



ELESTRALS™

HOW TO PLAY GUIDE



version 0.99



ELESTRALS™

◆ Introduction

Welcome to Elestrals, a game of monsters, magic, and mythology! You have been chosen as a champion of the Gods, blessed with the ability to bond with the mythical Elestrals. Together with your companions, learn to cast powerful spells using elemental Spirits in your fight for the honor of the Pantheon!

As a chosen mortal you'll need to be both courageous and cunning to claim victory and attain immortality. Your Elestrals will help you master the forces of nature, cast Runes, and even wield the mighty artifacts and weapons of the Gods themselves on your quest for greatness.

Do you have what it takes to become a hero? Your legend is about to begin!



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◆ Spirits

In a game of Elestrals, your Spirit cards are your most important resource: they are your health, and also the fuel that you use when playing cards and attacking your opponent! Knowing when to use your Spirits and when to save them is a key strategy.

There are five types of Spirits. Most decks have a mix of different types, and the Elestrals and Runes that you Cast will often need specific Spirits or even combinations of them!



Teratlas
Earth



Vipyro
Fire



Zaptor
Thunder



Leviaphin
Water



Lycarus
Wind



Name

Spirit Type

Elemental Symbol



Earth



Fire



Water



Thunder



Wind



Any

Set Number

Spirits start the game in your Spirit Deck, and they're used whenever you Cast an Elestral or Rune card or if you have to Expend Spirits - usually in battle. Attacking your opponent will make them Expend Spirits, and if they run out and have to Expend again, then you win!

◆ Elestrals



Your Elestrals defend your Spirits from your opponent, and let you attack them back! Having strong Elestrals on your field is the key to victory. Each one has its own powerful effect, as well as Attack and Defense stats that determine how they do in battle.

An Elestral's Enchantment Cost shows how many Spirits it needs! If your Elestral ever has fewer Spirits than this, it's sent to the Underworld. If it has the right number of Spirits but they're the wrong Elemental type, then it's **Misenchanted**; it stays on the field and can still use its Attack and Defense in battles, but its effect is **negated** and doesn't work.

An Elestral's effect is beneath its stats. Effects fall into three categories: active, conditional, or passive.

- Active effects start with "you can", and let you take an action in your Main Phase once per turn. Sometimes they have a cost; those will tell you to pay that cost "in order to" perform the action.

- Conditional effects start with "when" if they're waiting for something to happen in-game, or "during" if they're waiting for a phase of the turn. Each time that condition is met you can activate the effect, even if it happens two or more times in the same turn!

- Passive effects just declare something that's true as long as the Elestral is Enchanted. Usually they change a game rule, say a player can or can't do something, or change an Elestral's stats.

◆ Runes



Your Runes unleash magic that can strengthen your Elestrals, weaken others, draw cards, or even directly damage your opponent! Each has an Enchantment Cost just like Elestrals do. Some Runes use the ◆ symbol; they can be cast using any of the Spirits.

There are five types of Runes: Invoke and Counter Runes are Instant, and Artifact, Divine, and Stadium Runes are Continuous.



Instant Runes have a powerful effect on the game immediately when you Cast them, and then they're sent to the Underworld along with the Spirits Enchanting them. Counter Runes are unique; they have to be Set face-down for a turn, but after that, you can Cast them on any player's turn!

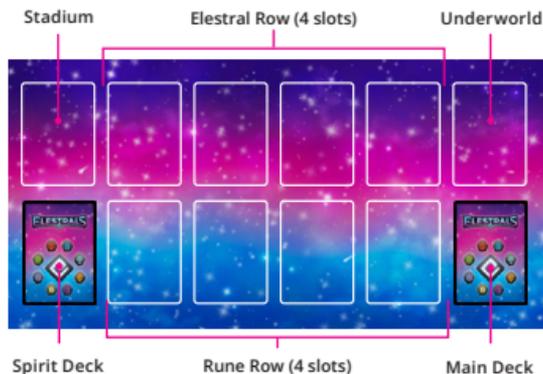


Continuous Runes stick around after you Cast them until they're destroyed or they don't have enough Spirits Enchanting them. Artifacts are also sent to the Underworld if the Elestral they're Empowering leaves the field for *any* reason. Artifact Runes strengthen or weaken an Elestral; Divine Runes let you Disenchant a Spirit once per turn to channel the Gods' powers; and a Stadium Rune changes the field for everyone's Elestrals.

◆ Zones

Each player has a number of zones where their cards are. At the start of a game, put your Spirit Deck and your Main Deck in the bottom corners of your playing space. Your Underworld is next to your Main Deck, and starts empty. Everywhere else is known as **the field**.

