

ELEMANCERS™

Light and Dark



Are you a **PLAYER**?

- **Rules Reference Cards** (Included in the Game Box)
Contains the complete game rules/stats and is used by all players during the game!
- **Strategy Map** (Back cover of the Game Manual)
Learn strategies and plan Clan location moves with your Faction!

Are you **SETTING UP** the game?

- Player Teams/Game Setup Map (Page 6 of the Game Manual)
- How to Setup the Game (Page 7 of the Game Manual)
- How to Put Away the Game (Page 11 of the Game Manual)

Are you **TEACHING/LEARNING** the game?

- Example Turn (Page 12 of the Game Manual)
- Rules Clarifications (Page 19 of the Game Manual)

Game Manual



Special Thanks

I am sooo grateful to bring you ELEMANCERS: Light and Dark!!! This has been a passion project that had started out as an idea for a DND campaign, and then morphed into a card game, and now as an area control board game. Purchasing this game has helped bring my dream to life. Thanks to my family, friends, coworkers at Grand Rounds, playtesters at DundraCon, RageCon, Big Bad Con and Gamehole Con, the gracious Kickstarter backers (listed back of the Game Manual), and to everyone who cheered me on. Hope you enjoy the game!



- Jarrett (aka Ismortah)

ELEMANCERS Project Team

Game Designer/Project Manager

Jarrett Ford

<http://www.shadowbalancegames.com/>

Lead Illustrators

Nayaki Anandan

<http://www.nayaki.work/>

Ami Leshner

<http://www.occapocalypse.com/>

Miniature Sculptor

Ben Wanat

<https://www.artstation.com/benwanat>

Graphic Artist

Terry Kong

<https://www.artstation.com/terrykong>

Illustrators

Frankie Perez

<https://perezfrankie.weebly.com/>

Alexis Cassar

<https://alexiscassar.zenfolio.com/>

Jason Walsh

<http://jaymeanoiche.daportfolio.com/>

The Realm of ELEMANCERS

ELEMANCERS: Light and Dark is a 2-6 player team-based fantasy area control strategy game in which you take control of an Avatar and Clan wielding 1 of 6 elemental magics: Dark magic (Shadow, Necro, or Ice) or Light magic (Celestial, Beast, or Flame). Using these powers, you summon creatures, cast spells, activate enchanted weapons, and invoke creature abilities.

You play as part of 1 of 2 Factions (Tenebris = Dark Faction or Lux = Light Faction) warring head-to-head which are trying to take control over the Realm by either having the most elemental power, or by finding lost lore and artifacts in order to learn how to resurrect their Primal God of elemental magic at the Hollow of Fate. This location being the place where the gods were last seen after their epic battle, as well as where the dragon Baransu is currently residing, waiting to awake to rid the world of elemental magic and the Factions of Light and Dark!



The game is made up of 2 Rounds, with each Round having two phases: Activate and Conflict. During the Activate Phase, all Clans obtain more Battle Cards, Power Tokens and Creatures. During the Conflict Phase, Clans take turns spending a Power Token to either summon creatures, draw more Battle Cards, utilize their Avatar's power, or activate a found Legendary Weapon. After spending a Power Token, the Clan may then move any creatures of theirs on the gameboard, followed by an option to Battle at any contested locations. Creatures in the game have a variety of different traits that can be used in Battle, and Battle Dice, Creature Traits and Battle Cards are used in Battle to defeat the enemy!

In the course of the game, Clans complete Saga Cards (secret objectives) to find Lore throughout the Realm and finally a Legendary Weapon's location and use. These artifacts provide a power boost in the game and help satisfy one of your Faction's win conditions. Lore Cards provide the history of a Legendary Weapon and story beats encountered at different triggers in the game. Clans are also trying to control matching element locations to place more Power Tokens on the gameboard in order to have the most elemental power to win!

