



**HOW TO PLAY**

# ELESTRALS

version 3.0



**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!



## What's New in Daybreak?



Two new Elements have been discovered! Luminape the Solar Spirit brings an unwavering light that can scorch your opponents and brighten your path towards victory!

Meanwhile, the Lunar Spirit Owlune arrives in the deep shadows of night to share the mysterious powers of darkness, misdirecting and confusing your enemies!



A new keyword - **Foretell** - has been added! Some of your Solar Elestrals can help you by peering into the future to reveal the cards you'll draw in the next few turns!

Foretell instructions always include a number. First, take that many cards from the top of your Main Deck and reveal them to everyone. Then, if your Elestral lets you take actions while you Foretell - things like adding certain Foretold cards to your hand, or even Special Casting some of them - do that now! Once you're done any bonus actions, you finish Foretelling by putting the revealed cards on top of your deck in any order you want - without showing other players.

You can Foretell 4.  
You may Special Ascend this Leobrite  
to a Celestleo Foretold this way.



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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 eight 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



**Leviaphin**  
Water



**Zaptor**  
Thunder



**Lycarus**  
Wind



**Flurrmine**  
Frost



**Luminape**  
Solar



**Owlune**  
Lunar



Name

Spirit Type

Elemental Symbol

Set Number



Earth



Wind



Fire



Frost



Water



Solar



Thunder



Lunar



Any

Spirits start the game in your Spirit Deck. You choose Spirits to move to the field whenever you Cast an Elestral or Rune card, or to your Underworld when you Expend them - usually in battle. Attacking your opponent will make them Expend Spirits. 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 after the current chain. 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 removed.

An Elestral's effect is beneath its stats. Effects on Elestrals (and Runes!) fall into three main categories: active, conditional, or passive.

- Active effects start with "you can" or "you must", and let you take an action once per turn. Usually they work in your Main Phase, but some say to use them "during" a different phase. Sometimes they will tell you to pay a cost "in order to" perform the action.
- Conditional effects start with "when", and then describe an in-game event. Each time that event happens you can activate this effect afterwards, even if it happens two or more times in the same turn! Conditionals sometimes have costs, too.
- Passive effects often start with "while", but are sometimes just sentences that announce something that's true. 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, while Artifact, Divine, and Stadium Runes are Continuous.



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

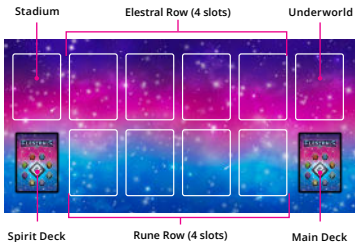


**Continuous** Runes have active, conditional, or passive effects, can be MisenCHANTed, and remain on the field until they're destroyed or have too few Spirits, like Elestrals. Artifacts are also sent to the Underworld if the Elestral they're Empowering leaves the field for any reason. Artifact Runes strengthen 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 for their cards. 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 above your Main Deck and starts empty. The rest of your playing space is part of **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. Stadiums cannot be Set or turned face-down, and only one can exist at a time; if any player Casts a Stadium when there's already one Enchanted, the old one gets sent to the Underworld so the new one can enter the field.

In the top right next to your field is your **Underworld**; cards are place here 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 are the 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 can Ascend an Elestral, but can't 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, be sure to reveal it to other players before you add it to your hand. If an effect adds a card from your deck to your hand but doesn't say "Search", then you only reveal that card if the effect tells you to.

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 - those are allowed to replace an existing Rune and reuse any Spirits Enchanting it.



**Limbo** is where cards and effects go while they're waiting to resolve. This zone overlaps with the field instead of having its own space. When you Cast an Elestral or Rune, put it and its Spirits into an empty slot in the appropriate row. That slot is reserved - after each player has had a chance to respond to your card, it will resolve and move from Limbo to the field in the slot you chose. For more information, check the 'Limbo' section on pages 30-31.

And lastly, there's your **hand**, which doesn't have a specific place on or around the field - you hold it! There's no limit to the number of cards you can have in your hand, but 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 3 copies of any single card. *(Two cards with different titles count as different cards, even if their names are the same!)*

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 the previous 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 any 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!

