



- **Thanks!**

Thanks for purchasing a copy of ELEMANCERS™! This is the first game title released by Shadow Balance Games, LLC. ELEMANCERS™ started as a hobby project by the company’s founder, and over the course of several years transformed into a card game, and then into a full-fledged board game. The game mechanics utilized in this product are inspired by popular board games, card games, and video game alike, as well as incorporates novel features unique to this game. Huge amounts of time, energy and support helped make this game possible, and everyone who has worked on this game project hopes you find the game as eye-popping, challenging, and fun as we do. Enjoy!

Sincerely,

The ELEMANCERS Project Team

- **What is ELEMANCERS?**

ELEMANCERS™ is a 2 player strategy-based fantasy board game that puts you in the polar conflict between the Light and Dark Factions! Both factions believe in either the worship of Creation or Death, and you command a Faction to secure your elemental dominance in the world. Using the powers of Creation (Celestial, Beast, Flame) or Death (Shadow, Necro, Ice) you summon and empower creatures ranging from spell casters, to deadly skeletons and werpanthers, to enormous chimeras and dragons. The Cosmos is created and shaped by Creation and Death. What’s your Fate?

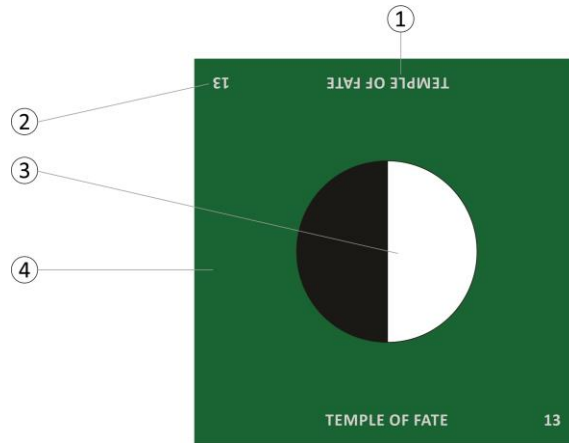
- **What is in a Game Box?**

- List of Contents
 - 25 Tiles (makes up one game board)
 - 135 Cards
 - 24 Marbles
 - 3 Dice
 - 1 Game Box
 - 1 Dice Box
 - 1 Game Manual
 - 2 Reference Sheets
- Game Board

- There are 25 locations (tiles): 12 Light Faction locations (including 1 Light Faction Citadel), 12 Dark Faction locations (including 1 Dark Faction Citadel), and 1 Temple of Fate.
- Cards
 - Each player has 21 Ability Cards, 17 Creature Cards, 1 Artifact Card, 1 Dragon Card, and 9 Lore Cards. Both players share the 36 Saga Cards and the Order of Fate Dragon Card. All cards in game are unique (there are no duplicate cards except for the Dragon Cards and Lore Cards, but each card has a unique look to their respective Faction or Order).
 - The Ability Cards for each player consist of the following: 6 Magic Cards, 6 Invocation Cards, 3 Weapon Cards, 3 Armor Cards, and 3 Morph Cards. Ability Cards for each Faction have the same game mechanics but different nameplates, borders, and art content.
 - The Creature Cards for each player consist of the following: 3 Hero cards, 1 Progenitor, 2 Bulwark, 1 Banisher, 1 Annuler, 3 Elemancers, 1 Enigma, 2 Immortals, and 3 Warriors. Creature Cards for each Faction have the same game mechanics but different nameplates, borders, and art content.
- Marbles
 - There are 24 Fate (marbles): 12 Primal Fate which is divided into 6 Creation Fate and 6 Death Fate, as well as 12 Dragon Fate.
- Dice
 - There are 3 6-sided dice: 1 Creation Fate die, 1 Death Fate die, and 1 Dragon Fate die.
- Dice Box
 - A defined area to roll the dice to ensure fair rolling and to prevent knocking over cards/marbles.
- Game Manual
 - Everything you need to know how to play ELEMANCERS!
- Reference Sheets
 - Sheets which explain all icons in the game and other common information. Each reference sheet has a side containing Light Faction and Dark Faction information required for game play.
 - Reference Sheets should be solely used for the purposes of looking up icon meanings, card traits, morph possibilities, fate costs, and win conditions. For explanations on board setup, how to play the game, definitions, special rulings and strategies, please refer to the Game Manual.
- **How to shuffle cards and tiles?**
 - Due to the thickness of the cards and locations tiles, normal shuffling methods should be avoided. Cards and tiles should be shuffled by placing one at random at a time on the ground face down into 9 different piles, and then pick up each pile randomly and combine. Repeat this process 2-3 times.
- **Game Zones**
 - Player Zone – Space directly in front of the player where cards accumulated are positioned. Acquired Lore, Saga and Ability Cards are kept here.
 - Active Zone – Space between the Player Zone and the game board where that player places played Ability Cards.
 - Removal Zone – Space below the Card Decks on opposite side of table of the Reference Sheet that the player places all cards of his that are removed from game.
 - Active Fate – Fate that has been accumulated during a Fate Phase and is pushed near the game board from the Fate Zone.
 - Fate Zone – Fate that has not been activated during a Fate Phase or has been spent during a turn. Is kept in a pile farthest away from the game board.