The field is divided into a matching set of zones for each player: a Row for Elestrals, a Row for Runes, and one slot for a Stadium. If a card or rule refers to "your field", that's a shortcut to mean "the zones of the field that you control".



In the top left of your field there's a **Stadium** slot where your Stadium Rune goes. Only one Stadium can exist at a time; if any player Casts a Stadium when there's already one Enchanted, it gets sent to the Underworld so the new one can enter the field.

In the top right next to your field is your **Underworld**; that's where cards go in a face-up pile when they're discarded, destroyed, Expended, or if a rule sends them there. You can look through this pile and ask to look through your opponent's any time you want.

Between those there are four slots in your **Elestral Row**! Any Elestrals that you play go there, along with the Spirits Enchanting them. If all four slots are filled on your field then you are allowed to Ascend an Elestral, but not Cast any new ones.



Your **Spirit Deck** goes in the bottom left next to your field. It isn't shuffled, since you can look through it any time you Cast a card or Expend Spirits - or whenever you want!

Your **Main Deck** goes in the bottom right next to your field. It gets shuffled at the start of the game, and also any time that you Search it for a card or Cast a card from it. When you Search for a card always be sure to reveal it to other players before you add it to your hand.

Between them are the four slots in your **Rune Row!** Any Runes (except Stadiums) that you Set or Cast go there, along with the Spirits Enchanting them. If all four slots are filled then the only way to Cast more from your hand is with an Invoke Rune - they're allowed to take Spirits from an Enchanted Rune and replace it.

And last, there's your **hand**, which doesn't have a place on or around the field - you hold it! There's no limit to cards in your hand, but still, be careful not to draw too many... You lose the game if your Main Deck runs out of cards and you have to draw again!



◆ Beginning a Game

To get started, each player has to have:

1. A Spirit deck with exactly 20 Spirits in it. You can mix-and-match different Spirits or play as many of the same one as you like!
2. A Main deck with exactly 40 cards in it. This is where your Runes and Elestrals go; you can only have up to three copies of any single card, so you need some variety.

And that's it! You're allowed to look through your own Spirit Deck any time you like, and you can ask your opponent how many cards are left in their Spirit Deck. But you **never*** get to look through your opponent's decks, so you won't know exactly which Spirits they have left. Once your Main Deck is shuffled at the start of a game you can't look through it anymore unless a card tells you.

** Some cards have stats or effects based on how many of a particular Spirit you have. Reveal those Spirits to your opponent so they can confirm the number, but they still don't get to look through your deck.*

Once both players have their Spirit decks and Main decks ready:

1. Pick one player at random to decide who plays the first turn. If you play several games in a row, the player who lost last game decides
2. Set your Spirit Deck face-down, left of your field.
3. Shuffle your Main deck and set it face-down, right of your field.
4. Both players draw five cards from their Main Deck.
5. If either player wants to mulligan, they can! To mulligan a player Expend* 2 Spirits, then shuffles their hand into their deck and draws a new hand of five cards. Players can do this any number of times.
6. The first turn begins! That player skips their Draw Phase and their Battle Phase on the first turn only, but they still get to Cast Runes and Elestrals.

The game ends when a player's Main Deck is empty and they have to draw a card, or their Spirit Deck is empty and they have to Expend a card. If either happens then their opponent wins!

** To "Expend" a Spirit, choose any Spirit from your Spirit Deck and send it to your Underworld.*

◆ Phases

Each turn is broken into four Phases. Some Rune or Elestral Effects can only activate in certain Phases; if an effect doesn't say when to use it, then it can only be used in the main Phase.

Draw	<ul style="list-style-type: none"> • Draw a card from your Main Deck. * <i>Skip this on the first turn of the game.</i>
Main	<p>In any order:</p> <ul style="list-style-type: none"> • Cast, Ascend, or Enchant an Elestral, OR Expend a Spirit to draw a card (once per turn). • Cast or Set Runes (<i>as many times as you want</i>). • Change an Elestral's position (<i>once per Elestral on your field</i>).
Battle	<ul style="list-style-type: none"> • Send an Elestral into battle (<i>once per Elestral on your field</i>). * <i>Skip this on the first turn of the game.</i>
End	<ul style="list-style-type: none"> • Effects that last "until the End Phase" wear off.

◆ Draw Phase

1. First, draw a card from your Main Deck. (*If you can't draw a card because your deck is empty, then your opponent wins!*)
2. Next, if a Rune or Elestral on your field has an effect "during your Draw Phase", you can activate it. You can also Cast Counter Runes now (unless they work "when" something happens). Your opponent can activate effects or Cast Counter Runes at this time, too.
3. When there isn't an active chain and neither player wants to begin a new one, the Main Phase begins.



