

ELEMENTILE



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Welcome to Elementile!

Welcome to the Field of Elementile! Grab a deck, summon units, and cast powerful spells to control the 4x4 field of play. Advance your units across the board to attack your opponent and reduce their HP (Health Points) to 0 to claim victory in this dynamic, tug-of-war card game.

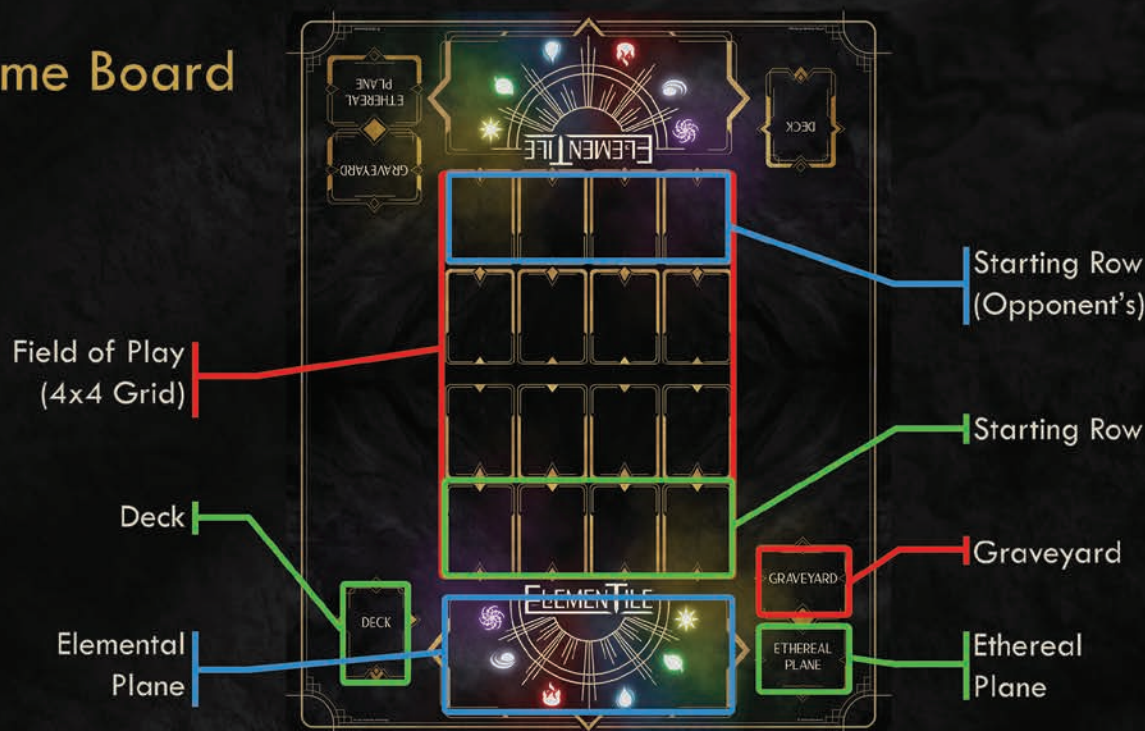
Getting Started

Once both players have a deck, decide who will be taking the first turn (traditionally decided by high-roll). For more information on deck building, see page 10. The second player then immediately adds an Element to their Elemental Plane.

Next, both players search their deck for any 1 card and add it to their hand. They then shuffle their decks and draw 6 additional cards to make their 7 card starting hand.

Once setup, play begins with the first player's turn. Each turn goes through 6 phases, in order, summarized for reference on page 3.

Game Board



Starting Row - This is the row you always have access to summon in regardless of the current board state (Page 5). Progress to your opponent's Starting Row to attack them! (Page 7)

Elemental Plane - Gained Elements are added to your Elemental Plane.

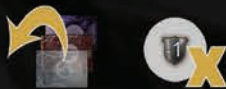
Graveyard - Slain units move face-up to your Graveyard. Both players can see both Graveyards at any time.

Ethereal Plane - Sacrificed Units move face-down to your Ethereal Plane. You may see your own Ethereal Plane, but you can't view your opponent's!