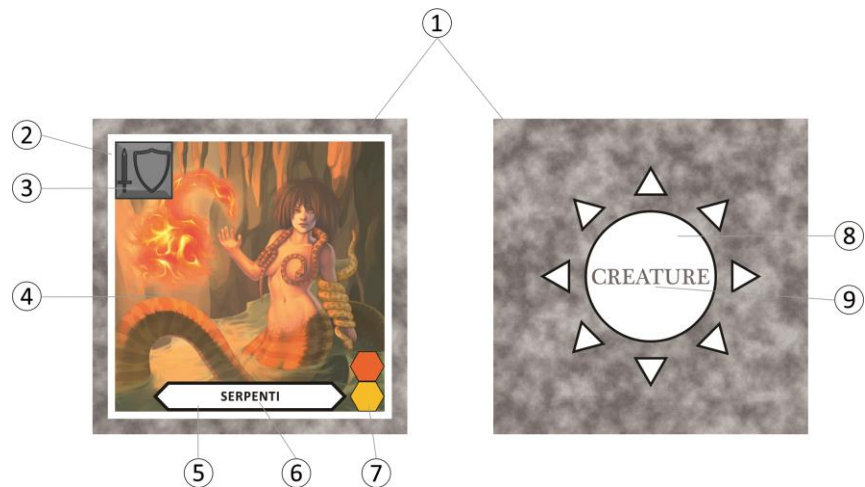
- **How to read cards?**

- Locations



1. **Location Name.** Certain locations have unique properties. Location names are also checked when satisfying Control Saga Cards.
2. **Location Number.** Allows for easy reference for locations and used for setting up particular game board tile matrices.
3. **Location Moon Phase.** Corresponds to the alignment of the location, either being a half moon (Order of Fate), full eclipse/black eclipse (Dark Faction) or sun/white eclipse (Light Faction). Sun location = Light Faction Citadel. Full moon location = Dark Faction Citadel.
4. **Location Color.** Corresponds to the element of the location. Each location has one element which is used when satisfying Ability and Saga Cards.

- Creature Cards, Dragon Cards and Artifact Cards



1. **Background Plate.** Creature/Dragon Card backs and front borders share the same background plate. The grey color scheme represents that it is a Creature Card. Dragon Cards have green color schemes. Artifact Cards have white or black color schemes depending on the Faction of the Artifact.
2. **Faction Border.** Corresponds to the Faction of the Creature/Dragon/Artifact Card. White = Light Faction. Black = Dark Faction. Grey = Order of Fate.

3. **Icon.** Corresponds to the type of creature or object the card represents in game. Each creature type for Creature Cards have special move, attack, and game rules. Creature Icon game rules can be found on the Reference Sheet. Artifacts rulings can be found in the Game Manual.
4. **Creature Portrait.** Visual representation of what the creature looks like.
5. **Name Plate.** Corresponds to the function and Faction of the card. Cards that can be placed on the game board have the name plate shape shown here (with triangle-pointed ends). White name plates = Light Faction. Black name plates = Dark Faction. Grey name plates = Order of Fate.
6. **Creature Name.** Name of the creature in the game. There is only 1 of each creature in the game.
7. **Elements.** Each hexagon corresponds to an element that the creature possess in the game. A creature can have multiple elements, even of the same color. For every element (hexagon) a creature has it also gets 1 added to its ECL (Effective Creature Level).
8. **Player Faction.** Corresponds to player ownership of the card, either being a sun (Light Faction Player), a full eclipse (Dark Faction Player), or a half moon (Order of Fate).
9. **Card Type.** Corresponds to the different Decks in the game.