◆ Main Phase

During your Main Phase you can do these actions in any order as long as there isn't an active chain. You can skip any actions you don't want to do or can't do.

- **Spend one Spirit (once per turn).** Pick one of these actions: Normal Cast an Elestral; OR Normal Ascend an Elestral; OR Enchant a Spirit to an Elestral; OR Expend a Spirit and draw a card.
- Set a Rune that isn't a Stadium face-down in your Rune Row (*as many times as you want*).
- Change one of your Elestrals from Attack or Defense Position to the opposite (*each Elestral can change once if it wasn't cast this turn, and you can change as many of them as you want*).
- Cast a Rune from your Hand or a Rune that you Set before this turn started (*as many times as you want*).
- Activate your Rune or Elestral effects (*as many as you want*).

- To **Normal Cast** an Elestral, follow these steps:

1. Reveal a Spirit from your Spirit Deck.
2. Reveal the Elestral in your hand that you're Casting, and pick Attack or Defense Position. (*You can't Normal Cast an Elestral that requires more than 1 Spirit!*)
3. Put that Spirit and that Elestral into an empty slot in your Elestral Row. If it's in Attack Position it will be vertical, facing you; if it's in Defense Position it will be sideways.
4. Either player can cast Counter Runes and form a chain.
5. If your Elestral is negated, send it and its Spirits to the Underworld. Otherwise, it resolves! Now you can activate effects that start with "when you cast ...", including its own.

Some effects let you **Special Cast** an Elestral even if it costs more than 1 Spirit, it's not in your hand, or it's not your Main Phase. They may restrict which Spirits you can use or what Position it's in. Follow these steps except that you reveal one or more Spirits, until its Enchantment Cost is met. This doesn't count as your once-per-turn action; you can still Normal Cast in the same turn!

- To **Normal Ascend** an Elestral, follow these steps:

1. Reveal a Spirit from your Spirit Deck and choose any number of Spirits Enchanting Elestrals on your Field.
2. Choose the Elestral that's Ascending. Reveal the Elestral in your hand that you'll Ascend into, and pick Attack or Defense Position.
3. Either player can Cast Counter Runes and form a chain.
4. If the Ascension is now impossible, it's canceled, and you can take a new action. Otherwise, send the Ascending Elestral to the Underworld. Attach its Spirits, plus the Spirits you chose in step 1, to the Ascension in the same slot.
5. Either player can cast Counter Runes and add to the current chain.
6. If your Elestral is negated, send it and its Spirits to the Underworld. Otherwise, it resolves! "When you cast ..." or "when you ascend ..." effects activate.

You can also **Special Ascend** certain cards - that works like Special Casting does, except any extra Spirits come from your field or the Ascending Elestral. Even when Ascending to a lower cost Elestral, always Enchant 1 Spirit from your Spirit Deck.

- To **Enchant an Elestral**: choose 1 Spirit from your Spirit Deck, and attach it to any Elestral on your field. Enchanting your Elestrals with extra Spirits helps prepare them to Ascend on later turns or to Disenchant to pay for effects without being left with too few Spirits.

- To **draw a card**: choose 1 Spirit from your Spirit Deck to Expend and draw 1 card from your Main Deck.

There are also some actions that you can take several times during your Main Phase!

- To **Set a non-Stadium Rune**, place it face-down in your Rune Row. Don't Enchant it with any Spirits yet. Stadiums can't be Set. Counter Runes can only be Cast if they're Set for one turn first, but no matter what type it is, Runes can't be Cast the same turn they're Set.

- To **change your Elestral's Position**, switch them from Attack Position (upright) to Defense (sideways), or vice versa. Each one of your Elestrals can only change its Position once a turn and only if it wasn't cast this turn. But you can change several Elestrals' Positions if you want, in any order and even if you take other actions between them.

- To **Cast a Rune**, follow these steps:

1. Choose exactly enough Spirits to meet its Cost. If they're in your Spirit Deck, reveal them. If it's an Invoke or Counter Rune, you can choose from Spirits that are Enchanting cards on your field, too, but be careful - that might leave those cards too few Spirits for their Enchantment Cost!
2. If that Rune is Set, turn it face-up and Enchant it with those Spirits. If it's an Artifact, choose which Elestral it Empowers.
3. If that Rune is a Stadium, send any currently Enchanted Stadiums to the Underworld, then put the Rune you're Casting into your Stadium Slot and Enchant it with those Spirits.
4. Otherwise, reveal it and put it into an open slot in your Rune Row. Enchant it with those Spirits. If it's an Artifact, choose which Elestral it Empowers.
5. Both players get a chance to respond with Counter Runes or conditional effects.

