

Elemental Clash: The Master Set



Beginner's Guide

Some Tips for Beginners:

- When building your first Spellbook (deck of cards) you should keep in mind that it should consist of about 1/3 Element-Stones, 1/3 Creatures and 1/3 Spells. It is recommended to run between 13 and 15 Element-Stones. The number will depend on the average Level of the Spells and Creatures you are including. Furthermore, a single-Element Spellbook can manage with less Element-Stones than one running cards of different Elements.
- It is recommended to start with building Spellbooks which contain only cards of one Element.
- Multi-Element Spellbooks are very viable through the so called “Double Stones” (Element-Stones that produce two types of energy). If you are trying to go for a Spellbook with two or more Elements, running Earth as your main Element is probably a good idea, as there are some Earth cards which let you search your Spellbook for Element Stones such as Elemental Ritual and Stonelore.
- Include many cards with the “Boon” ability in your deck, as you can play them for free when discarded from Spellbook to Archive directly. Also, there are many cards that help you trigger Boon such as Archdemon. However these have to be used carefully as they deplete your Spellbook at the same time. If you are facing an opponent Spellbook with many Boon cards and you run the Fire element in your Spellbook, be sure to include some cards that purge cards from the Spellbook such as Goblin Arsonist or Purging Flames. When cards are purged from the Spellbook, Boon does not trigger.
- Remember that you may assemble a Sideboard of 10 cards which you can switch in for some cards in your Spellbook in between games to have a better chance against your opponent. Cards that purge like Lightning Strike or ones that destroy Permanent-Spells like Spellbreaker come to mind.
- The more you become familiar to the cards, the more you will realize the unique abilities, strengths and weaknesses each Element has. Make yourself familiar with them in order to build a Spellbook that suits your favorite strategy and playing style!
- Cards that purge other cards can be very useful: Not only do they prevent nasty surprises caused by the Boon ability, but they also circumvent the Destroy-Effects of powerful cards like Venus Wurm. When a card is purged from the playing field, Destroy-Effects do not trigger.
- Take care with drawing cards. In Elemental Clash, your Spellbook is your “Life” and every card you draw means one card less remaining in your Spellbook. So use card drawing effects with care and only as much as necessary.
- There are many interesting interactions between different cards and unique and exciting but less obvious ways to use certain cards. For example you could use Whirlwind on one of your own Creatures or Shattering Wave on one of your Element-Stones so you have one more card in your Spellbook. That one card may make the difference between victory and defeat!

Suggestions for two Starter Decks:

If it is your first time playing Elemental Clash, it is highly recommended to get accustomed to the game by playing with the following Starter Decks. When the Starters start getting boring, move on to the Advanced Decks or build your own.

Earth-Water Starter Deck:

3 x Loam Shaman
1 x Venus Toad
1 x Merman
3 x Wave Courier
3 x Grim Reaper
3 x Mercury Shatterer
1 x Venus-Wurm

1 x Earth Ritual
3 x Elemental Ritual
3 x Shattering Wave
3 x Wave of Wisdom
2 x Stonehide Spell

3 x Islandstone
5 x Venus Stone
5 x Mercury Stone

Fire-Air Starter Deck:

3 x Minion of the Skies
3 x Salamander
2 x Goblin Arsonist
2 x Cumulus
2 x Fiery Devil
2 x Jupiter-Stormmaster

3 x Arcane Teachings
3 x Mars' Rage
2 x Flaring Flames
2 x Whirlwind
2 x Storm Blessing
1 x Lightning Strike

3 x Plasmastone
5 x Jupiter Stone
5 x Mars Stone

Advanced Deck Suggestions:

Stronghold:

3 x Restless Corpse
1 x Loam Shaman
3 x Flowering Wall
3 x Venus Wurm
1 x Earth Dragon

3 x Earth Ritual
3 x Rebirth
2 x Excavate
3 x Stonelore
2 x Stonehide Spell
3 x Necromancy

3 x Powerstone
10 x Venus Stone

Lightning Bounce:

3 x Minion of the Skies
3 x Spellbreaker
3 x Cumulus
3 x Jupiter-Stormmaster
3 x Lightning Dragon

3 x Repulse
3 x Arcane Teachings
3 x Whirlwind
3 x Lightning Strike

3 x Hastestone
10 x Jupiter-Stone

Prismatic Salvager

3 x Spark Spirit
3 x Flowering Wall
3 x Cumulus
3 x Lightning Dragon

3 x Vision
3 x Stonelore
3 x Arcane Teachings
3 x Burning Thoughts
2 x Elemental Ritual
1 x Wind of Change

3 x Salvager Stone
5 x Venus Stone
3 x Magmastone
1 x Peakstone
1 x Islandstone

Merfolk Stone Control:

3 x Merman
3 x Merman Warrior
3 x Wave Courier
2 x Greater Catfish
3 x Mercury Shatterer

3 x Sweeping Wave
3 x Shattering Wave
2 x Wave of Wisdom
3 x Forbid
2 x Tsunami

3 x Powerstone
3 x Hastestone
7 x Mercury Stone

Firestorm:

3 x Spark Spirit
3 x Fanatic Goblin
3 x Goblin Arsonist

3 x Fiery Arrow
3 x Mars' Rage
3 x Burning Thoughts
3 x Flaring Flames
3 x Mars' Wisdom
3 x Purging Flames

3 x Recurring Stone
3 x Salvager Stone
7 x Mars Stone

Turn Structure Overview:

1.) Standby Phase

- a) Clear your Element-Stone-Stacks
- b) Move Creatures between Zones

2.) Draw Phase

You MUST draw 1

3.) Main Phase

- In any order you may
- Play ONE Element-Stone
 - Summon Creatures and cast Spells
 - Perform Attacks

4.) End Phase:

Discard down to your hand size limit.
Certain effects end or trigger.