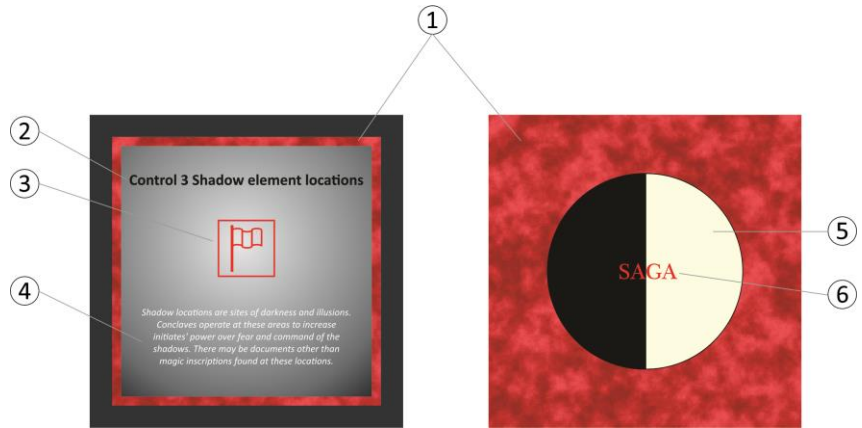
○ Ability Cards



1. **Background Plate.** Ability Card backs and front borders share the same background plate. The brown color scheme represents that it is an Ability Card.
2. **Faction Border.** Corresponds to the Faction of the Ability Card. White = Light Faction. Black = Dark Faction. Grey = Order of Fate.
3. **Icon.** Corresponds to the type of Ability Card represented in game. Each ability type provides different bonuses to ECL depending on specific requirements for that ability type. Ability Icon game rules can be found on the Reference Sheet.
4. **Ability Portrait.** Visual representation of what the ability looks like.
5. **Name Plate.** Corresponds to the function and Faction of the card. Cards that can be played only in the Active Zone have the name plate shape shown here (with concave ends). White name plates = Light Faction. Black name plates = Dark Faction. Grey name plates = Order of Fate.
6. **Creature Name.** Name of the ability in the game. There is only 1 of each ability in the game.

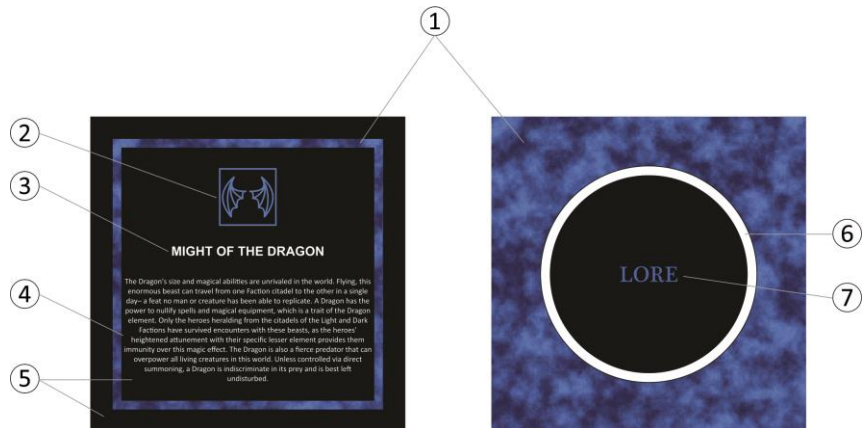
7. **Elements.** Each hexagon corresponds to an element that the ability possess in the game. The element is checked as a requirement for satisfying bonuses on Ability Cards, or for Morph Ability Cards, it is checked as the element added or subtracted from a creature when satisfying a morph.
8. **Player Faction.** Corresponds to player ownership of the card, either being a sun (Light Faction Player), a full eclipse (Dark Faction Player), or a half moon (Order of Fate).
9. **Card Type.** Corresponds to the different Decks in the game.

