 1) Node Choice
- 2) Initiative
- 3) Army Building
- 4) Battle
- 5) Conflict Resolution
- 6) Spell Casting

NODE CHOICE

Before the players begin drawing cards they must come to an agreement over which Elemental Node they are going to play for each round. The nodes are: Air, Earth, Fire, Water, and Spirit. The player who controls a given Elemental Node will receive a benefit from it.

INITIATIVE

Initiative is decided by shuffling the Creature Deck and then having each player draw a single card from it. The strength listed at the bottom of the creature card is the player's initiative score. If the players scores are a tie keep drawing cards until one player obtains a higher total score than the other.

The player that wins initiative has the option of choosing to be the Aggressor or Defender for the round. Whatever choice is made between Aggressor or Defender; their opponent automatically becomes the opposite.

The Defender then reshuffles the Creature Deck and deals 10 cards to their opponent and to themselves.

Special: If this is the first round of the game shuffle the Spell Deck. Then both players, starting with the aggressor, draw 2 spell cards from this deck.

ARMY BUILDING

During the army building phase of a conflict each player constructs 5 armies out of the creature cards they have available to them. An army has no maximum to the number of creatures in it but must contain a minimum of 1.

Players place their armies on the battlefield starting with the Aggressor. The Aggressor places down their first army and then the Defender places an army to oppose it in reaction. The second army is placed by the Defender first allowing the Aggressor to react to it. This alternating army placement method continues until all five armies have been built. This means that the Aggressor will have placed three of their armies on the battlefield first with the Defender having placed two of theirs first.

Armies are built from left to right from the Aggressor's perspective.

BATTLE

Once all of the armies have been built on the battlefield battle may commence. Starting with the first army on the Aggressor's left each player reveals their army. The victor of this battle is decided by which army has the highest Strength total. Once the victor has been decided they claim all the cards involved in that battle and keep it in front of themselves. (Note that the Divination Spell Card forces the revelation of armies but does not instigate battle.)

It is entirely possible for battles to end in ties. All cards in a tied battle are sent to the discard pile with neither player claiming victory.

Some Creature Cards have special effects, listed below. These effects are resolved before Strength values are totaled.

CONFLICT RESOLUTION

Once all of the battles have been decided the player with the most victories triumphs over the entire conflict and claims the node by taking the node card. In the case of a tie, they must fight for the node again until a winner is determined.

SPELLCASTING

Grand Summoners, as powerful mages, have more at their disposal than just the creatures and allies they summon. Spells are cards that the players may play to alter the standard flow of the game. A summoner may play any number of spell cards that they have in their hand during a conflict but must follow the rules on the card that state when said card may be played.

Players draw one new spell card at the beginning of each new conflict.

WINNING THE GAME

The first Grand Summoner to claim a total of three Nodes has become too powerful for their opponent to stand against them. Thus, the first player to claim three Nodes wins the game.

SPECIAL CREATURE CARDS

Certain Creature Cards have unique rules listed as follows:

"The Wizard" is a curious trickster and a powerful spellcaster.

They are usually summoned by accident or as a favor to the Grand Summoner. Whether as a favor or out of irritation, they work their magic often turning the tables in battle. When revealed, the Wizard switches which player controls which army before deciding the winner. Additionally, when a wizard is revealed, the revealing player draws a spell card. If both armies have Wizard's, they cancel each other's effect on a one

for one basis (although their summoners still gain a spell card). Wizards cannot be placed in an army by themselves.

"The Genie" is a dangerous spirit to deal with and a prince among its kind. It views combat as beneath it and as such is only worth a single Strength point, but its power to grant a wish means it is the only card that can send a dragon to the discard pile. Each genie is able to banish a single Dragon in this manner.

"The Dragon" is a beast of overwhelming sorcerous power and elemental might. It automatically wins, regardless of army strength. If both armies have dragons, they battle each other cancelling out this effect on a one for one basis and the player with the highest total strength bonus wins as is standard.

"The Summoner" is an apprentice Grand Summoner, and as such she can only conjure a single creature to battle. When the Summoner is revealed, draw a Creature Card and add it to the army.

"The Elemental Lord" possess vast power to use against the elements in opposition to their own. When revealed, the Elemental Lord lowers the strength of the Standard Creature Cards from the opposing army of the opposing element to 1. If both players have opposing Elemental Lords, this effect is nullified. Opposing elements are AIR-EARTH, and FIRE-WATER. "Standard Creatures" are the core of an army, and produce a Strength score equal to their value and have no other effect.

NODE RULES

-Once claimed each elemental node has an effect on the battle.

-Once a node has been claimed it may not be battled for a second time.

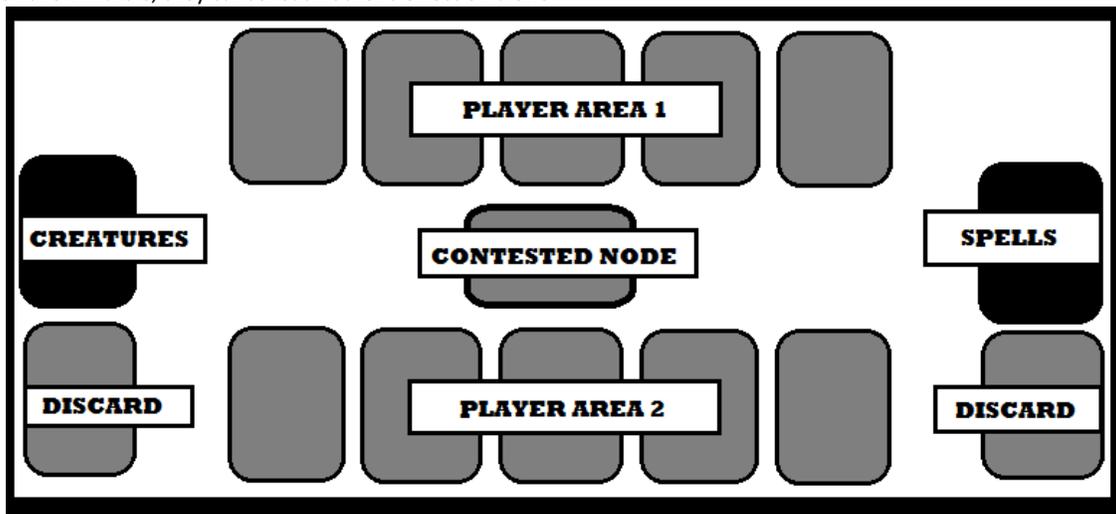
CREDITS

DESIGN: Patrick Demo & Joyce Demo

ART: Patrick Demo & Michelle Demo

RULES EDITOR: Geoffrey Skutt

Elemental Conflux © 2017, Pointy Hat Games, LLC



Cut rules sheet at borders, fold in half horizontally and in half again, then in half vertically to fit into tuckbox.