If your Rune Row is full you can still Cast an Invoke Rune even if it's not Set. When you choose Spirits in step 1, also choose an Existing Rune to send to the Underworld so the Invoke Rune can take its slot. Spirits Enchanting it can be chosen to Enchant the Invoke Rune instead of being sent with it.

- To **activate an effect**, choose an effect that starts with "you can" from a card on your field. Misenchanted cards are negated, so you can't activate those. If it has a cost - anything in front of the words "in order to" - then do that part of it now. If it targets a card, choose that target now. Then players have a chance to chain their responses, and after, that effect will resolve and you'll follow its instructions!

If you activate an effect and then a chained effect negates it, your action is spent but it doesn't resolve.

If a chained effect makes it impossible to activate (*maybe because a Counter Rune destroyed your card or made it Misenchanted*), rewind the activation; cards that moved as a cost get put back where they were, and you can try again or do something else.

If a chained effect makes part or all of it impossible to resolve (*like if a target isn't on the field anymore*), it partially resolves and does whatever it can.

◆ Battle Phase

If you have Elestrals in Attack Position, you can battle your opponent's Elestrals! Elestrals can attack up to one time each turn. Follow these steps:

1. Choose which Elestral is attacking, and which of your opponent's Elestrals is being attacked. If they have none you attack their Spirit Deck.
2. Effects "when [an Elestral] declares an attack ..." activate, and players can chain Counters.
3. If the attack isn't legal anymore, you can declare a new attack or do something else. Otherwise, those Elestrals enter battle! Until the battle is over, their Positions cannot be changed by effects.
4. Effects "when [an Elestral] enters battle [with] ..." activate, and players can chain Counters.
5. If both Elestrals are still on the field, compare their stats to determine the outcome of the battle (*see the next page*). If either is missing, then the Elestral that's still there is battling the opposing Spirit Deck.
6. Process the results. Usually, Elestrals are destroyed and players Expend Spirits.

An Elestral with 0 Attack deals no damage: it can't destroy an Elestral - even if it has 0 Attack too - and can't make a player Expend Spirits.

If your opponent's Elestral is in:



Attack Position

Compare both Elestrals' Attacks. If they're equal, destroy both. If one is smaller, destroy it.

If a destroyed Elestral had fewer Enchanting Spirits than the other, its controller Expend Spirits equal to the difference, even if both were destroyed.



Defense Position

Compare your Elestral's Attack to the Defense of theirs. If theirs is smaller, destroy it, but if they're equal or theirs is higher, nothing happens.

No Spirits are Expended even if the defender is destroyed. Some effects can modify this.

When an Elestral battles a player's Spirit Deck, they Expend Spirits equal to how many Spirits are Enchanting that Elestral. It's rare but possible for a Defense Position Elestral to battle a player's Spirit Deck; usually this happens if it's attacked, but the attacking Elestral leaves the field before the battle is over. No Spirits are Expended in that case.

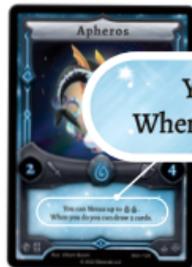
After battle, effects can activate "when [an Elestral] destroys ..." or "is destroyed". This happens before declaring more battles.

◆ End Phase

1. If any Effect lasts “until the End Phase”, it wears off now.
2. Some Runes and Elestrals have effects that can only activate “during the End Phase”; you can activate those now, or Cast Counter Runes, or both. Your opponent might also activate effects, or Cast Counter Runes, or both.
3. When there isn't an active chain and neither player wants to begin a new one, the next player's turn begins.



◆ Nexus



You can Nexus up to 2. When you do you can draw 2 cards.

Some effects tell you to Nexus: this moves Spirits from one of your Elestrals or Runes to a different one! Nexus instructions always tell you how many and sometimes what kind of Spirits you can move. First, pick an Elestral or Rune on your field, and which Spirits you're taking from it (*You can't choose set cards, or Invoke or Counter Runes*). Then pick a different Elestral or Rune on your field to receive them. Those Spirits are Disenchanted from the first and Enchanted to the second at the same time!

If either card can't receive Spirits, can't Nexus, or isn't on the field anymore, then nothing happens.

◆ Chains

Counter Runes and conditional effects (ones that activate “when” an event happens) can form chains! Chains allow players to react to an action and prevent it from happening or change what it does. Cards being Cast, Ascended, or Set can form the base of a chain. So can declaring a battle, activating an effect, even Searching your deck!