Game Components

- 1 Gameboard



- 130 Creature Tokens



- 6 Playerboards



- 53 Creature Cards



- 9 Standees



- 24 Saga Cards



- 54 Lore Cards



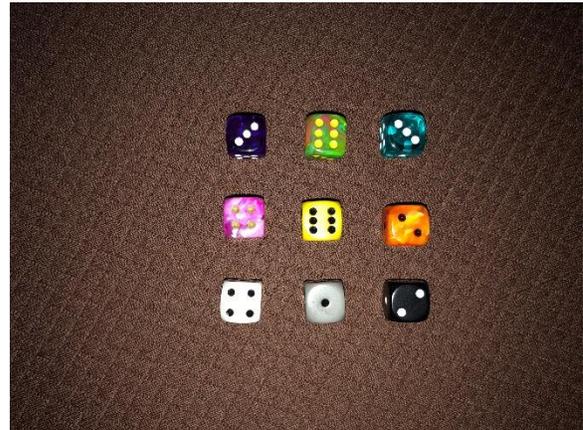
- 15 Battle Dice



- 53 Battle Cards



- 9 Hit Dice



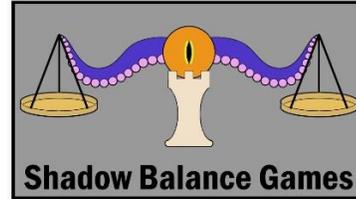
- 48 Power Tokens



- 1 Shield



- 6 Rules Reference Cards



Website: shadowbalancegames.com

Shadow Balance Games, LLC is a board game developer in Carson City, NV. Stay tuned for the latest game features, updates, and events! New uploads available weekly!

Twitter: [@ShadowBalance](https://twitter.com/ShadowBalance) Twitch, ELEMANCERS, and board game community updates!

BGG: [Elemancers: Light and Dark](https://boardgamegeek.com/boardgame/214242/elemancers) ELEMANCERS content and ratings

Discord: Kickstarter Games [#elemancers-light-and-dark](https://discord.com/channels/741111111111111111/741111111111111111) chat with the game designer of ELEMANCERS!

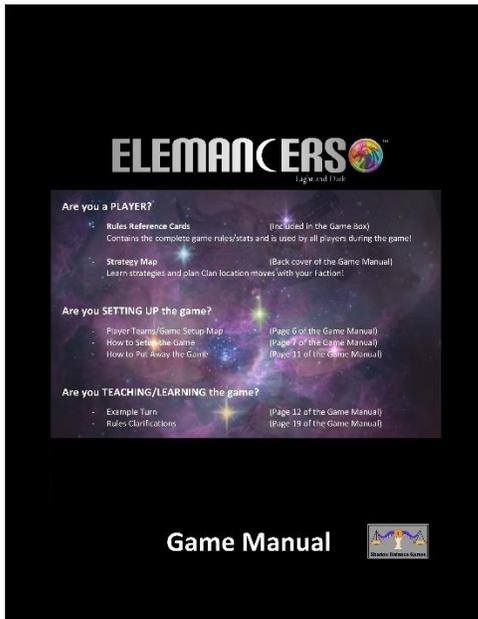
Instagram: [shadowbalancegames](https://www.instagram.com/shadowbalancegames) Board game community updates!

Facebook: [Shadow Balance Games](https://www.facebook.com/ShadowBalanceGames) ELEMANCERS updates!

YouTube: [Shadow Balance Games](https://www.youtube.com/channel/UC...) Twitch streamed videos!

Twitch: <https://www.twitch.tv/ismortah>
Streaming schedule below

- 1 Game Manual



ELEMANCERS, Shadow Balance Games and its associated logos, illustrations, images, miniatures, names, creatures, locations, rules and the distinctive likeness thereof are either TM and/or ©2019 Shadow Balance Games, LLC in the USA. All rights reserved. No part of this product may be reproduced without specific permission. Actual components may vary from those shown. This product is not a toy. NOT INTENDED FOR USE BY PERSONS 13 YEARS OF AGE OR YOUNGER. MADE IN CHINA.

Please retain for future reference.

Please contact shadowbalancegames@gmail.com with any product concerns.

Steam Video Games!

(YuGiOh, Frost Punk, Talisman, Bayonetta, Minion Masters, etc)
Monday 7pm PST

Console Video Games!