○ Saga Cards



1. **Background Plate.** Saga Card backs and front borders share the same background plate. The red color scheme represents that it is a Saga Card.
2. **Objective.** Defines the requirements the player must complete to satisfy the Saga Card.
3. **Icon.** Corresponds to the type of Saga Card. Flag = Control Saga Card. Crossed Swords = Battle Saga Card.
4. **Flavor Text.** Provides insight on why this particular objective is being pursued in the game story.
5. **Player Faction.** Corresponds to player ownership of the card, either being a sun (Light Faction Player), a full eclipse (Dark Faction Player), or a half moon (Order of Fate).
6. **Card Type.** Corresponds to the different Decks in the game.

○ Lore Cards



1. **Background Plate.** Lore Card backs and front borders share the same background plate. The blue color scheme represents that it is a Lore Card.
2. **Icon.** Corresponds to the set piece of the Lore Card.
3. **Chapter.** Corresponds to a chapter in the ELEMANCERS backstory.
4. **Lore.** Provides insight on the history of ELEMANCERS. Each piece of a set also provides the 'how', 'why' or 'where' for the superweapon the set pertains too.
5. **Card Color.** Corresponds to player ownership of the card, either being white (Light Faction Player), black (Dark Faction Player), or grey (Order of Fate).
6. **Player Faction.** Corresponds to player ownership of the card, either being a sun (Light Faction Player), a full eclipse (Dark Faction Player), or a half moon (Order of Fate).
7. **Card Type.** Corresponds to the different Decks in the game.

- **Definitions** (All words with special game meaning in the Game Manual are in bold/italics and are defined below)

- **Activate** – To separate Fate which may be used during the current turn and put into your Active Zone.
- **Attack** – Range that a creature can initiate a Battle.
- **Battle** – To have 2 creatures do combat during the Battle Phase.
- **Bluff** – To pretend a creature is something it is not (such as moving a flyer as a normal creature) or to play Ability Cards that you cannot satisfy.
- **Citadel** – Locations with a fixed position on game board setup. Both Faction locations (Eye of Hecatross and Starlight Ridge) are in adjacent corners, while the Temple of Fate citadel is in the center of the game board.
- **Control** – To occupy a location with a creature.
- **Creature Cap** – The maximum number of creatures a player can have in play at one time. Each player is limited to 6 non-Dragon creatures on the game board at one time.
- **Effective Creature Level (ECL)** – The total score of the number of hexagons on a creature plus any bonuses from Ability Cards played during a Battle.
- **Fate** – Marbles used in game as currency. There are Primal Fate (Creation and Death) and Dragon Fate.
- **Flyer** – A creature that can move up to 3 spaces in any direction and attack 1 space in any direction. This creature may also move over units and over the Temple of Fate. A flyer may choose to move normal (only up to 2 spaces horizontal or vertical). If a flyer moves normally, you do not have to reveal the creature face up when performing the action.
- **Kill** – To have a creature with an ECL equal to or higher than the ECL of the opponent's creature resulting in removing the opponent's creature from the game.
- **Lose a Battle** – To have a creature with an ECL equal to or less than the ECL of the opponent's creature in battle.
- **Normal** – A creature that can only move up to 2 spaces horizontal or vertical and attack 1 space horizontal or vertical. Creatures that move normally are not turned face up on the game board.
- **Play** – Place an Ability Card onto the Active Zone.
- **Removed from game** – Place a card into the Removal Zone.
- **Requirements** – Game conditions on cards that must be satisfied to gain particular benefits from.
- **Revive** – To place a creature from the Special Deck into the owner's Creature Deck.
- **Satisfy** – To complete the requirements for something in game.
- **Summon** – To place a creature from the Creature Deck onto the game board.
- **Trait** – Game mechanics specific to a particular type of Creature Card or Ability Card.
- **Win a Battle** – To have a creature with an ECL higher than the ECL of the opponent's creature in battle.