Phases of a Turn (Overview)

Each turn in Elementile follows these phases taken in the listed order:

1. Refresh Phase



Replenish all of your depleted Elements in your Elemental Plane and remove all Stress from your Units.

2. Sacrifice Phase



You may choose to move one card from your hand to the Ethereal Plane face-down. Cards that are sacrificed in this way are considered removed from the game. In exchange for this sacrifice you gain one of any Element card from outside the game, and add it to your Elemental Plane, refreshed and ready to spend.

3. Summoning Phase 1



This is the first phase where a player may use their Elements to summon Units (page 4) or cast Spells (page 5) from their hand. You may play as many cards as you can afford.

4. Activation Phase



Activate your Units one at a time to allow them to move, attack, and use any abilities they may have. Details for Unit activation start on page 6.

5. Summoning Phase 2



This is the last opportunity to summon Units or cast Spells before your turn ends. This phase allows you to make use of the space gained in the Activation Phase to potentially summon Units deeper on the Field, but those units won't be able to attack since the Activation Phase is already over. Again, you may play as many cards as you can afford.

6. End Phase



You may choose to Overcharge any 1 unspent Element in your Elemental Plane (page 9) then draw two cards from your deck and play passes to your opponent. If there are no cards left in your deck you simply do not draw, though you may close your gate to the Ethereal Plane once per game to return cards to your deck (page 9).

Summoning Phases

Your Summoning Phase is your opportunity to play cards from your hand. Cards cannot be played during any other phase.

Paying Element Costs

Each card has an Element Cost that must be paid before it can be played. You pay a cost by turning an equivalent number of Elements from your Elemental Plane sideways, depleting them for the turn. They will be replenished during the refresh phase on your next turn.

Costs are located on the top-left corner of a card



There are 8 different types of Element Costs.

These 6 base costs must be paid with their corresponding Element



Fire



Earth



Light



Water



Wind



Darkness



Generic

Generic Element Costs can be paid with any type of Element.



Triversity

Like Generic, Triversity Element Costs can be paid with any type of Element, but if your Elemental Plane contains 3 different types of Elements (ex. Fire, Water, Earth) you don't have to pay these costs at all.

Prowess Cost

Some cards have an alternate cost called a Prowess Cost. Prowess Costs allow you to play cards for free if you control a certain number of a specific type of Element.



For example, controlling 3 earth elements would allow you to play a card with this Prowess Cost without depleting any Elements.

Note: Overcharged Elements (page 9) still count as their base element type ONLY for contributing to Prowess Costs!

Summoning Units

When you pay a cost for a Unit you summon it to the Field of Play. Place it face up and right side up (for you) on one of the available Tiles on the Field. You may summon in your Starting Row (the row closest to you), any row that contains a Unit you control, or is behind a Unit you control.

Available Summoning Areas



Units you control



Available Summoning Area

You may summon Units in Tiles occupied by Units you control. If you do, the Unit you summon over is immediately moved face-down into your Ethereal Plane.

Casting Spells

Like summoning Units, you must pay the cost for a Spell before you can play it from your hand, and you must cast Spells during one of your Summoning Phases. Unlike Units, Spells do not occupy space on the Field on their own.

There are three main types of spells:



BURST

Burst Spells are one time use. They move immediately to the Graveyard after being played and their effect triggering.



ATTACH

Attach Spells are attached to a Unit on the Field. If the Unit ever leaves the field, the attached Spell moves to the Graveyard.



BANNER

Banner Spells do not occupy space on the Field, but provide an ongoing effect which lasts the rest of the game.

Activation Phase

The Activation Phase is your opportunity to utilize your Units on the Field. Units are activated one by one until you no longer have any more units to activate. An activated unit can move, attack, and use any abilities it may have.

Unit Movement

A Unit cannot move the turn it was summoned, or after its attack. When moving, a Unit can shift a number of tiles equal to its movement score (↗)

There are two main types of movement:



Grounded units can move to adjacent tiles

Ex.



Flying units can move to surrounding tiles

Ex.