*\* Remember, to "Expend" a Spirit, you 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.

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

## ◆ 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 no 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 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 has been face-down on your field since this turn started (*as many as you want, and remember, Counter Runes must be Cast from your field*).
- 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 Normal Cast an Elestral if it costs 1 Spirit or if an effect gives you permission to use more.)*
3. Put that Spirit and that Elestral into an empty slot in your Elestral Row. They count as being in Limbo for now, and that slot is reserved on the field. If it's in Attack Position it will be vertical, facing you; if it's in Defense Position it will be sideways.
4. Any player can Cast Counter Runes and form a chain.
5. If your Elestral is Negated, send it and its Spirit to the Underworld. Otherwise, it resolves! It enters the field, its Spirit becomes attached to it, and 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 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 as many Spirits Enchanting your Elestrals as you want.
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. Send the Ascending Elestral from the field to the Underworld. Put its Spirits, plus the Spirits you chose in step 1, under the Ascension in the same slot. Those cards are in Limbo for now.
4. Any player can Cast Counter Runes and add to the current chain.
5. If your Elestral is Negated, send it and its Spirits to the Underworld. Otherwise, it resolves and enters the field! You can activate "When you Cast ..." or "when you Ascend ..." effects now.

You can Ascend any of your Elestrals to any other, as long as you have enough Spirits to meet its cost. You can even Ascend to an Elestral with a lower cost!

You can also **Special Ascend** certain cards - that works like Special Casting does, except if the new Elestral needs any extra Spirits after the first one from your Spirit Deck, they have to come from your field or the Elestral that you're Ascending from.

- 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. Set Runes can be Cast after the turn they entered the field, and Counter Runes can only be Cast if they're Set first.

- 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 you're Casting an Invoke or Counter Rune, you can also choose from Spirits that are Enchanting any cards on your field.
- 2a. If that Rune is face-down, turn it face-up and add those Spirits to its slot.
- 2b. If that Rune is a Stadium, send your currently Enchanted Stadium (*if any*) to the Underworld, then put the Rune you're Casting into your Stadium Slot with those Spirits.
- 2c. Otherwise, reveal it from wherever it's being Cast from (*usually your hand*) and put it into an open slot in your Rune Row along with those Spirits.
3. If that Rune says to "target" certain cards, choose those now. If it's an Artifact, choose which Elestral it's going to Empower. If it has a cost "in order to" work, do the part before that phrase now.
4. Any player can Cast Counter Runes and add to the current chain.
5. If your Rune isn't Negated, it resolves! For Instant Runes you follow their instructions, then send them to your Underworld. For Continuous Runes, they enter the field.

If your Rune Row is full you can still Cast an Invoke Rune from your hand. 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.

- To **activate an effect**, choose an effect that starts with "you can" or "you must" (or "during [a phase], you can ...") from a card on your field. Misenchanted or Suppressed cards don't have effects until that status wears off. If that effect targets a card, choose that target now. If it has a cost - anything in front of the words "in order to" - do that part of it 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 and any costs you paid are spent but it doesn't resolve. Usually an effect can only be activated once per turn, but you can try again on a later turn. If a chained response makes part or all of your effect impossible to resolve (*like if a target isn't on the field anymore*), it partially resolves and does whatever it can.

Once an effect is activated, it's separate from the Elestral or Rune it came from. Destroying, Suppressing, or making that card Misenchanted won't stop the effect from resolving; only Negating it will.

## 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:

### **Attack Step**

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 form chains.
3. If the attack isn't legal anymore (*like if the attacker changed Position or either Elestral left the field*), you can declare a new attack or do something else. Otherwise...

### **Battle Step**

1. Those Elestrals enter battle! Until the battle is over, effects can't change their Positions.
2. Effects "when [an Elestral] enters battle [with]" activate, and players can form chains.
3. When players are done forming chains...