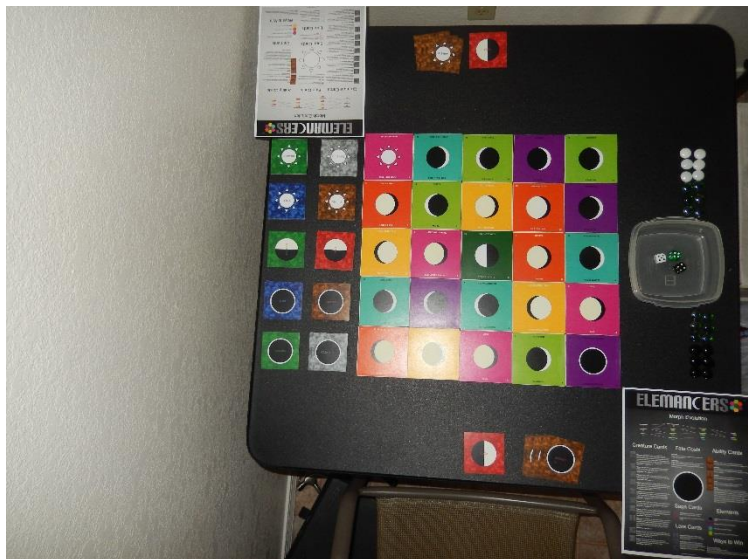
- **Goal**

- How to win the game
 - There are 4 ways to win the game:
 1. (1) **Kill** all enemy Heroes.

2. (2) Move a creature to your enemy's **Citadel** (**control** the location).
 3. (3) Move a Hero or Elemancer to the Temple of Fate that is carrying your Artifact.
 4. (4) Move any creature to an opponent's Artifact.
- Draw
 - If both players only have 1 Hero remaining and they **kill** each other in **battle**.

- **Playing the Game**

- Game Start
 - **Citadels** are placed on the game board and then all other tiles are shuffled (see **How to shuffle cards and tiles**). Afterword's, remaining tiles are randomly placed on the game board.
 - Game starts with no creatures on game board. Players start with no **Fate**.
 - Both players start with all 3 of their Morph Cards in their Player Zone.
 - Both players place their Dragon and Artifact Cards into their own Special Deck face up.
 - Creature Decks and Ability Decks are placed face down even though a player can view their own Creature/Ability Decks at any time.
 - Saga Decks and Lore Decks are shuffled (see **How to shuffle cards and tiles**) and placed face down. Each player draws 1 random Saga Card without showing the other player.
 - Roll to see who goes first and winner gets all 3 dice.



- Order of Phases
 - There are 4 phases per turn in this order: **Fate** -> **Power** -> **Deploy** -> **Battle**.
 - A player's turn is identified by the owner of the turn having the dice.
 - If you are done with a phase or cannot do anything you proceed to the next phase. Once all phases are completed it is the other player's turn.
 - At end of each player's turn all **active Fate** for each player resets to zero.
- Fate
 - During this phase the player whose turn it is rolls all 3 dice. All dice must roll and 'smash' against the inside wall of the Dice Box to be a valid roll.
 - Each player counts the number on their Primal Dice to determine how much Primal **Fate** they may spend that turn, and then **activate** (move Fate to your Active Zone) enough Primal **Fate** counters equal to that amount.