To add a link to a chain, a player announces that they’re Casting their Counter Rune or activating their effect “in response to” an action. That effect will resolve - have an impact on the game - before the action at the base of the chain does. More links can be added to a chain the same way, back and forth, and the turn player always gets to add links before the non-turn player.



Once players are finished adding links to a chain, that chain is **closed** - no more links can be added to it. Resolve the **newest** link first, then the next, all the way down to the base of the chain. Any effects that meet their conditions during this process will wait to go onto the next chain.

If an action gets negated, it counts as spent but nothing happens. If it wasn’t negated but it can’t be finished anymore, it either partially works, or it rewinds; check the rules on Casting and Ascending Elestrals, Casting Runes, and activating effects to know what to do if you can’t finish those actions.

Conditional effects activate only if a chain ends and their condition was *successfully* met during that chain. If an action is negated, it doesn’t happen - so it won’t activate effects. Actions that are rewound also won’t activate them.



◆ Advanced Rules

- What if a card's effect contradicts a rule in this guide?

If a card ever directly conflicts with the rules, then the card wins. Follow the rules for as much as possible, but follow the card's instructions wherever they disagree. In some cases a rule will say that "effects can't" do something; when that happens, that rule wins instead of the card.

- If a card says I choose "up to" a certain number, what can I choose?

Any effect that tells you to choose "up to" a certain number of objects - players, Elestrals, Spirits, cards in your Underworld, etc - asks you to choose between 1 and the number given. If there aren't enough of that kind of object, you choose between 1 and how many there are.

- What if an effect does something to "a" card or "an" opponent, but there's more than one?

If an effect does something to one card or to one player but there are several that could qualify for it, then you choose which one it applies to unless that effect says a different player chooses.

- What's the difference between an action being impossible versus being negated?

Sometimes effects chained from an action can make that action impossible to perform; for example, if you attack an opponent's Elestral, but then they cast a Counter Rune that changes your Elestral to Defense Position.

If it specifically uses the word "negate" then that action is spent (along with any Spirits Expended) but has no effect. Otherwise, it will partially resolve or it will rewind, depending on what kind of action it is and when it was interrupted. Check the rules for the type of action you're attempting to figure out what happens when it's interrupted.



- If an effect changes an Elestral's stats or negates its effect, when does that wear off?

Usually, effects will tell you what their duration is; "until the End Phase" is most common. If an effect doesn't give a duration, then it works as long as the card with that effect is Enchanted. Once that card stops being Enchanted (either because it's Misenchanted, or it left the field) the effect wears off. If a card goes to your Underworld, deck or hand after an effect starts applying to it, that effect stops applying to it.

- When is "damage" dealt?

Rules or effects that refer to Elestrals "dealing damage" mean the results that happen when an Elestral reaches the end of battle. If it's battling another Elestral, dealing damage means trying to destroy the other. If it's battling a Spirit Deck, dealing damage means making a player Expend Spirits.

- Do I lose the game if there are 0 cards in my deck?

You haven't lost yet! It's okay to have 0 cards in either of your decks. You only lose if you have to draw from an empty Main Deck, or Expend from

an empty Spirit Deck. If you're at 0 cards but you can win without drawing or Expend then the victory's yours!

- Why does Ascending count as Casting?

Ascending into an Elestral uses almost the same process as Casting an Elestral, except that you have to send an already Enchanted Elestral to the Underworld and re-use its Spirits. You can also siphon Spirits from other Enchanted cards. This counts as a variant on "Casting" that card so that conditional effects "when you Cast" it will still activate when this happens. Otherwise, some cards would have effects that don't make any sense!

- If I Ascend an Elestral, does it get to keep its Artifacts?

Sadly, no. Artifacts get sent to the Underworld if the Elestral they're Empowering leaves the field for *any* reason. Ascending sends the Enchanted Elestral to the Underworld; the new Elestral is in the same slot, but it isn't the same Elestral anymore.

-What happens when a card's effect is negated?

When a card's effect is negated, it's treated like it doesn't exist. This can happen if the card is Misenchanted or when an effect says so. Its effect stops applying immediately. If it's been activated but hasn't resolved yet, it does nothing. Some effects require a choice when they start applying - if their effect is negated for a while and comes back later, that choice is maintained, you don't make a new choice.

- Can an Elestral have more than one effect?

Most Elestrals only have one effect. But some Elestrals will have more than one sentence in their effect, which can either add to or change the first sentence or sometimes give a second effect that's not related to the first. If that sentence starts with "you can" or "when" then it will usually be a second effect. Otherwise, it's part of the first effect and clarifies it or gives extra instructions.