### **Damage Step**

1. Calculate damage! If both Elestrals are on the field, compare their stats to determine the outcome (*see next page*). If either is missing, then the Elestral that's still there is battling the opposing Spirit Deck.
2. Effects can activate, and players can form chains.

## If your opponent's Elestral is in:

Attack Position	Defense Position
<p>Compare both Elestrals' Attacks. If they're equal, destroy both. If one is smaller, destroy it.</p>	<p>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.</p>
<p>If an Elestral is destroyed and had fewer Enchanting Spirits than the other, its controller Expend Spirits equal to the difference, even if both were destroyed.</p>	<p>No Spirits are Expended unless your Elestral deals Piercing damage and the defender is destroyed.</p>

When an Elestral battles a player's Spirit Deck directly, count how many Spirits are Enchanting it. That player Expend that many Spirits. If one Elestral leaves the field during battle, the other may still damage the opponent's Spirit Deck! If you're the attacking player, your Elestrals always deal damage this way. But if you're the defending player then only your Attack Position Elestrals do.

Effects "when [an Elestral] destroys" or "is destroyed" activate during the Damage Step, after the results of damage happen.

Elestrals with 0 Attack deal no damage: they can't destroy an Elestral or make players Expend Spirits.

## ◆ 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 no player wants to begin a new one, the next player's turn begins.





## ◆ Nexus



You can Nexus up to  $\text{⚡⚡}$ .  
When you do, you can Search your deck for an  $\text{⚡}$  Elestral and add it to your hand.

Some effects tell you to Nexus Spirits. This moves them 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. When you Nexus, first, pick an Elestral or Rune on your field and which Spirits you're taking from it. 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! (*Face-down cards, Invoke Runes, and Counter Runes can't be chosen in a Nexus.*)

If the second card you choose can't receive Spirits or if either card can't Nexus, then nothing happens.

## Limbo

When a player Casts a card or activates an effect, it goes into Limbo so other players have a chance to respond. This forms a **chain**. Chains determine the order of actions in a game, and allow players to react to other players' actions.

If there isn't a current chain, the turn player can start one by Casting a Rune or Elestral, or activating the effect of one of their cards. Follow the steps on the appropriate page (21-25). Then, each player can chain any number of responses; usually those will be Counter Runes, but sometimes a conditional effect might apply! Each response is added as a new chain link above the prior one.

Once players are finished adding links to a chain, it 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. If a link is "Negated", then it goes to the Underworld instead of resolving.



Sometimes an action during a closed chain will meet a Rune or Elestral's conditional effect. When that happens its controller adds that effect to Limbo, but it doesn't go on the chain yet. Likewise, if an effect tells a player to Cast or Ascend a card during a closed chain, they move that card to Limbo but don't take any actions with it yet.

When a chain finishes resolving, we have a round of **field checks**. If any cards have too few Enchanting Spirits or if any Artifacts aren't Empowering an Elestral, those cards are sent to the Underworld. If an effect is waiting in Limbo but the card it came from is Suppressed now, that effect leaves Limbo without joining the chain.

Once we're done with field checks we enter the "response window" and the next chain **opens**. The turn player chains all of their cards and effects that are waiting in Limbo, in any order. Then the other players (in turn order) do the same! If no effects are chained and no Counters are Cast during the response window, then the window ends and the turn player resumes their turn where they were before.

## ◆ Tournament Rules

For players ready for the fiercest competition, our rules for tournament play are here! These are the suggested defaults, but organizers can adjust these rules for a specific event as long as those changes are communicated before play begins.

**Rounds of play:** Tournaments are broken into several rounds. Each round, players play 1-v-1 games until one of them wins two games! For the first game, randomly pick one player; they decide who plays the first turn. After that, the player who lost the previous game decides.

**Side Deck:** Players can bring up to 12 total cards with them in their Side Deck! They can be any mix of Elestrals, Runes, or Spirits, but the rule that you only get to play up to 3 copies of a card applies to your Main and Side Decks **combined**. After the first game of a round, players can swap any number of these cards with cards from their Main or Spirit Decks. Each swap is “one card in, one card out” to keep the deck sizes correct. After the round ends, players reset their Main, Spirit, and Side Decks back to their initial configuration before the next round.