- The player whose turn it is also counts the number on the Dragon Dice to determine how much Dragon **Fate** he may spend that turn, and then **activates** enough Dragon **Fate** counters equal to that amount. Once Fate is rolled for and players have their new Fate counters this phase is over.
- All dice are then placed in play on player's side that is currently taking the turn to indicate whose turn it is.
- **Fate** counters only last until end of turn, at which time each player's **Fate** becomes zero until the next Fate phase.
- Power
 - During this phase the player whose turn it is chooses any 1 Ability card from their Ability Deck and puts it into the player's Player Zone.
 - The player may spend 2 Dragon Fate each for an additional Ability Card of the player's choosing and/or 3 Dragon Fate each for an additional random Saga Card. The player may also pay 4 Dragon Fate to **Revive** a creature (see **Using the Revive Power**).
 - The player may choose to turn in a set of Lore cards if a set is completed to obtain the bonus it unlocks. (see **Obtaining and Using Lore Cards**).
- Deploy
 - Please refer to the Reference Sheets for information on Creature Cards and Morph Cards that pertain to the Deploy Phase.
 - Summoning Rules
 1. During this phase the player whose turn it is may put any creature from the player's Creature Deck onto the game board face down (this action is called **Summoning**) at the Faction **Citadel** of the player if the location is unoccupied by any other creatures. The owner of the Creature Deck may view it at any time.
 2. Max number of creatures that may be on the game board at any one time per player is 6 (**Creature Cap 6**). May only **summon** more if not at max. Dragons do not count towards the **Creature Cap**.
 3. Players must **summon** a new creature before the end of the Deploy Phase if possible at their **Citadel** if it is not occupied.
 4. If using a Morph Card you must turn face up the creature on the game board that is going to be morphed (see **Using Morph Cards**).
 - Movement Rules
 1. Please refer to the Reference Sheets for information on Creature Cards that pertain to movement.
 2. The player whose turn it is may move any creatures during this phase. When moving, creatures follow the movement restrictions indicated on each Reference Mat. After a creature is moved, the creature is turned horizontal until the phase has ended to indicate to all players what creatures have moved. Creature that are turned horizontal during this phase may not be moved again.
 3. Creatures may only move to an unoccupied space and may move any number of spaces up to their max movement.
 4. **Normal movement rules**: 2 spaces horizontal and/or vertical. Moving in this manner does not cause the creature to be revealed.
 5. **Flyer movement rules**: 3 spaces in any direction. If a creature moves 3 spaces per turn, moves diagonal or moves over another creature or the Temple of Fate, the creature must immediately be revealed. Only certain creature types may move like a **Flyer** (Enigmas, Annulers, Dragons, and Progenitors).
 6. When moving with a creature that is a **flyer** and you move 3 spaces per turn, move on the diagonal, and/or move over another creature or the Temple of Fate, you must turn that creature face up. "Moving like a **flyer**" causes a creature to be turned face up.

7. Temple of Fate movement rules:

- (1) A **flyer** can move over the Temple of Fate but may not move to the location unless it is a Dragon.
- (2) A Hero or Elemancer may only move to the Temple of Fate if they are also moving an Artifact.
- (3) No creatures unless stated can move to Temple of Fate.

○ Battle

- During this phase the player whose turn it is may initiate any number of creature **battles** if in **attack** range for the creatures that want to **battle**. Not all creatures have the same rules for **attacking** and can be confirmed on the Reference Mats. Each of your creatures may only **battle** once during your turn. Each **battle** occurs one at a time, and is declared by revealing your creature face up on its location and stating what creature you are **battling**. Once declared, the enemy player must reveal the card being **battled** face up on its location.
 1. **Normal attack rules**: 1 space horizontal and/or vertical.
 2. **Flyer attack rules**: 1 space in any direction. Only certain creature types may **attack** like a **Flyer** (Enigmas, Annulers, Dragons, and Progenitors).
- Please refer to the Reference Sheets for information on Creature Card **traits** and Ability Cards that pertain to **battle**.
- After declaring the **battle**, the attacker has the opportunity to **play** an Ability Card (see **Using Ability Cards**) or a Morph card (see **Using Morph Cards**) face down onto his Active Zone after paying 2 Primal **Fate**, and then the defender has a chance to do the same. Both players keep going back and forth until no player wants to **play** any more Abilities. Finally, Ability cards are revealed and turned face up at the same time and checked for if bonuses are **satisfied** or not. Morph Cards resolve immediately before all Ability cards are checked.
- **Bluffing** and **playing** Ability Cards that you cannot **satisfy** is not only allowed in the game but also encouraged!
- Bonuses are added to each player's creature's **Effective Creature Level (ECL)**, and the creature with the highest **ECL** wins, while the other creature is **killed** and **removed from game**. A creature's **ECL** is equal to the number of elements a creature has (number of hexagons on the Creature Card) plus any Ability Card bonuses. (For example a Vampire is S/N/N and therefore has an **ECL** of 3). Creatures that are the same Level are both **killed**. Creatures that are immune to death (like Bulwarks) stay on the game board regardless of the **battle** outcome. Creatures that can **Revive** are put in the Special Deck instead of being **removed from play** when **killed**.
- After the **battle** is over the creature that attacked (if still alive) is turned horizontal to indicate the creature already **battled** once this turn, and is kept horizontal only until end of phase, at which time the card is turned back to correct positioning. If the defender lives, the creature is NOT turned horizontal.
- Only a creature that has the higher of the 2 **ECL** is declared having **won the battle**. If 2 creatures have the same **ECL**, both creatures **lose the battle**.
- All Ability cards and Morph cards **played** are **removed from game** at the end of each **battle**.