- What if multiple effects activate at the same time?

If a chain ends and more than one effect met its condition during that chain, then each of those effects will be added to a new chain. First, the turn player activates their effects and adds them to the chain in whatever order they choose. Then, the non-turn player does the same. Effects resolve from newest to oldest, so the turn player's effects will resolve last.

- If an Elestral has an effect when it's destroyed, does that still work even if it's misenchanted?

If an effect should activate when something leaves the field, it checks what that card looked like right *before* it left to figure out if its condition is met. That means it refers to the Attack and Defense, Spirits, and Empowering Artifacts it had before it was destroyed. If an Elestral is misenchanted before it left the field, then it had no effect, so it can't be activated.



- Can my Artifacts Empower my opponent's Elestral?

Yes! An Artifact can Empower any Elestral on the field; some of them will encourage you to choose an opponent's Elestral, but you always have that option even if all it does is make their Elestral stronger.

- Can I Nexus Spirits onto a Set Rune?

No, Runes that are still Set (face-down) can't be Enchanted. If any effect tries to Enchant them, that doesn't happen. You can't choose them when announcing a Nexus.

- If an Invoke or Counter Rune says to Nexus Spirits, can I choose the Spirits Enchanting it?

Clever, but no. When an Invoke or Counter Rune resolves, it is on the field and there are Spirits Enchanting it. But you aren't allowed to choose those two types of Runes in a Nexus, either to give or to receive Spirits.

- If a card changes my Elestral's Position, can I still change it in my Main Phase?

Yes! If your Elestral's Position changes for any reason other than you changing it once per turn

in your Main Phase, then you're still allowed to change its position as long as it wasn't cast this turn. If it was cast this turn, you can't change it, but cards and effects still could.

- When does an Elestral "receive" Spirits?

If an effect activates when an Elestral receives Spirits, that includes when you cast the Elestral; when you Ascend into it; when you Nexus onto it; or when you use a Main Phase action to Enchant it. Most effects activate when they receive "one or more" Spirits. If several Spirits Enchant a card with this effect at the same time, such as during a Nexus, it only activates once. But it can activate again in the same turn if it receives Spirits during another action.

- What if both players are out of Spirits but can't attack each other?

If both players agree that they don't have any way of forcing the other to Expend Spirits, then they count how many cards are in their Main Deck. The player with fewer cards left loses the game. If they're tied, then the next player to draw a card loses.

- What happens when both players lose the game at the same time?

If both players have to Expend a Spirit they don't have or draw a card they don't have at the same time, then the game is a draw. This doesn't happen often but can be a result of certain effect and Artifact combinations during battle. If one player is going to lose the game but a chained card or effect causes their opponent to lose the game, the chained effect happens first so it's not a draw!

- What happens if an effect says to target a particular card, but it can't be targeted?

Some effects will require you to pick a target, but also restrict which cards you're allowed to target. If the only cards you're allowed to pick can't be targeted then that part of the effect does nothing. For example: if you cast Resting on your Laurels, and your opponent's only Elestral can't be targeted, then your Rune is spent without doing anything.

- How does "taking control" of an opponent's Elestral work?

One card, Carryon, lets you take control of an opponent's Elestral. When that happens, move that Elestral and the Spirits Enchanting it to an open slot in your Elestral Row (*you can't take control of something if you don't have an open slot*). It counts as "your" Elestral until you lose control of it, and it's in the same Position and has the same Artifacts Empowering it as before.

If it's your turn then you can change its Position (*unless it was Cast this turn*), and you can attack with it, use it to Ascend, or use its Spirits to fuel an Invoke or Counter Rune. If that Elestral or its Spirits would go to your deck, hand, or Underworld, they go to their owner's instead.



- If multiple effects change an Elestral's Attack or Defense, what order do they happen?

If one Elestral has several effects attempting to change its stats, they apply in this order:

1. First, any effects that set a stat to a particular number.
2. Second, any effects that increase or decrease the stat.
3. Last, any effects that swap stats.

Two or more effects that apply in the same step are applied in the same order they were cast or activated, relative to each other. If an Elestral swaps its Attack and Defense twice, it ends up back at the stats it started with!



- How can you tell the rarity of a card?

Each Rune and Elestral has a rarity indicator below its effect that tells you how often the card is likely to show up in boosters.

	Common
	Uncommon
	Rare
	Stellar



Stellar Elestrals are among the rarest Elestral cards in the world! Stellars have a distinct color palette that sets them apart from normal versions of the card, and are usually numbered to show exactly how many copies exist. This makes each one a precious and unique treasure; perfect for dedicated collectors!