(Monster Hunter, Sea of Thieves, Rocket League, etc)
Wednesday 7pm PST

Blizzard Video Games!

(Diablo, Heroes of the Storm, SCII, WoW, etc)
Friday 7pm PST

Board Games!

(Strategy, Collections, Play Sessions, Game Design, ELEMANCERS)
Sunday 7pm PST

Player Teams

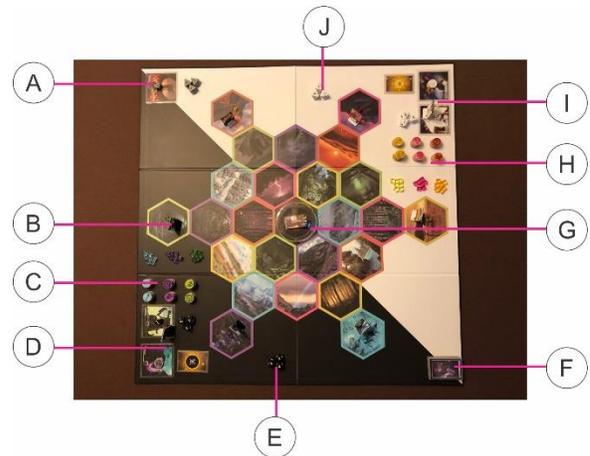
Each game has two opposing teams – Light Faction (Lux) and Dark Faction (Tenebris). Each Faction has 3 Clans which players control. A player would control 2 Clans if their team has 2 players, and 3 Clans if a team has only 1 player. Clans of a shared Faction should be sitting near each other and near their color of Faction on the gameboard (Light = white; Dark = black) so they can reach their Faction Supply area.



Game Setup Map

Gameboard (Center of table between players)

- A Baransu Creature Card, Hit Dice and Battle Dice
- B Starting Location with Avatar and PT
- C Dark Faction Supply
- D Dark Faction Legendary Weapons
- E Dark Faction Battle Dice
- F Saga Card Deck
- G Baransu Standee inside Shield at the Hollow of Fate
- H Light Faction Supply
- I Light Faction Legendary Weapons
- J Light Faction Battle Dice



Playerboard (one for each Clan)

- K Avatar Creature Card Face Up with Avatar Hit Dice (set to 3) on top of card
- L Battle Card Deck (shuffled)
- M Battle Card Zone
- N Clan name and color
- O Lore Card Deck (chronological order)
- P Saga Card Zone
- Q Power Token Zone
- R Creature Card Deck (shuffled)
- S Creature Card Zones (4 total)



How to Setup the Game

Unfold the game board in the middle of the tables space.



Place the foldable Rules Reference Cards by each playerboard.



The Avatar Creature Card (Indicated by the Avatar Creature Trait and is also the picture matching the playerboard) in each Clan deck is removed and placed in the Avatar Zone of the playerboard. The remaining Creature Card Decks for each Clan are shuffled independently and placed in the lower righthand Creature Zone of the playerboard.



The Battle Card Decks for each Clan are shuffled independently and then placed on the top Battle Card Zone of the playerboard for each Clan.



Lord Card Decks for each Clan are organized in chronological order with the top card being #1. Lore Decks are then placed in the Lore Zone of the playerboard.



The Avatar Hit Dice for each Clan are placed on top of the Avatar Creature Card and set to the number 3.



Creature Tokens for each Clan are placed with their appropriate Faction on the Supply area of the Faction Face Down. Face Down is the creature picture down and creature trait up.



7 Power Tokens (PT) are placed in the Supply area for the appropriate Faction, and 1 PT is placed on the starting location (6 outer gameboard hexagon locations) matching the color bordering of the location.



The Avatar standee for each Clan is placed on the starting location that matches its Clan color.



The Baransu standee is placed on its side (Face Down state) on the central location of the gameboard with no colored border (the Hollow of Fate). The shield is then placed on top of the location with Baransu inside!