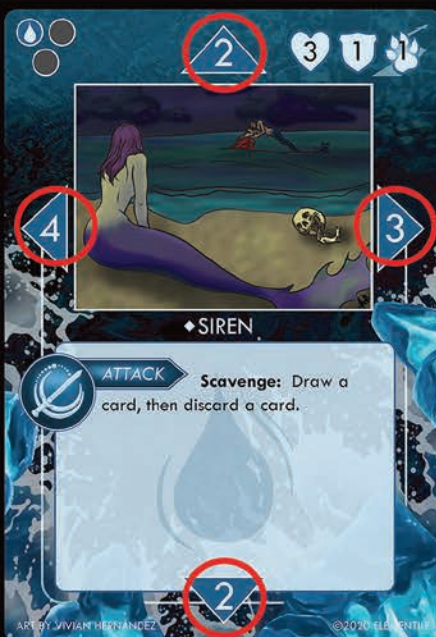


Units cannot move into or through an occupied Tile, even if they fly!



Unit Attacks

A Unit can attack any other single Unit or Player within its range. Unless otherwise stated, Units have an attack range of one tile and can attack targets in Adjacent Tiles using their Attack Edges (⚔) shown below.



Attacks are directional. When attacking another Unit the attacker must use the Attack Edge which points towards their target. The number within that attack edge is the Base Power for that attack. For more information on how damage is calculated see page 7.

When a Unit attacks, it gains Stress. Stress lowers the armor of the attacker by 1 and is removed from all Units you control at the start of your turn. Stress CAN cause armor values to go negative!



Unit Attacks (Continued)

When a Unit attacks a target, the amount of HP damage dealt is the power of the attacking Unit's Attack Edge minus the defending Unit's Armor.

For example, if the Siren used its right Attack Edge to attack the Skeleton, 3 attack power would be reduced by 1 Armor resulting in 2 HP damage.



Note: Damage from Spells is also reduced by Armor!

HP damage is permanent and does not heal on its own, so use the dice provided to keep track of damage dealt to Units on the field! When the amount of damage a Unit has taken equals or exceeds its HP it is slain, and moves to the Graveyard.

Attacking Players

Units can attack players the same way they attack enemies. Players have base stats of 10 HP (♥) and 0 Armor (♠). Units must be in specific Tiles and use specific Attack Edges to attack a player. See the below diagram for each Tile/Edge available to attack your opponent.



From the two center columns targeting is straight forward. A Unit uses its front Attack Edge to damage a player. From the outside corners the unit must use the Attack Edge which points toward the center instead.

Note: Front Attack Edges with range are a special case. They can deal damage to players from the two middle columns, but the damage is reduced by half (rounded up) for each row back the attack is made from. Ranged attacks cannot damage players from the far left or right columns.

Unit Abilities

There are 8 main types of Unit abilities. The 6 detailed below generally come into play during the Activation Phase. Many abilities allow Units to break general rules of Elementile. In these cases the ability rules take precedent over the general rules.



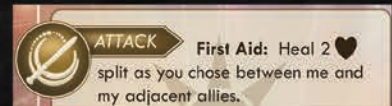
ACTIVATE

Activate Abilities can be activated at any time while a Unit is activated. This means they can be used before or after an attack or movement. Many Activate Abilities have an element cost that must be paid to use them, and a limited number of uses per turn.



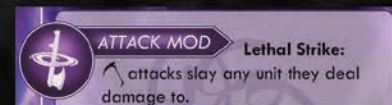
ATTACK

Attack Abilities are special attacks that a Unit can perform that take the place of using an Attack Edge. Units that use attack abilities gain Stress as if they had used an Attack Edge. Some Attack Abilities have an Element Cost that must be paid to use them.



ATTACK MOD

Attack Mod abilities modify some or all of a Unit's Attack Edges. If the ability does not affect all of a Unit's Attack Edges, the affected Attack Edges will be visually modified. Some common examples are shown here:



Range



Freezing



Armor Piercing

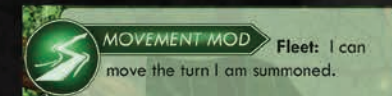


Lethal



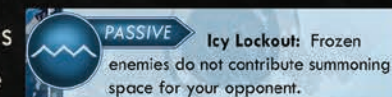
MOVEMENT MOD

Similar to how an Attack Mod ability modifies a Unit's basic Attack Edges, a Movement Mod ability modifies a Unit's basic Movement.