• **Special Rules**

○ Using Ability Cards

- You may draw any 1 Ability Card from your Ability Deck each turn at the beginning of your Power phase. The player may view the deck and choose which card the player wants. This card is placed face down in your Player Zone (which the owner can view at any time) Ability Cards may also be drawn using 2 Dragon Fate each during your Power Phase.
- Ability Cards may be **played** during the Ability segment of any Battle Phase. Ability Cards cost 2 Primal **Fate** each to **play** and you may **play** as many as you want as long as you spend the required

- **Fate.** Ability Cards are placed face down and are not revealed until both players stop **playing** Ability Cards for that **battle**.
 - Morph Cards are a special type of Ability Card that may be **played** during a **battle** or during your Deploy phase. (see **Using Morph Cards**)
 - Even though any creature can **play** an Ability Card, only certain creatures may **satisfy** the **requirements** for the bonuses on Ability Cards. These rules are indicated on the Reference Sheet for each creature type.
 - Ability Cards that are not Morph Cards provide a bonus of 1 to your creature's **Effective Character Level** for each **requirement** you fulfill on each Ability Card. Ability Cards you have put into **play** that you cannot **satisfy** the **requirements** for you do not get bonuses for.
 - At the end of a **battle**, any **played** Ability Cards are **removed from game**.
- Using Morph Cards
 - A player may **play** any number of the 3 Morph Cards during a turn, and any number of Morph Cards may be **satisfied** per player per **battle**. The player that is taking the turn may also **play** any number of Morph Cards during his Deploy Phase.
 - Creatures must be able to successfully morph to **satisfy** a Morph Card. All creatures except Dragons and Heroes may **satisfy** Morph Cards if a morph is successful.
 - A Morph Card may be **played** 2 ways:
 1. (1) During any **battle** when Ability Cards may be **played**.
 2. (2) During your Deploy Phase.
 3. In both cases you must pay 2 Primal **Fate** and the creature you want to Morph must be able to Morph into another creature either on the game board or in a Creature Deck (you may not morph into a creature **removed from game** or in your Special Deck).
 - The creature you want to morph into must have all the elements of your current creature +/- the element that is shared with the Morph Card. [For example a Doom Knight has elements S/N, so if you have an N Morph card you may morph into a Shadowmancer (S element) or a Vampire (S/N/N elements).]
 - You cannot morph a creature into a Hero, and a Hero cannot morph.
 - Morphing does not make creatures turn horizontal, and creatures turned horizontal may still be altered by a Morph Card. If a creature is morphed, the new creature taking its place shares the position the original card was in (vertical or horizontal).
 - Your original creature is returned to your Creature Deck (regardless of creature **traits**) and the new creature is shown to all players and then replaces the original creature at its location. If a Morph Card is used incorrectly it is **removed from game**.
 - You may have a creature in **battle** morph into another creature that already **battled** this turn. A creature turned horizontal may not initiate a **battle**, but may participate in one.
 - **Played** Morph Cards are NOT **removed from game** if you reveal an Elemancer on the game board that shares the same element type as the Morph Card. In a **battle**, the Morph Card is checked against Elemancers at the end of battle and is returned to your Player Zone at the end of the **battle**. During your Deploy Phase, the Morph Card is checked immediately after the Morph Card is **satisfied**. The Elemancer must be alive at the end of a **battle** if you **played** a Morph Card during a **battle** in order to return the Morph Card to your Player Zone.
- Using the Revive Power
 - If any creatures with the Immortal or Enigma powers are **killed (lose a battle)** they go to the owner's Special Deck instead of being **removed from game**. These creatures in the Special Deck may be placed in the owner's Creature Deck if pay 4 Dragon **Fate** each during the owner's Power Phase.
- Obtaining and Using Saga Cards

- Each player begins the game with one random Saga Card. Additional Saga Cards may be purchased for 3 Dragon **Fate** during your Power Phase.
- Saga Cards are turned in once conditions on the Saga Card are immediately **satisfied**. **Requirements** cannot carry over into **battles**, phases or turns not in the current one. [For example if a Saga Card states to **control 2 locations** you must **control both locations at the same time**.]
- A player may **satisfy** the **Battle** or **Control** condition of a Saga Card in order to turn it in for another random Saga Card. A player that turns in a Saga Card also gets a random Lore Card. Turned in Saga Cards are **removed from game**.
- Multiple Saga Cards may be turned in per turn/phase if **requirements** met for the turn in. Saga Cards may be **satisfied** and turned in during either player's turn.

