



# FURY OF THE ELEMENTS

CARD GAME



**RULEBOOK**

Mark Symanski & Omar Ainuddin

## A WORD FROM THE CREATOR

Greetings, Titans!

Welcome to a realm of infinite adventures. A realm where passion meets strategy, where cards unfold tales of epic battles, and where the elements themselves bow to your command. We are honored to introduce you to the heart and soul of our gaming universe – *Fury of the Elements*, a game crafted by two opposing minds united by our love for gaming.

What is *Fury of the Elements*, you ask? It's an experience intricately crafted to be both familiar and uniquely enthralling. With dedication, iteration, and passion as our guides, we have tirelessly refined this concept, transforming it into a playable, fun, and meticulously balanced experience.

The crucible of playtesting, a sacred ritual where the fires of feedback molded *Fury*, was an endeavor undertaken with utmost dedication. "It's dangerous to go alone", so we have been told. So we enlisted the aid of devoted playtesters who immersed themselves in the elemental chaos of *Fury*. Countless hours, sleepless nights, and an avalanche of resources have been poured into sculpting this game into a marvel that stood tall at Gen-Con 2023. The resounding approval from those who've experienced *Fury* is unanimous – it's fun, it's balanced, and the anticipation for the game's future echoed through the convention halls, a testament to the immersive experience offered by *Fury of the Elements*.

The saga of *Fury* does not end here; it is but a prologue to an epic that unfolds across the horizon. Expansions will breathe new life into the elements, playmats will become the battlegrounds of legends, and in the future a digital frontier awaits where opponents shall clash in the cosmos. *Fury of the Elements* is not just a game; it's a living, breathing entity that evolves with every heartbeat of the community.

Yet, here we are, crafting this experience in the scant moments between the ticks of the clock. Now thanks to your support, we can transform this passion into a full-time odyssey. *Fury of the Elements* is not a solitary venture; it is the cornerstone of Time Infinite Games. Join us in building a universe that stretches across millennia, hosting an array of games that include deck builders, quick-play strategy games, 4x epics, Tabletop RPGs, and who knows, perhaps even a Trading Card Game inspired by our original concept.

Your presence here is the spark that fuels this inferno. Like the Void, our thanks knows no bounds. Thank you for joining us Titan and welcome to a realm where the possibilities are as infinite as time itself. Welcome to *Fury of the Elements*! We'll see you in Elemoria!

**Mark Symanski, Creator of *Fury of the Elements* - SCG**



## INTRODUCTION - The Age of Creation

In the time before mankind walked the lands of Elemoria, there existed a realm of wonder and creation overseen by the deity known as Elemond, the God of Elements and the Planet Shaper. Elemond possessed the awe-inspiring power to shape celestial bodies using the four elemental forces of Fire, Water, Earth, and Air. Among his vast creations, the most revered was Elemoria, a world where these elements existed in perfect harmony.

Elemoria was a beautiful planet with vast deep oceans, lakes, and winding rivers, expertly carved into the landscape where massive mountain ranges rose from green pastures and forests littered the continents. The winds that swept across the planet were soft and gentle, and from Elemoria's core, fire, and magma flowed, warming the planet.

However, the act of bringing Elemoria into existence had drained Elemond of his elemental might, leaving him vulnerable to a malevolent force known as the Void. This insatiable darkness threatened to consume him and unravel all of his creations. To protect himself and his newfound world, Elemond crafted a celestial guardian: Lunarix, the moon of Elemoria, to contain the majority of the Void's destructive energy.

Lunarix succeeded in saving Elemond from the relentless pull of the Void, but in doing so, it shattered Elemond's hammer of creation, Rok'nir, into six empowered shards, and sent Elemond into a deep slumber. Each shard found a distinct place within Elemoria, setting into motion a cascade of events that would shape the fate of the world.

## GAMEPLAY OVERVIEW

Fury of the Elements immerses players in an epic 2 player battle, bending, breaking, and reversing the forces of nature, while summoning powerful elemental creatures. Outwit and overpower your opponent by unleashing the fury of the elements to disrupt your opponent's strategy, capture the most elemental power, and claim victory before the relentless Void consumes everything.

## COMPONENT LIST

- One Elements/Reverse card.
- One Purple "Power Deck" (60 cards).
- One Yellow "Power Deck" (60 cards).
- One Void Deck (25 cards).
- One Clash Spell Deck (25 cards).
- One Titan Deck (18 cards).
- One Elemental 1st Player Token.
- Twelve D6 Dice (In 6 colors, 2 of each)
- Two Player Reference cards.
- One 16" x 24" neoprene playmat.
- Rulebook.