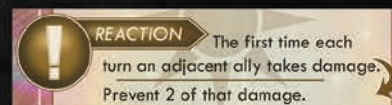
PASSIVE

Passive abilities are effects which are always present. They can modify the unit itself, give bonuses to allies or even restrict your opponent's options.



REACTION

Reaction abilities have a trigger and an effect. If the trigger conditions are met, the ability immediately resolves regardless of whose turn it is or what phase it is. If multiple reactions are triggered at once the player whose turn it is determines the order in which they resolve.



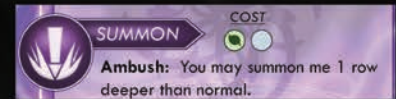
Unit Abilities (Continued)

The remaining 2 abilities are used during the Summoning Phase.



SUMMON

Summon abilities are additional effects which can happen while a Unit is being Summoned. They often have additional costs that must be paid while Summoning the Unit for the effect to take place.



GRAVE

Grave abilities can be activated during your Summoning Phase for cards that are currently in your Graveyard. They often have additional costs that must be paid to activate the ability. Both Spells and Units can have grave abilities.



End Phase

The End Phase is when you Overcharge an Element (if possible), replenish your hand, and pass play over to your opponent.

Overcharging Elements

If you have any unspent Elements at the end of your turn, you may choose one to Overcharge. You Overcharge an element by turning it face down.



When in this state, it becomes “wild”. While it retains its original typing for contributing to Triversity and Prowess, it can be used to pay for any type of Element Cost. The next time it becomes depleted, it flips back into its original state.

Drawing Cards

After choosing to Overcharge an Element, draw two cards from your Deck. If you have fewer than two cards left in your Deck, draw as many as you are able to instead.

Once per game, at any point during your draws, you can choose to close your gate to the Ethereal Plane. When this is done, reshuffle your Ethereal Plane into your Deck. For the rest of the game you can no longer sacrifice cards to the Ethereal Plane to gain Elements.

Once you have drawn your cards your turn is over, and play passes to your opponent.

Modes of Play (Constructed vs. Draft)

There are two main ways to build decks in Elementile. You can either build a deck by simply choosing cards from the set (constructed) or take turns picking cards with your friends to build decks on the fly (draft). More details about both below.

Constructed

Constructed is the more straight forward, pick up and play kind of format. Build a 40 card deck using whatever cards you want, limited to 3 copies of any specific card. Other than that, there are no rules. Pick your favorites and get ready to play!

If you'd like a starting point so you can jump right into the action, there are some pre-constructed deck lists on page 12. Feel free to use them as reference and refine them to your liking!

Draft

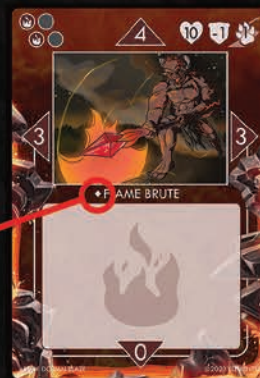
A draft adds an extra layer to playing Elementile by testing players' deck building skills on the fly! The 462 card set of Elementile was specifically created with drafting in mind, and one possible setup for drafts is described below. Drafts with this set work best for 6-10 players.

Step 1. Make Packs




Drafting requires smaller sub-sets of cards to choose from in order to build decks. These sets are referred to as "packs" and must be randomly assembled before the start of the draft. Packs are often organized by rarity, to keep the general power level of each pack roughly similar. Rarities are defined on the card using the following key:

Common	Uncommon	Rare	Hero (Rare)
◆	◆	◆	★

Note: Rarity symbols are to the left of the card name and follow this convention:



One possible organization for these packs is detailed below. In this configuration, heroes are treated as rares.