- What do the symbols at the bottom of a card mean?

The symbols to the left indicate what set the card was released in, and if it's a special printing. Elestrals will also have symbols on the right that indicate their subclasses! This is the list:



Aquatic



Dryad



Archaic



Eldritch



Avian



Ethereal



Behemoth



Insectoid



Brute



Golem



Dragon



Oceanic

◆ Glossary

Active: a category of effect that players announce and add to the chain, so that it eventually resolves and impacts the game. They can be used once per turn. (11, 25)

Artifact: a type of Continuous Rune that Empowers an Elestral. You choose which at the time you cast the Artifact. (11, 24)

Ascend: a way to Cast an Elestral that includes sending an Elestral already on your field to the underworld and re-using its Spirits. (22)

Attack: part of an Elestral card used to decide the outcome of a battle when that Elestral is in Attack Position. (8, 27)

Attack Position: when an Elestral is placed upright on the field, facing its owner. (20, 23, 27).

Battle: a process for attacking an opponent or their Elestrals, using your own. (26, 27)

Battle Phase: the part of a turn where one player can declare battles against the another. (26, 27)

Cast: the typical process for playing Elestral or Rune cards from your hand to the field. (21, 24)

Chain: a system that allows players to act in response to an opponent's action, sometimes preventing it. (31)

Closed: a chain closes when players have finished adding Counter Runes and effects to it. Once a chain closes, it fully resolves before the next chain opens. (30, 31)

Conditional: a category of effect that can be activated only after a certain event or during part of a turn. They can be used once each time their condition is met. (11, 25)

Continuous: a category of Runes that includes Artifact, Divine, and Stadium. These Runes stay on the field until they are destroyed or aren't meeting their Enchantment Cost. (11, 24)

Counter: a type of Instant Rune that must be Set for a turn before use, but can then be Cast on any player's turn. Counter Runes can form chains. (11, 24, 31, 32)

Defense: part of an Elestral card used to decide the outcome of a battle when that Elestral is in Defense Position. (8, 27)

Defense Position: when an Elestral is placed sideways on the field, not facing a player. (20, 23, 27).

Destroy: to move a card from the field to its owner's Underworld as a result of battle or because an effect says to do so. (13)

Discard: to move a card from a player's hand to that player's Underworld. (15)

Disenchant: to remove one or more Spirits that are currently Enchanting a Rune or Elestral on the field, usually as a cost to activate an effect or as part of a Nexus. (7, 29)

Divine: a type of Continuous Rune that lets you Enchant it with additional Spirits, then Disenchant it once per turn for an effect. (11, 23)

Draw: to move a card from a player's Main Deck to that player's hand. If a player tries to draw a card when they have no cards in their Main Deck, they lose the game. (15, 19)

Draw Phase: the first part of a turn, when one player draws a card. (19)

Effect: text that an Elestral or a Continuous Rune has that impacts the game. There are three categories: active, conditional, and passive. Invoke and Counter Runes also have effects, but they don't fall into these categories. (9, 11, 25)

Elestral: a card type that has an Attack and Defense stat and is used to attack your opponent. (8)

Empower: a relationship between an Artifact and the Elestral chosen for it. An effect impacting an Elestral this way can be positive or negative. (11)

Enchant: to put one or more Spirits beneath a face-up Rune or Elestral on the field, as part of Casting it or when a rule or effect tells you to. (7, 21, 23)

Enchantment Cost: part of an Elestral or Rune card that shows how many Spirits it needs to be cast and to remain on the field. See also "Misenchanted". (8-10)

End Phase: the final part of a turn, where effects often wear off or can be activated. (28)

Expend: to move a Spirit card from a player's Spirit Deck to their Underworld. If a player tries to Expend a card when they have no cards in their Spirit Deck, they lose the game. (17, 27)

Field: where cards that have been Cast or Set are placed between players. This area is broken up into several zones. (12-15)

Hand: where cards that you have drawn from your deck but haven't played yet are kept. There is no limit to cards you can have in your hand at once. (15)

Instant: a category of Runes that includes Invoke and Counter. These Runes immediately impact the game, then are sent to the Underworld. You can Disenchant Spirits that are already on your field to cast these. (11, 24)

Invoke: a type of Instant Rune that is Cast during your Main Phase. (11, 24)

Main Deck: where your Rune and Elestral cards are stored in a face-down pile. Your Main Deck is shuffled at the start of a game and also every time you Search it. (14, 16)