*Elemoria lives because those who believed, willed it into existence.*

# GAMEPLAY COMPONENT BREAKDOWN

- 1 1x - Elements/Reverse card.
  - 2 60x - Yellow Power cards.
  - 3 60x - Purple Power cards.
  - 4 25x - Void cards.
  - 5 25x - Clash Spell cards..
  - 6 18x - Titan cards.
  - 7 1x - Elemental Token.
  - 8 12x - D6 Dice (In 6 colors)
  - 9 2x - Player Reference cards (double-sided).
  - 10 1x - 16" x 24" neoprene «Lightning» playmat (Retail Edition).
  - 11 1x - Rulebook.
  - 12 25x - Promo Clash Point cards (KS Titan Edition).
  - 13 1x - 24" x 28" neoprene playmat (KS Titan Edition).
- Some items shown are exclusive to the Kickstarter Campaign.

**ACTIONS:**  
 1. Play a Power Card and/or a Clash Spell. Resolve Abilities, Resolve Clashes. Draw a Power Card & Play Turn.

**POWER CARDS:**  
 Each player plays one Power Card per turn attempting to capture the opponent's Power Cards, determined by the highest Element Power.

**CIRCLE OF ELEMENTS:**  
 Resolves the between cards when the Element Power is EQUAL based on superiority.

**POWER CLASH:**  
 Opposing forces equal in power cause the elements to reverse, flipping the Element/Reverse card over.

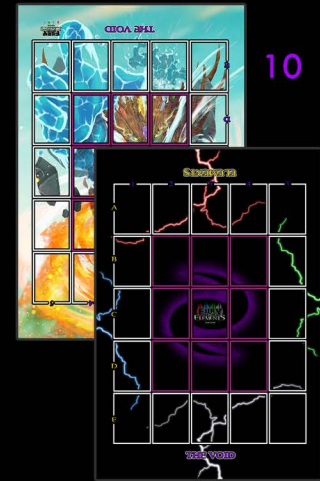
**CLASH SPELL:**  
 Obtained by a player that utilizes a CLASH leading the Elements reverse, casting it immediately or reserving the spell in their Spell Card.

**MATCH:**  
 In sharing the total Ability in a 1-2, offers visibility of points of the ma.

**THE VOID:**  
 When an Ability Match is made by a player, a Void card is then summoned and placed on the field in the designated space. The Void card may consume any player's card in the Void's specified space.

**TITAN CARDS:**  
 Cards with special abilities, allowing players to score bonus points, manipulate the field, or the ultimate ability of delivering a Void card on the field.

A FULL LOT OF SPELL AND TITAN KEYWORD ABILITIES ARE AVAILABLE IN THE RULEBOOK.



\*All Images may vary from actual production components



## HOW TO PLAY: TAKING ACTIONS

Depending on game mode, players will play power cards from their hands in an attempt to capture their opponents power cards to score points or hold the majority of the field. Players may only play one Power Card per turn unless another card's ability or effect says otherwise.

In addition to playing a Power Card from their hand, another action players may also take is to play a Clash Spell immediately upon acquiring it, or from one of their Spell Slots. (More information about Clash Spells can be found in the Clash Card System Section)

## ACTIONS

- Play a Power Card, and/or a Clash Spell.
- Resolve Battle; then any Power Clash.
- Draw a card.
- Pass turn.

*Note: A Clash Spell may be played at any time during the active player's turn.*

## ZONES ON THE FIELD (PLAYMAT)

**Field:** This is the 25 space grid where players place Power Cards.

- **3x3 Grid:** The 9 space middle section colored purple is used for Fury Mode.
- **5x5 Grid:** 25 space entirety of the full field is used for Titan's Fury Mode most Tournament Events, and Custom Play events.

**Deck:** The space where a player's 60 card Power Card deck is placed.

**Affinity Core:** This is the zone where captured cards, charged titans, and Clash Spells that have been used reside.

**Titan Card Zone:** Titan Cards are placed in one of 2 locations, Active or Reserve during play, until they have been charged or used.

- **Active:** The zone where a player's currently active Titan is placed.
- **Reserve:** The zone where Titan cards, waiting to be used are placed.

**Spell Core:** Each player's Spell Core consists of 2 Spell Slots. (See *Clash Card System* section)

**Void Deck Zone:** This is where the Void Deck is placed during setup. Void cards are drawn from here and placed in the field during play.

**Corruption Zone:** This is the zone where cards consumed by a Void Card are placed during play. In addition Void cards that cannot land on their designated area, also go to this zone. (See *the Fury and the Void System* section)

**Clash Deck Zone:** This is where the Clash Spell Deck is placed during play. The top card is always revealed, and is the only card taken by a player who wins it during a Clash. (See *the Clash Card System* section)

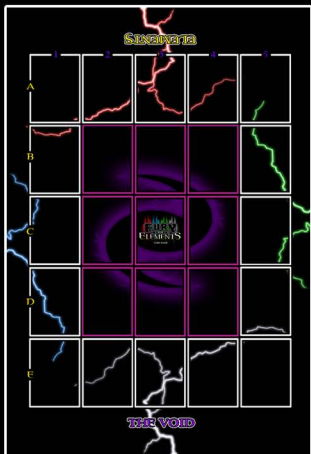
**Elements Zone:** This is where the Elements/Reverse card is placed during play.