Shuffle the Saga Cards and then place 1 D1 Saga Card for each Dark Faction player Face Down on their playerboard in the Saga Zone, and 1 L1 Saga Card for each Light Faction player Face Down on their playerboard in the Saga Zone. Advance the Saga Card deck if you do not get an appropriate D1/L1 till you obtain one.



Place the Saga Card Deck Face Down on a corner of the gameboard shared by both Factions.



The Baransu Creature Card is placed on the corner of the gameboard opposite of where the Saga Card Deck was placed.



The Dark Faction Legendary Creature Cards are placed in the Dark Faction Supply area of the gameboard, while the Light Faction Legendary Creature Cards are placed in the Light Faction Supply area of the gameboard.



The Light and Dark Faction Legendary Avatar standees are placed with their appropriate Faction in the Supply area of the gameboard on top of their Legendary Avatar Creature Card.



The Legendary Hit Dice (Grey, White, Black) are placed on top of each of the corresponding color Legendary Creature Cards with each number set to 3.



3 of each Light and Dark Faction Legendary Creature Tokens are placed on top of each Legendary Dragon Face Down.



The Dark Faction Legendary Battle Cards (eclipse back) are placed Face Down in the Dark Faction Supply area, while the Light Faction Legendary Battle Cards (sun back) are placed Face Down in the Light Faction Supply area.



3 of the 6 White Battle Dice are placed in the Light Faction Supply area, while the remaining 3 are placed in a free area of the Light Faction side of the gameboard.



3 of the 6 Black Battle Dice are placed in the Dark Faction Supply area, while the remaining 3 are placed in a free area of the Dark Faction side of the gameboard. The Grey Battle Dice are placed near Baransu's Creature Card.



The gameboard should look like this before starting the first Round of play:



Each playerboard should be set up in the following manner before starting the first Round of play:



How to Put Away the Game

All playerboards are collected and centered in the bottom of the game box.



Each Clan has their own game components (including Lore Cards, Creature Cards, Battle Cards, Power Tokens, Hit Dice, Avatar Standee, Creature Tokens and 1 Rules Reference Card) placed in their own storage box.



All storage boxes are then placed in the game box, with the Dark Faction storage boxes on the bottom and the Light Faction storage boxes on top of them.



All auxiliary game components (other than the gameboard and shield) are placed in its own storage box (including Legendary Weapons, Baransu, Saga Cards and all Battle Dice). This storage box is placed on the bottom of the game box on the same level as the Dark Faction storage boxes.



The shield is then placed in the game box at an angle touching the corner of the auxiliary game component storage box. The gameboard is then placed on top of all components, followed by the Game Manual on top, and then the game box lid.



Example Turn

Power Action (PA)

Players alternate taking turns by performing a Power Action. To do this, take a PT from your PT Pool and then place in an appropriate Zone to perform a PA. In this case, place the PT on the Squire Creature Card.



This allows you to summon all Creature Tokens on the card and place on any location(s) with a matching element PT that has space to summon (4 creatures max per Faction per location). Since only 1 creature is currently on the location, all 3 creatures can be summoned there.



Move

After doing a PA, you may now move any number of creatures of yours in play up to 3 spaces.

Since you need the Avatar to complete Saga Cards, you want Gorak to move to his Saga Card of Pestil (green swamp location).



You also want to take Matching Element Locations in order to place more PT on the gameboard (which allow more locations to summon creature to as well as contributes to the total Faction PT on gameboard at the end of the game).



In this situation, the player has decided to move Gorak to Pestil, 2 Squires (Warriors) to a contested Matching Element Location, and 1 Squire to another Matching Element Location.



At the end of the Move, the player then checks for any Saga and Matching Element Location completion.



The player reveals the completed Saga Card, and then advances their Lore Deck by placing the top Lore Card on the bottom of the Lore Deck. Now the player is on Lore Card #2.



Then the player places the completed Saga Card on the bottom of the Saga Deck. The player next advances through Saga Cards in the Saga Deck until they get a Saga Card matching the Faction and Lore Stage they are on.

