

- Goal: Attack the opponent without him being able to defend himself.
- Game method: In turns, players must cast spells at their opponent using the elements cards in their hand. The adversary must defend from the attacks by playing a card of the opposite element of the attack. Mana crystals (indicated on blue counters) must be used to **attack**, and the amount depends on the level of the card played.

Level I	1 crystal
Level II	3 crystals
Level III	5 crystals

The cards used to **defend** do not require mana crystals to be played.

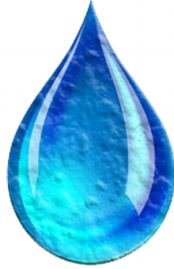
- Game start: each player chooses a shield and a wand, and draws 5 cards.
- Shields: give unlimited protection against spells of the opposite element of the shield. (E.g.: A Fire shield defends any Water attack). They can be used to defend any other element, but only once. After that they will break.
- Wands: every spell of the same element as the wands costs 2 less mana crystals. The wands can't be changed at any moment after starting the game.

- Elements:

- Fire: opposite to Water



- Water: opposite to Fire



- Electricity: opposite to Ground



- Ground: opposite to Electricity



- Turns: each turn, players can do several things. First, is to add 3 mana crystals to the counter. Afterwards they have two options. They can draw a two cards or replace three cards from their hand (their choice) with three random cards from the deck. Finally the cards are played, casting an attack spell, a combination or a shield repair (explained later). The opponent must defend (if an attack spell has been cast) and if he does it successfully the turn ends.
- Mixes: one element can be mixed with another to create a combination.
 - Water + Fire = Fog: Prevents the opponent from casting an attack spell on his next turn.
 - Water + Electricity = Mana: adds an amount of mana crystals to your counter equal to the sum of the costs of the two cards played
 - Water + Ground = Plant: opposite to Aridity
 - Fire + Ground = Aridity: opposite to Plant
 - Ground + Electricity = Resistance: opposite to Explosion
 - Electricity + Fire = Explosion: opposite to Resistance

The mixes cost as many mana crystals as the most expensive of the two cards played.

- Repair the shield: Once destroyed the shield can be rebuilt. For this you must play two cards of the same element (which will change the shield to that element) with a total cost of 3 mana crystals.

- Note: the level of the cards just influences its cost, not its power, effectiveness or anything like that.
- Note: it isn't necessary to play cards in your turn.