- Obtaining and Using Lore Cards
 - Lore Cards are only obtained by turning in Saga Cards.
 - Lore Cards provide a set piece that if turned in with the entire set of 3 (all pieces of a set have the same icon) you get a powerful reward. Lore Sets may be turned in during your Power Phase.
 - Currently there are only 2 sets you can turn in for a reward:
 1. Dragon Set – Allows a player to **summon** his Faction Dragon from the Temple of Fate if unoccupied during his Power Phase.
 2. Artifact Set – Allows a player to **summon** his Artifact at his **Citadel** regardless if the location is occupied or not.
 - Turned in Lore cards are **removed from the game**.

- Dragon Summoning
 - Dragons may be summoned 2 ways:
 1. (1) **Battle** a Progenitor with your Progenitor. If both creatures **kill** each other, they are **removed from game**, and the Order of Fate Dragon is **summoned** on the game board. This Dragon replaces the location of the Progenitor of the player whose turn it is when it comes onto the game board. Each player then gains control of the Dragon during their turn. For the Order of Fate Dragon, any player may choose to **battle** the Dragon during their turn. You cannot use the Order of Fate Dragon to **battle** your own creatures.
 2. (2) Turn in the Dragon Set of Lore Cards during your Power Phase to summon your Faction Dragon from the Temple of Fate if the location is unoccupied. (see **Obtaining and Using Lore Cards**).
 - Dragons **summoned** are placed face up and DO NOT count towards your **Creature Cap**.
 - Dragons may move to any space on the board that is not occupied, may move to the Temple of Fate, can attack 1 space in any direction, and only Heroes may **play** Ability Cards against this creature.
 - Dragons on the game board play like Creature Cards.

- Obtaining and Using an Artifact
 - To obtain an Artifact the player must turn in the Artifact Set of Lore Cards during his Power Phase (see **Obtaining and Using Lore Cards** for how to acquire the set). The Artifact Card is **summoned** face up at the player's **Citadel**.
 - Once an Artifact is on the game board, the owner of the Artifact may use a Hero or an Elemancer to "pick up the Artifact" (place it on top of your creature) during your Deploy Phase if the creature is at the same location as the Artifact.
 - If a creature carrying the Artifact then moves to the Temple of Fate, that player wins the game. If a creature carrying an Artifact is killed, the Artifact stays on the game board at the same location. If an opponent moves a creature on top of your Artifact you lose the game. A Hero or Elemancer may pick up your Artifact on the game board by moving to the Artifact's location.

- Artifact Cards are always placed above any Creature Cards present at the same location. The Artifact is positioned so that any player can tell there are multiple cards present at the location.
 - If a Hero or Elemancer carries an Artifact to another location, that creature must be revealed face up.
 - Artifacts cannot move, battle, or play Ability Cards like a creature.
- **Tips for Game Play**
 - BLUFF! You can play any Ability Card regardless if you can satisfy requirements on the cards or not. Force the opponent to think you are playing certain cards!
 - Swarm ability users with another ability user and a creature with \geq ECL.
 - Scout with Immortals/Bulwarks.
 - Get Saga completed early on.
 - Summon ability users you have matching element Ability Cards for.
 - Keep an Elemancer in the back row to replay Morph Cards.
 - Have flyers in range of enemy Citadel to strike if unoccupied.
 - Always summon as many creatures as possible each turn.
 - If a Dragon is a problem, kill with Hero, do not cover Citadel with Bulwark.
 - Try to force enemy to engage your creatures on particular locations.
 - Revive creatures when possible, as you can summon on a later turn.
 - Spend all the Fate you can each turn.
 - Advance with creatures that you can morph to adapt to board situations.

- **Game Credits ****UNDER CONSTRUCTION******

- **Disclaimers ****UNDER CONSTRUCTION******

- Small pieces that a child can choke on
- If lose game board pieces
- Copyrights and Trademarks