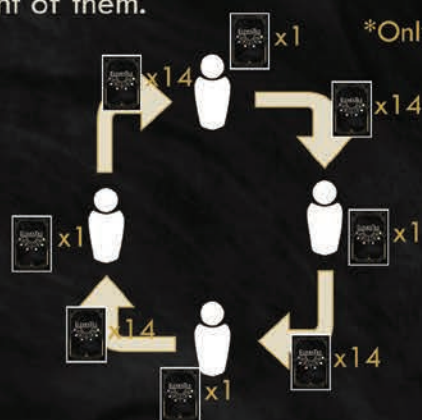
- 6 Packs with 9 commons, 4 uncommons, and 2 rares/heroes  x6
- 24 Packs with 10 commons, 4 uncommons, and 1 rare/hero  x24
- 6 commons and 6 uncommons are cut (unused) from the cube 

Lay these "packs" out on the center of a table, face down. There should be 30 in total, but if you're playing with fewer than 10 players not all of them will be used.

Modes of Play (Drafting, Continued)

Step 2. Draft

Each drafter takes 3 packs from the center and takes a seat at a table. Each drafter chooses 1 of their 3 packs to look through and sets the others aside. They choose 1 card from the pack to add to their drafting pool, then pass the remaining pack to the drafter on their left (clockwise). This is done in unison, so all drafters should now have a pack with 14 cards left in it in front of them.



Note: Keep your draft choices secret!
Other players shouldn't know what you're taking from the packs!

Then each drafter chooses one of the 14 cards to add to their drafting pool, and pass the remaining 13 left. This repeats until each drafter has 15 cards in their drafting pool and there are no more cards in any of the packs.

This entire process is repeated with everyone's 2nd pack, but this time we pass right, adding even more to the acquired set of cards. At the end of this pack each drafter should have 30 cards in their drafting pool.

This process is then repeated with everyone's last pack, again passing left, adding even more to the acquired set of cards. At the end of this pack each drafter should have 45 cards in their drafting pool.

Step 3. Build Decks

Now it's time to build a deck from the cards in your drafting pool. Cut 10 cards from your 45 card drafting pool to make a 35 card deck, and you're ready to play!

While constructed decks in Elementile are 40 cards, in this particular format cutting 10 cards is recommended to give enough leeway in draft picks to make more consistent decks.

Often times matches are played with draft decks in a tournament or round-robin format so each drafter gets the chance to face off against as many co-drafted decks as possible!

Deck Lists

The following are 6 deck lists of varying elements and playstyles. You can try them out, use them as a springboard for your own ideas, or totally ignore them! It's up to you!

The Radiant Pack

A great deck for beginners. Push with your fearsome fire units, support them with light units and spells, and blow up anything that gets in your way!

Pyrowolf Pup x2	Banner Bearer x1
Medic x2	Mira the Peoples' Bond x1
Frenzied Salamander x2	Flame Demon x1
Effie Pyropack Heir x1	Angel x1
Pyrowolf Hunter x3	Firebug x1
Master Medic x1	Fireball x1
White Knight x1	Berserker's Rage x1
Flameo Inferno's Maw x1	Burn x2
Encroaching Flame x1	Sanctity x2
Justice Flamespear x2	Mirror Mail x1
Sunmage x2	Explosion x2
Bard x1	Blazing Surge x1
Pyrowolf Alpha x2	Mass Heal x1
Eternal Beacon x1	Lightning Cross x2

Hail of Arrows

Build a squad of ranged units and use walls and freezing effects to halt your opponent's advance and keep them safe!

Scout x1	Animated Armor x2
Stone Wall x2	Sai Soulbound Golem x1
Grimsby Heart of the Frost x1	Minotaur x2
Snowman x2	Siege Ballista x2
Sniper x3	Arctic Slime x2
Shot Caller x2	Frost Wyrms x1
Crossbow Knight x2	Juggle x1
Rooted Sentinel x3	Tactical Summoning x2
Freezing Dartslinger x3	Cold Snap x2
Wintermist Walker x1	Stone Barrier x1
Reginald Knight Captain x1	Gaia Pulse x2
Aquan Juggler x1	

Drowned in the Abyss

Open with water to fill your graveyard, then pivot to darkness to bring them back!