**End-of-round:** If the allotted time for a round ends and a game is still going, then after the current turn the game lasts 3 more turns. At the end of the 3rd turn, the player with more Spirits left in their Spirit Deck wins. If they're equal, then the player with more cards in their Main Deck wins. If those are also equal, then the next player to draw a card loses the game.



## ◆ 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 usually 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; those rules are exceptions and they win no matter what.

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

When an effect asks you to choose a number of cards or players "up to" a given limit, you pick between 0 and that number. If there aren't enough of the right kind of object, choose between 0 and how many there are. If you're choosing targets, you make this choice when you activate the effect; otherwise, you decide as it resolves.

When you choose 0 cards or players for an action, that action does nothing as a result. For example: if an effect tells you to "Nexus up to ☼☼" and you choose 0 Spirits, this doesn't count as a Nexus happening, so any "if you do" or "when you do" effect won't activate.

**- 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 and being Negated?**

Some chained responses can make an action impossible to resolve; for example, if you attack an opponent’s Elestral, but they Cast a Counter Rune that changes your Elestral’s Position.

If that response uses the word “Negate” then your action is spent (along with any cost you paid) but nothing happens. Otherwise, if your action is an effect or a Rune it will partially resolve and do as much as it can, skipping anything that’s impossible. If an attack you declared is impossible, it’s canceled if you haven’t entered battle yet and you can try again. If you have entered battle already, check pages 26-27 for what to do.

### - What does the keyword “Unaffected” do?

There are a lot of ways that one card can affect another in a game like Elestrals. Some are fairly straightforward, and some are not. To figure out exactly what a card that’s “Unaffected by [quality]” is protected from, check the categories below. A [quality] card or effect:

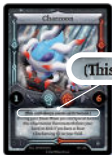
1. Cannot target or Empower it.
2. Cannot perform actions on it (*e.g. destroy it, change its Position, etc*), apply lingering effects to it (*e.g. change its stats, Suppress it, etc*), or include it in a Nexus.
3. Cannot Negate its attacks or its effects.
4. CAN use information about it (*e.g. a [quality] source that counts Enchanting Spirits on the field still counts the Unaffected card’s Spirits*).
5. CAN change the rules of the game in a way that impacts it (*e.g. a [quality] source that says a set of Elestrals “cannot attack” still stops Unaffected cards from attacking*).



## - Why does Charcoon say it “always counts as Cirrucoon”?

Charcoon and Cirrucoon are two “Nexus forms” of the same creature! The differences in how they look and act are because of the Spirits that Enchant them. This effect tells you to treat them like they have the same name - any effects that look for your “Cirrucoon” will find this Charcoon, too! This also applies when building your deck, so if you have 3 Cirrucoon already then you can’t include any Charcoons with this effect.

We put this text in parentheses and bold to show that it is part of a special category of passive effects. Instead of a temporary change to its stats or the game rules that goes away when it leaves the field, this text is permanently changing the card it’s on at ALL times, even before the game begins. Think of it like taping a note over its name and writing a new one!



**(This card always counts as Cirrucoon.)**

**- If an effect changes an Elestral's stats or Suppresses it, 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, or forever if that card is an Invoke or Counter Rune. 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 damaging another Elestral, that means trying to destroy it after comparing stats. If it's damaging a Spirit Deck, that 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 Expending then the victory is 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 Empowered Elestral to the Underworld; the new Elestral is in the same slot, but it isn't the same Elestral anymore.

**- 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.

### - What happens when a card is Suppressed?

When a card is Suppressed, its effect is treated like it doesn't exist. If it has any passive effects, they stop applying immediately, and you can't activate its active or conditional effects. Note that if an effect is on the chain before its card is Suppressed, it will still resolve like normal! Some passive effects require a choice when they start applying - if their effect is Suppressed for a while and comes back later, that choice stays the same, you don't make a new choice. Cards also lose their effects if they're Misenchanted, which is a status caused by the rules rather than by other effects.