Main Phase: the part of a turn where one player takes most of their actions like Casting or Setting cards or changing Elestrals' Positions. (20-25)

Misenchanted: when there are enough Spirits Enchanting an Elestral to meet its Enchantment Cost, but their types do not match the Cost. It stays on the field and can still battle, but has no effect. (9)

Negate:

1. To Remove a Rune or Elestral's effect, because it is MisenCHANTed or as a result of an effect. (9)
2. To cancel a card, an effect, or a turn action before it is performed. (31)

Nexus: to Disenchant Spirits from one of your cards and Enchant them to another card at the same time. (30)

Passive: a category of effect that has an impact on the game constantly as long as the card it's on is on the field and EnCHANTed. These effects can't be activated. (11)

Rune: a card type broken into two categories: Instant and Continuous. They are often less powerful than Elestrals, but easier to Cast. (8)

Search: to look through your Main Deck for a card and reveal it to all players, usually in order to add it to another zone. Whenever you Search your deck, shuffle it afterwards. (14)

Set: to place a Rune that isn't a Stadium facedown in your Rune Row, to be cast on a later turn. Counter Runes can only be cast this way. (23, 24)

Special Ascend, Special Cast: a way of modifying the Cast or Ascend process based on a card's instructions. Casting an Elestral this way doesn't count as your once per turn Normal Cast or Normal Ascend. (21, 22)

Spirit: a card type that acts as both your life total and your resource for playing cards. Each Spirit has an elemental type associated with it. (6, 7)

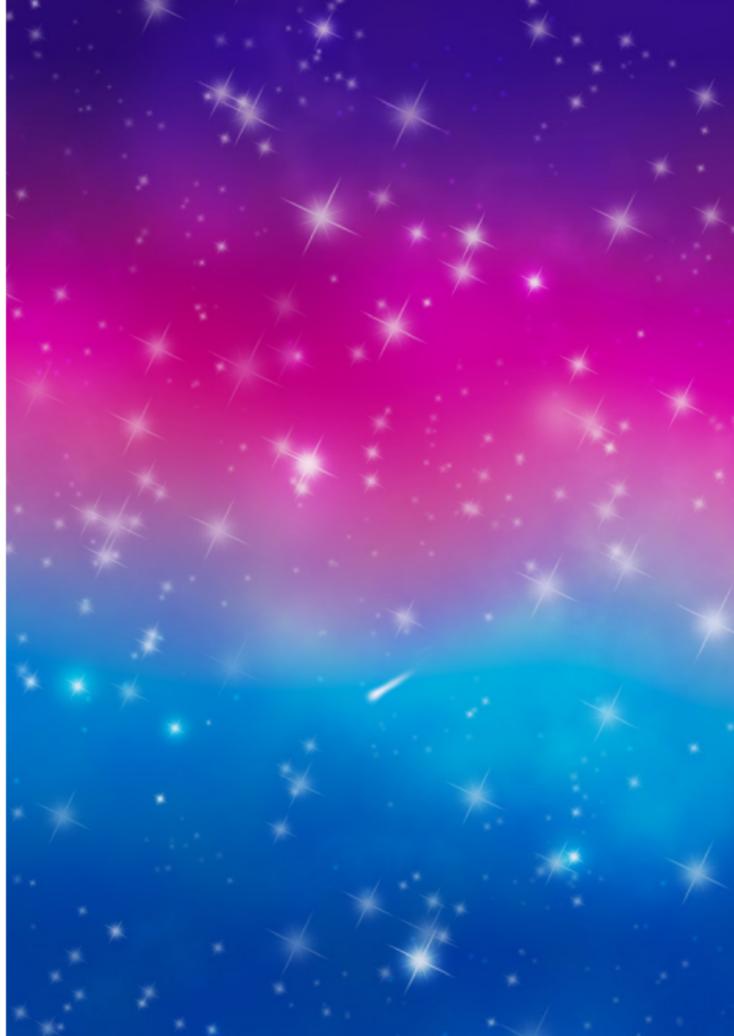
Spirit Deck: where your Spirit cards are stored in a face-down pile. You can look through this deck at any time during a game. (14, 16)

Stadium: a type of Continuous Rune that impacts all Elestrals on the field. Only one Stadium can exist at a time; Casting a new one replaces any currently EnCHANTed. (11, 13)

Target: a temporary designation that some effects give to cards, zones, or players to indicate that they're going to perform an action involving the designated object. (25)

Underworld: where cards that you have spent in a game - usually discarded, Expended, or destroyed - are kept in a face-up pile. (13)

ELESTRALS™





HOW TO PLAY GUIDE