Frog x2	Freeze x2
Zombie x2	Blood Ritual x2
Eerie Effigy x1	Divine Gift x2
Snowman x3	Flash Freeze x1
Snowball Slime x2	Shatter x2
Skeleton x2	Unearth x1
Phadria Void Beckoner x1	Mirror Mail x1
Siren x1	Plunder the Deep x2
Wintermist Walker x2	Ice Tomb x1
Ghost Slime x1	Void x1
Wave Elemental x1	Destroy x1
Sigfried The Vital x1	Rainy Day x1
Relentless Dead x2	Veil of Night x1
Curious Clone x1	

Divebombers

This combo deck sets up quick units that can discourage advances in the early game to build up to an explosive Jirak or Phoenix Finish!

Sprite x2	Flame Brute x2
Pyrowolf Pup x2	Justice Flamespear x1
Wisp x1	Phoenix x1
Feverish Imp x2	Levitate x3
Frenzied Salamander x3	Firebug x1
Sparky Blaze of Courage x1	Divine Gift x2
Spirit x3	Flicker x2
Griffin x3	Blowback x1
Gust Hailer x1	Fireball x2
Pyrowolf Hunter x2	Combust x2
Jirak Skirmish Commander x1	Explosion x1
Avian Acrobat x1	

The Chosen One

Build up attachments and support to pave the way for an unstoppable super unit to push to victory!

Scout x1	Stalwart Exorcist x1
Stone Wall x1	Elder Treant x1
Medic x1	Divine Gift x1
Sniper x2	Tactical Summoning x1
Elio Woundmender x1	Hunker Down x1
Dudley Suncourt's Aegis x1	The Chosen's Boon x2
White Knight x1	Mirror Mail x1
Blacksmith x1	Berserker's Rage x2
Master Medic x2	Fireball x2
Rooted Sentinel x2	Gaiapulse x2
Animated Armor x1	Stone Barrier x1
Magma Lancer x1	Dead Weight x2
Sunmage x3	Earthquake x1
Elanor Mirror Guardian x1	Might of Gaia x1
Minotaur x1	Vengeance Shine x1

Wings of Death

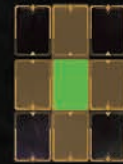
Outmaneuver your opponent for efficient trades, and outlast them with discard effects and recursion!

Zombie x2	Vampire x1
Eerie Effigy x1	Cloud Scraper x2
Skeleton x2	Archdemon x1
Wraith x2	Dragon x1
Wisp x1	Assassin's Blade x2
Isen the Favored x1	Blood Ritual x1
Magpie Mercenary x2	Lost to the Wind x2
Assassin x2	Levitate x2
Subtle Phantasm x2	Unearth x1
The Deathgeist x1	Blowback x1
V Master Assassin x1	Void x1
Vindictive Phantasm x1	Swift Spoils x1
Gargoyle x1	Corrupt x1
Avian Acrobat x1	Destroy x2
Relentless Dead x1	

Keyword Glossary

There are some key words found on certain cards that are not specifically defined on those cards. Those words are listed here with definitions for reference.

Adjacent Tiles - The four Tiles immediately next to a tile that extend in cardinal directions as shown.



Armor Piercing - Treats positive Armor values as 0.

Frozen - Units that are frozen gain a Frozen Token. They cannot attack or move, and none of their abilities function (This even restricts passive abilities). Frozen Tokens are generally removed at the end of the Unit's next Activation.

Surrounding Tiles - The eight Tiles immediately next to a single Tile that extend in cardinal directions and diagonally as shown.



Symbology

There are a number of key words which are shortened to symbols on cards. This is a comprehensive list of symbols and what they are referring to.



Attack Edges - The four triangle symbols on the edge of each card which denote attack power.



HP (Heart Points) - The amount of damage a Unit can take before it is slain.



Base Armor - The Armor of a Unit. This reduces damage from all sources.



Movement Score - The amount of tiles a unit can move with a movement action.



Grounded - Movement type indicating this Unit can move to Adjacent tiles.



Flying - Movement type indicating this Unit can move to Surrounding tiles.



Armor Piercing - See above, Armor Piercing Damage treats positive Armor values as 0.

The following symbols refer to specific modified Attack Edges on the card that references them.



Range



Freezing



Armor Piercing



Lethal



Credits

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