### - Can an Elestral have more than one effect?

Some Elestrals have more than one sentence in their effect. Usually the extra sentences will add to or change how the first sentence works, with phrases like "if you do" or "this effect can ..." to clarify. Or they could be a completely separate active, conditional, or passive effect instead! Use your judgment; if it sounds like it isn't changing how the first sentence works, then it is most likely the start of a new effect.



**- What if multiple effects activate or multiple cards are Cast at the same time?**

If a chain ends and one or more effects met their condition or players were instructed to Cast one or more cards, then each of those will be added to the next chain. First, the turn player activates their effects and Casts their cards in any order, adding each to the chain as a separate chain link. Then, the non-turn player does the same. Chain links resolve from newest to oldest, so the turn player's cards and 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 was Misenchanted before it left the field, then it had no effect, so it can't be activated.



**- Can I Nexus Spirits onto a face-down Rune?**

No, Runes that are still face-down can't be given Spirits. 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's in Limbo, not on the field, even though it's reserving a slot. You can't Nexus Spirits to or from cards unless they're on the field. If that Rune counts how many Enchanting Spirits you have, it won't count its own Spirits for the same reason!

**- When does an Elestral "receive" Spirits?**

Elestrals receive Spirits when you Cast them, Ascend into them, Nexus Spirits onto them, or Enchant them during your Main Phase or because an effect says to do so. Most effects activate when an Elestral receive "one or more" Spirits. If several Spirits Enchant a card at the same time, such as during a Nexus, those effects would only activate once; they can activate again in the same turn if it receives Spirits during another action.

**- 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.

**- 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!

**- Can I activate an effect even if there's no cards it can target?**

Sadly, no. Which object you're going to target is a choice that you make as you activate that effect; that way, your opponent has the information they need to chain an appropriate response. You can't Cast a Rune or activate an effect that needs a target unless you pick one now. If the target leaves the field or isn't legal to target anymore when it resolves, your action isn't illegal; it just can't do anything to the target. Any other parts of the effect still happen.

If an effect doesn't use the word "target", then it's okay to activate it even if part or all of it won't be possible to resolve. But you do still have to pay the cost (that's any part before "in order to"). For example, you can Cast Shield of Achilles when an opponent's Elestral attacks as long as you can Expend enough Spirits. Even if that Elestral can't be returned to their hand, you'll still Negate its attack!





**- What's the difference between a passive effect versus an effect with a duration?**

Some active or conditional effects do something "until" an event happens, or "as long as" a condition is true. After that effect resolves, the change it makes to the game keeps applying forever until the duration runs out - even if the card that created it is Suppressed, Misenchanted or leaves the field! If the duration is already over before the effect resolves, then it doesn't start applying at all.

This is different from how passive effects work. Passive effects don't use the chain or resolve; they just work. If that card loses its effect then it stops applying immediately, and the same happens if it leaves the field. When it stops being Suppressed or Misenchanted, its effect starts applying again.

**- I Disenchanted the last Spirit on my card to activate its effect. It still resolves, right?**

Yup! If you use a card's last Spirit to pay a cost, it sticks around for the rest of the chain! The game only does field checks *between* chains. This gives both players a window to still choose that card as a target for Counter Runes. If a card has too few Spirits but its conditional effect is waiting to go on the chain, it'll stick around for *that* chain, too!

## - What happens when you turn a card on the field face-down?

One card, *Brumalynx*, lets you turn a non-Stadium Rune on the field face-down. This doesn't count as Setting that Rune, and it isn't changing from one zone to another; it stays on the field the entire time! Starting next turn, it can be Cast like any other face-down card (*unless an effect prevents that*).

But remember: Spirits can't Enchant a face-down card. Turning a Rune face-down will immediately send all of its Enchanting Spirits to the Underworld! Also, some Elestrals (*like Spinympth, Rhinympth, and Aeromare*) give themselves permission to move to the Rune Row. That permission ends when they turn face-down, so if an Elestral ever ends up face-down in your Rune Row, send it to your Underworld during the next field check.