In this case, since the player is on Lore Card #2 and is of the Light Faction, the player would look for a L2 Saga Card (L for Light Faction and 2 for Lore Card #2). Because the next Saga Card is D2, the player would advance the card and place it on the bottom of the Saga Deck.



Since the new revealed Saga Card is an L2, the player would take this card and place on their Saga Zone.



For Matching Element Locations, the player has creatures matching at 2 different locations, and would place 1 of their matching PT from the Supply (not from the PT Pool) on each location.



After all moves are finished, the player now has the option to Battle at any location they have their creatures at with enemy creatures.

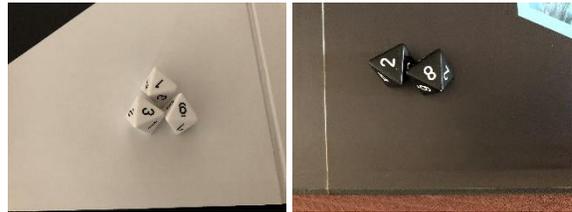
Battle

The player in this instance chooses to Battle. All Clans present at a location must participate if a Battle is initiated there. The Anima, Caelum and Umbra Clans will participate in this Battle. Since Gorak has the Nimble Creature Trait, he may choose to Battle at an adjacent location, and will also join the Battle.

Gorak is able to move to the location since there are only 3 friendly creatures at the location (max per Faction is 4). Gorak is placed between both locations to indicate where he came from, and if survives the Battle, is returned to his previous location at the end of Battle.



Battle has 3 steps: Roll, Modify and Damage. During the Roll step, each Clan may roll Battle Dice up to the number of creatures they have present, up to 3 max per Faction. Since the Light Faction has 4 creatures total, they will only roll up to 3 Battle Dice, while the Umbra Clan will roll 2 Battle Dice.



All players involved in the Battle roll their Battle Dice. A Hit is any die result greater than the creatures' DEF, which in this case, all creatures have a DEF = 4 (so a 5 through 8 would score a Hit). The Light Faction rolled: 1, 7, 8 so currently has 2 Hits on the enemy, while the Dark Faction rolled: 6, 4 and has 1 Hit scored.



Next is the Modify step, in which both Factions now can use any Creature Traits or Battle Cards to modify the current state of Battle and dice rolls. Players can take turns doing actions in any order, but an action cannot be interrupted and is completed before another action takes place.

All creatures are moved to one side of the location before Modify Step begins. This way creatures are moved to the other side of the location to indicate they have used their Creature Trait during the Battle (only 1 Creature Trait per Creature may be used per Battle).



First Anima will use one Warrior to reroll the enemies' 6, which after rolling again became a 4, which means their 1 Hit is now currently a miss.



Next Umbra will use 1 Annihilator to raise a 4 to a 5, making the dice now a Hit, and then do the same for the other 4 as well.



Anima will now use their last Warrior to reroll one of the enemies' 5s, but the roll became an 8, and so is still a Hit.



Lastly, Anima will now play a Battle Card (which required a Warrior or Avatar in Battle to use) and will decrease an enemy dice roll by 2. This reduced the 5 to a 3, and is no longer a Hit.



The Battle Card is then placed on the bottom of the player's Battle Card Deck. Since there are no more Creature Traits to use and no players want to play any more Battle Cards, we proceed to the Damage Step.



The Damage Step is when any Hits are then assigned to creatures. Non-avatar creatures of a Faction must be targeted before Avatars are targeted with Hits. Creatures have 1 HP (Hit Point), while Avatars have HP = their Hit Dice (which begins at 3 Hits). A creature is Defeated and placed back on their Creature Card when they have 0 HP remaining. The player dealing the damage chooses targets to assign Hits.

Since Umbra only have 2 creatures, both Hits from the Light Faction will be assigned to both Annihilators.



Since both Annihilators were Defeated, they are returned to the playerboard of the Umbra Clan on that matching Creature Card.



Umbra has 1 Hit to assign, and chooses to target the Eternal, which is turned Face Up instead of being Defeated due to the Eternal's Creature Trait.



While Face Up, a creature may not use future Creature Traits, Battle Cards, or Battle Dice in Battle, but counts as a Creature at the location with 1 HP.



