

# Elemental Defenders

A card game by Marcelo Paschoalin inspired by  
G. Capellen's *Mate*, as described by Sid Sackson

2 Players – 30 minutes – No luck

Accordingly to an ancient legend, from time to time the primordial elemental forces are given to selected women, who become the defenders of Earth, Fire, Air and Water. Those Elemental Defenders then battle for the supremacy in a struggle of mastery and virtue, as only the greatest combatants have the final glory.

Elemental Defenders is a game for 2 players who will pit their warring ladies against each other. Will you be the one who'll bring glory to your Elemental Defenders in this strategic fast paced game?

## COMPONENTS

- 20 cards
- This rules leaflet

## THE CARDS

Each card has three important factors: Element, Level and Virtue.

**Element:** Each card may have mastery over one specific Element, and each Element has its own strength, indicated by the position of the triangular symbol on the card. The strongest Element is *Earth*, followed by *Fire*, than *Air* and *Water*.

**Levels:** Each card has a Level of dominance, and each Level has its own strength, indicated by the amount of stars on the card. The strongest Level is *Mystic*, followed by *Warden*, than *Priestess*, *Knight* and *Neonate*.

**Virtue:** Each card has a Virtue value, indicated by a black number on the card, and this determines how many points that card will score if the opponent is not able to counter it.



From left to right: Mystic of Water, Warden of Air, Priestess of Fire, Knight of Earth and Neonate of Water.  
The Element is the large triangular symbol on the card (strongest Elements are displayed higher on the card). The Level is the amount of stars (from 5, the strongest, to 1, the weakest) the card has on its lower left corner. The Virtue is the black number on the lower left corner.

## SETUP

Shuffle the 20 cards and deal 10 to each player.

The player who was dealt the *Neonate of Water* opens the round as the Attacker. He *does not* need to play that card as his first play.

All played cards must be placed on a pile in front of the player. Players should not mix their piles during a round.

## BASIC GAME

1. The *Attacker* plays *any* of his cards.
2. If the opponent has a card of the same *Element* he must play it (if he has more than one card of that particular Element he may play *any* of these cards).
3. The player who used the higher *Level* card is the next *Attacker*. *Go to 1.*
4. Lacking a card of the same Element, the opponent must then play a card of the same *Level* (if he has more than one card of that particular Level he may play *any* of these cards).
5. The player who used the higher *Element* card is the next *Attacker*. *Go to 1.*
6. If the opponent lacks a card of the same Element and a card of the same Level, **the Attacker wins the round.**

## END OF ROUND

The round ends when the current *Attacker* *wins the round* **or** if there are *no more cards* to play.

## SCORING

If the round ended because no one has cards to play, it's a tie and *no one* scores points.

If the current *Attacker* won the round, his score is calculated as follows:

$$(10 - \text{amount of cards left in his hand}) \times \text{Virtue of the winning card}$$

*Example:* Player A wins the round using a *Priestess* (Virtue 4) and has two cards left on his hand. His score is 32:  $(10 - 2) \times 4$ .

## BEGINNING OF THE SECOND ROUND

After the score of the first round is tallied, the players *exchange their cards* and another round is played. The player who has the *Neonate of Water* (i.e., the player who didn't open the first round) opens the second round as the *Attacker*. He does not need to play that card as his first play.

## END OF GAME

As soon as the two rounds end, the player with the **greater accumulated score wins** the game. There's no tiebreak.

## ADVANCED GAME

### *Mediators*

Before the beginning of the round, the *Attacker* may choose one of his cards as a **Mediator** and place it aside, showing it first to his opponent. This card won't take part of the round as it represents the will of that particular Elemental Defender in trying to solve the conflict in a peaceful way.

If he does so, his opponent has the option of placing one of his cards aside as a *Mediator* too. He, however, can't choose a card of the same *Element* or *Level*.

*Important:* if the *Attacker* doesn't choose a *Mediator*, his opponent may not do so.

**If a player who chose a Mediator wins the round** the amount of cards left in his hand is considered to be **one less** than usual. For instance, if Player A wins the round using a *Priestess* (Virtue 4) and has two cards left on his hand, his score is 36:  $[10 - (2-1)] \times 4$ . However, if Player A wins the round using a *Priestess* (Virtue 4) and has no cards left on his hand, his score is 44:  $[10 - (0-1)] \times 4$ .



If **both players** choose a Mediator, there will be a *maximum of nine moves* in the game only. On the other hand, **if only one player** chooses a Mediator and the game proceeds that far, the player with *only nine* cards uses his ninth played card also as his *tenth*. If he manages to win the round in this tenth move, he achieves a **Righteous Victory** and scores *double*. Thus, a *Righteous Victory* won with a *Neonate* (Virtue 7) scores  $[10 - (0-1)] \times 7 \times 2$ , or 154 points. For simplicity sake, a Righteous Victory can be calculated as **22 x Virtue** of the winning card.

### Mystic Challenge

When the *Attacker* plays a *Mystic*, he may declare a **Challenge**. If he does so, his opponent **must** play a *Mystic* if he does have one (if not, he may play any card from the same Element as usual).

### EXAMPLE OF FIRST ROUND

Player 1 cards:



Player 2 cards:





As the Player 1 has the Neonate of Water, he opens the round as the Attacker.

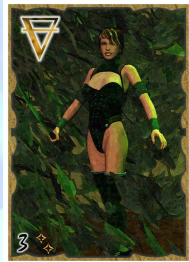
Player 1 chooses his Priestess of Water as a Mediator.  
The card is put aside.



Player 2 does not want a Mediator this round.

Player 1 is risking a card in order to try to maximize his score later.

Player 1 plays a Knight of Earth.



Player 2 counters with a Neonate of Earth.



Compare the amount of stars (Level) of each card. A Knight has 2 stars and a Neonate has only 1. Player 1 wins and is still the Attacker.

Player 1 plays a Mystic of Air.  
He declares a Challenge.

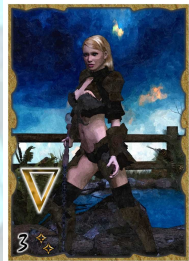


Player 2 counters with a Mystic of Fire.  
As Fire is stronger than Air, Player 2 becomes the Attacker.



The Challenge forces Player 2 to play a Mystic of his own. He chooses a stronger Mystic and becomes the Attacker.

Player 1 counters with a Knight of Water.

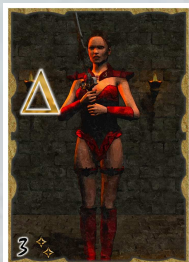


Player 2 plays a Warden of Water.



Player 1 could have countered with a Warden of Earth or a Warden of Fire, but he decided to play defensively and just defend Player 2's attack.

Player 1 counters with a Knight of Fire. As a Knight is stronger than a Neonate, Player 1 becomes the Attacker.



Player 2 plays a Neonate of Fire.  
(It was not the best move he could make.)



Player 2 chose his last card of Fire and left himself open for an attack from Player 1 as he easily countered the card. This was Player 2's fatal mistake.

Player 1 plays a Warden of Fire.



Player 2 doesn't have any cards from the Element Fire, nor does he have any Wardens to play.

This way, Player 1 wins the round with 4 cards left on his hand and a Mediator.

Player 1 score is  $[10 - (4-1)] \times 10$ , or 70 points.