- 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 to the right that indicate their subclasses! This is the list:



Aquatic



Eldritch



Archaic



Ethereal



Avian



Golem



Behemoth



Insectoid



Brute



Oceanic



Dragon



Spectral



Dryad



Ursa



## 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, 13, 27, 32)

**Artifact:** a type of Continuous Rune that Empowers an Elestral. If that Elestral leaves the field for any reason, the Artifact is sent to the Underworld at the end of the current chain. (13, 26, 41)

**Ascend:** a way to Cast an Elestral that includes sending an Elestral already on your field to the Underworld and re-using its Spirits. (24, 41)

**Attack:** part of an Elestral card used to decide the outcome of a battle when that Elestral is in Attack Position. (10, 29, 50)

**Attack Position:** when an Elestral is placed upright on the field, facing its owner. (25, 29, 46)

**Attack Step:** the part of the Battle Phase where the turn player chooses an Elestral to attack their opponent or an opponent's Elestral. Players have a chain window, and if the attack becomes illegal, it is canceled. (28)



**Battle:** a process for attacking an opponent or their Elestrals, using your own. (28, 29)

**Battle Phase:** the part of a turn where one player can declare battles against another. This phase is broken into three steps: the Attack Step, Battle Step, and Damage Step. (28, 29)

**Battle Step:** the part of the Battle Phase after the battle begins, before damage is determined. Players have a chain window but the battle cannot be canceled at this point. (28)

**Cast:** the typical process for playing Elestral or Rune cards from your hand to the field. (23, 26, 32)

**Chain:** a system that allows players to act in response to an opponent's action, sometimes preventing it. (32, 33, 43, 48)

**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. (32, 33)

**Conditional:** a category of effect that can be activated only after a certain event. They can be used once each time their condition is met. (11, 32, 33)

**Continuous:** a category of Runes that includes Artifact, Divine, and Stadium. These Runes stay on the field until they are destroyed or don't meet their Enchantment Cost. (13, 26)

**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. (13, 26, 32, 33)

**Damage:**

1. the amount of Spirits a player must Expend when an opposing Elestral battles their Spirit Deck. (28, 29, 40)
2. comparing stats to determine whether an Elestral is destroyed when two Elestrals battle each other. (28, 29, 40)

**Damage Step:** the part of the Battle Phase where Elestrals' stats are compared and the results of battle happen. Players have a chain window after damage happens. (28, 29)

**Defense:** part of an Elestral card used to decide the outcome of a battle when that Elestral is in Defense Position. (10, 29, 50)

**Defense Position:** when an Elestral is placed sideways on the field, not facing a player. (25, 29, 46)

**Destroy:** to move a card from the field to its owner's Underworld as a result of battle or the instruction of an effect. (15, 29, 43)

**Discard:** to move a card from a player's hand to that player's Underworld. (15, 17)

**Disenchant:** to remove one or more Spirits that are currently Enchanting a Rune or Elestral on your field, usually as a cost to activate an effect or as part of a Nexus. (9, 27, 31)

**Divine:** a type of Continuous Rune that lets you Enchant it with additional Spirits, then Disenchant it once per turn for an effect. (13, 26, 48)

**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. (17, 21)

**Draw Phase:** the first part of a turn, when the turn player draws a card. Players have a chain window afterwards, before entering the Main Phase. (21)

**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. (11, 13, 27)

**Elestral:** a card type that has an Attack and Defense stat and is used to attack your opponent. (10)

**Empower:** a relationship between an Artifact and the Elestral chosen for it. An effect impacting an Elestral this way can be positive or negative. Choosing an Elestral to Empower is not the same thing as targeting that Elestral, and players may Empower an Elestral even if that card cannot be targeted. (13, 26, 41)

**Enchant:** to put one or more Spirits beneath a Rune or Elestral on the field, as part of Casting it or when a rule or effect tells you to. (9, 23, 25)

**Enchanted:** when there are enough Spirits of the appropriate types to meet an Elestral or Rune's Enchantment Cost. This is mutually exclusive with "Misenchanted". (9, 23, 25)