For the Eternal, if Face Up at the beginning of Caelum's turn (since a Caelum creature), the creature will turn Face Down. But, if the Eternal takes another Hit while Face Up or if an enemy Banisher is present (in this case Umbra has Banishers they could summon), it could be Defeated.



Gorak is then moved back to its previous location at the end of Battle due to the Nimble Creature Trait.



If there are no more Battles, it is the end of Anima's turn!

Rules Clarifications

Avatars

- When an Avatar dies, that Clan can no longer use their Avatar Secondary Trait, cannot use Legendary Weapons, cannot complete Win Condition #1, and cannot use certain Battle Cards.

Baransu

- If a creature is on a location with a matching color and Baransu eats a PT there, the PT is destroyed and placed on Baransu's creature card, but then a matching color PT is placed on the location immediately from the Supply if available.
- Baransu when involved in Battle is treated as an additional Faction (can directly target as has no non-Avatar creatures; may play cards on like an enemy Clan; Baransu may target any enemy when assigning hits, but has to target that Faction's non-Avatar creatures before Avatars).

Battle

- Modification of Battle Dice includes changing the dice results in any way from the natural roll, which includes but not limited to rerolls, add/subtract values, and dice removal. Modifications prevented from targeting Battle Dice may not affect them.
- Cards which prevent damage during the Damage step of Battle can interrupt damage assignment, forcing another creature to be assigned a Hit before an Avatar.
- You may only play Battle Cards and use Creature Traits if one of your creatures is involved in the Battle.

Battle Cards

- Only Avatars can use all Battle Cards in the game. Elemancers and Warriors can use 6 of 8 possible Battle Cards per Clan, while all other creatures can only use 5 of 8 Battle Cards in a deck.

Creature Traits

- When any Creature Card gets replaced by another Creature Card on the playerboard, you lose all previous Creature Traits.
- If play 'Evolution' on a Nimble creature, then the new creature is now stuck at the Battle location. Creatures replaced with 'Evolution' are permanent.

Power Action (PA)

- You may use a Move/Battle only if you have performed a PA first.
- If cannot summon creatures on the gameboard due to space/PT available, you can still summon creatures up to the space max.

Power Tokens (PT)

- PT have different game functionality depending on where they are in the game. PT represent the elemental magic power in the game, whether summoning, or spending power to perform magical actions. On Baransu, they count to her PT total at the end of the game. On the gameboard locations, they count to a Faction total PT at end of game, as well as places where a matching color clan may summon creatures. On the playerboard, they represent currency for how many turns a player may take when in the PT Pool, while on a space on the playerboard locks up that action from being used again this Round.

Hold for Kickstarter backer names!

Hold for Kickstarter backer names!

Hold for Kickstarter backer names!

Strategy Map



- **Complete Saga Cards** to unlock your **Legendary Weapon** and pursue **Win Condition #1**.
- **Keep your PT on Matching Element Locations** so can summon on the opposite side of the map and between more locations.
- **Leave an open space for a friendly creature at locations** to allow a friendly Clan to start another Battle at same location to help Defeat enemies.
- **Work with your Faction to target one enemy Avatar to Defeat**, as killing one Avatar removes the ability for the enemy to complete Win Condition #1.
- **Accumulate Battle Cards** to use in important Avatar battles.
- **Use Avatar Secondary ability PA early in the Round** to get max benefit from it.
- **Keep your Avatars alive** to continue to get benefit of their activated secondary trait for your Clan and full use of Battle Cards (only an Avatar can use all Battle Cards of a Clan).
- **Defend your Avatar with creatures at all times**, as the enemy must Hit all Faction non-Avatar creatures before can Hit your Avatar.
- **Use Banisher to take out Fade/Eternal creatures.**
- **Keep Nimble creatures in-between locations of interest** so can join adjacent Battles.
- **Place Baransu where she will attack an enemy Avatar and/or take an enemy PT.**
- **Do not kill Baransu till end of game**, as you can lock up her PTs consumed so opponent cannot reclaim until after their last turn.