**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". (10-12)

**End Phase:** the final part of a turn, where effects often wear off or can be activated. Players have a chain window before the next turn begins. (30)

**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. (9, 19, 29)

**Field:** where cards that have been Cast or Set are placed between players. This area is broken up into several zones. (14-16)

**Field check:** a process performed after each chain to confirm the field is in a legal state. Cards with too few Spirits and Artifacts that are not Empowering an Elestral are sent to the Underworld, and an attack that has become illegal ends. (28, 32, 33)

**Foretell:** a keyword action that appears on some cards. To Foretell N, you reveal N cards from the top of your Main Deck, then put them back on top in any order. Do not share that order with opponents. Some effects allow you to take additional actions with the Foretold cards before they're put back onto your Main Deck. (5)

**Hand:** where cards that you have drawn from your deck but haven't played yet are kept. There is no limit to the number of cards you can have in your hand at once. (17)

**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. (13, 26)

**Invoke:** a type of Instant Rune that is Cast during your Main Phase. (13, 26)

**Limbo:** a holding zone that contains the chain, cards and effects that are on the chain, and cards and effects that are waiting to be chained. (17, 32, 33)

**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. (16, 18, 19)

**Main Phase:** the part of a turn where one player takes most of their actions like Casting or Setting cards or changing Elestrals' Positions. (22-27)

**Misenchanted:** when there are enough Spirits Enchanting an Elestral or Rune to meet its Enchantment Cost, but their types do not match the Cost. It stays on the field and can still battle, but it has no effect. This is mutually exclusive with "Enchanted". (11, 43)

**Mulligan:** to shuffle your hand into your Main Deck and draw a new hand. Players can only do this before the game begins, and must Expend 2 Spirits each time they mulligan. (19)

**Negate:** to cancel a card, an effect, or a turn action before it is performed. Negating an action does not refund any resources or permission used to announce it. (32, 33, 37)

**Nexus:** to Disenchant Spirits from one of your cards and Enchant them to another card at the same time. (31, 36, 45)

**Open:** an open chain allows players to add Counter Runes and effects to it. To resolve those effects the chain closes. (32, 33)

**Passive:** a category of effect that has an impact on the game constantly as long as the card it's printed on is on the field and Enchanted. These effects can't be activated. (13, 48)

**Piercing:** Elestrals that deal Piercing damage and destroy an opponent's Defense Position Elestral in battle cause that player to Expend Spirits the same way they would if the destroyed Elestral was in Attack Position. (29)

**Resolve:** to have an impact on the game as a result of being Cast or activated. Effects can partially resolve if some of their instructions are impossible. Negated actions don't resolve. (23-27, 32, 33)

**Response window:** a timing period that occurs after a chain resolves in which players can activate conditional effects and Counter Runes, but cannot take other actions. (33)

**Rune:** a card type broken into two categories: Instant and Continuous. They are often less powerful than Elestrals, but easier to Cast. (12, 13, 26)

**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. (16)

**Set:** to place a Rune that isn't a Stadium face-down in your Rune Row, to be Cast on a later turn. Counter Runes can only be Cast this way. (25, 26, 45)

**Side Deck:** an optional deck containing up to 12 cards. Between games of a tournament, these cards can be swapped with cards in your Spirit or Main Decks. (34)



**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. (23, 24)


**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. (8, 9)

**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. (16, 18, 19)

**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 your current Stadium immediately, and replaces your opponent's Stadium if its Cast is successful. (13, 15, 26)

**Suppress:** to remove a Continuous Rune or an Elestral's effect, usually temporarily. Cards that are Misenchanted also lose their effects but they don't count as "Suppressed". (27, 42)

**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. (27, 47)



**Unaffected:** a keyword that protects a card from a group of other cards or effects. That group can't target, Empower, Suppress, destroy, or otherwise directly affect it, but any of their effects that change the rules of the game will still apply to it. (38)

**Underworld:** where cards that you have spent in a game - usually discarded, Expended, or destroyed - are kept in a face-up pile. (15)

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