*Please see the following page for a Field Diagram*

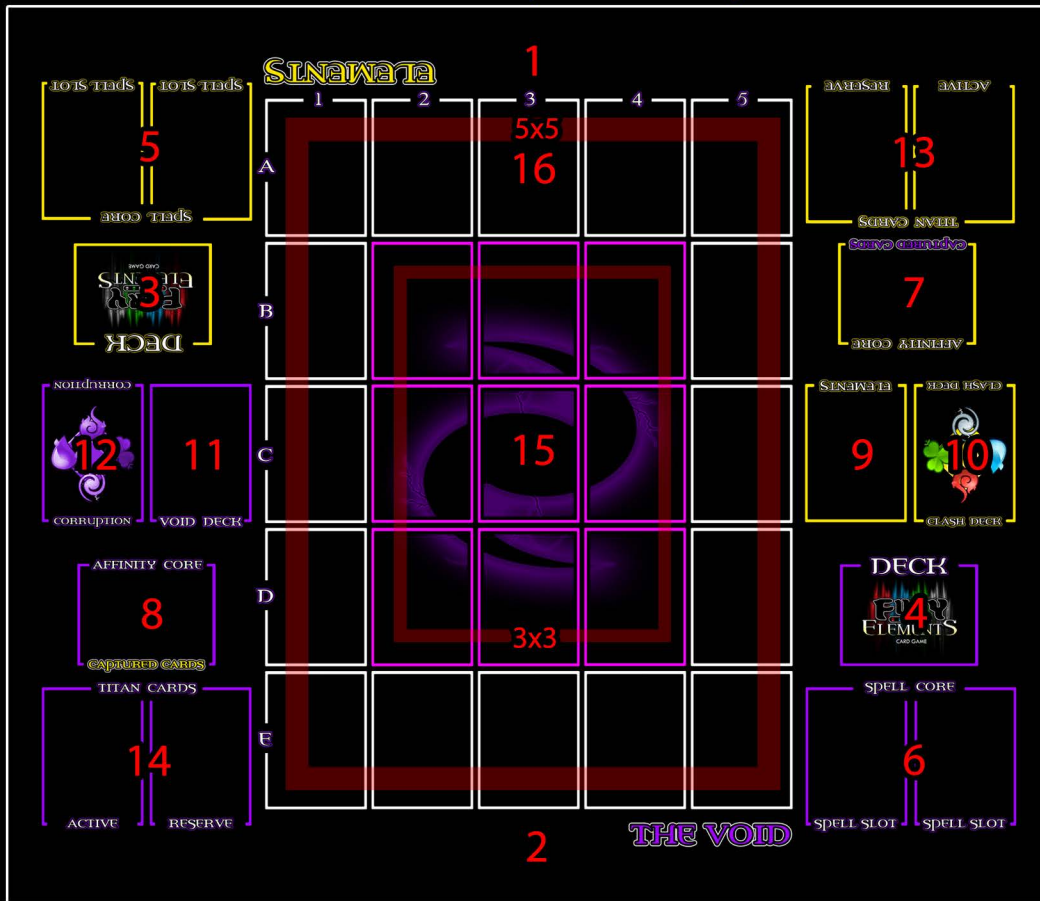
# ZONES

- 1 Yellow Player's Side (Elements)
- 2 Purple Player's Side (The Void)
- 3 Yellow Player's Deck Zone
- 4 Purple Player's Deck Zone
- 5 Yellow Player's Spell Core (2 slots)
- 6 Purple Player's Spell Core (2 slots)
- 7 Yellow Player's Affinity Core
- 8 Purple Player's Affinity Core
- 9 Elements Zone
- 10 Clash Deck Zone
- 11 Void Deck Zone
- 12 Corruption Zone (The Void)
- 13 Yellow Player's Titan Card Zone
- 14 Purple Player's Titan Card Zone
- 15 The Field 3x3 (Purple Only)
- 16 The Field 5x5 (Purple & White)

## STANDARD PLAYMAT (Field Only)



## DELUXE PLAYMAT (All Zones and Field)





## GAME MODES

- Fury
- Titan's Fury

**Note:** Remove any deck from the game and play without it, except the Power Decks, and the Element/Reverse card. Mix and match and play how you want to play.

## FURY MODE OVERVIEW

Fury is a super-fast paced version of the game played on the 3x3 designated area of the play mat (in the purple/magenta outlined spaces in the middle), reminiscent of Final Fantasy's *Triple Triad*.

**Time to Play:** 5-15 minutes.

**Objective:** Occupy the majority of the 3x3 (9 spaces) once they have been filled.

**Scoring:** Have more cards on the field than your opponent, at the end of the game.

## FURY MODE SETUP

**Components Needed:** The two 60 card Power Card Decks, the Elements/Reverse Card, and the playmat.

### Setup:

- Each player shuffles their 60 Card Power Deck separately.
- Place the Elements/Reverse Card in the yellow box marked "Elements" on the play mat. (This should be facing the player on the Elements side of the playmat, with the "E" side facing up.)

**Determining the first player:** Choose a player randomly to go first. (Use the provided dice or any method you agree on.)

**Opening Hand:** 3 Power Cards.

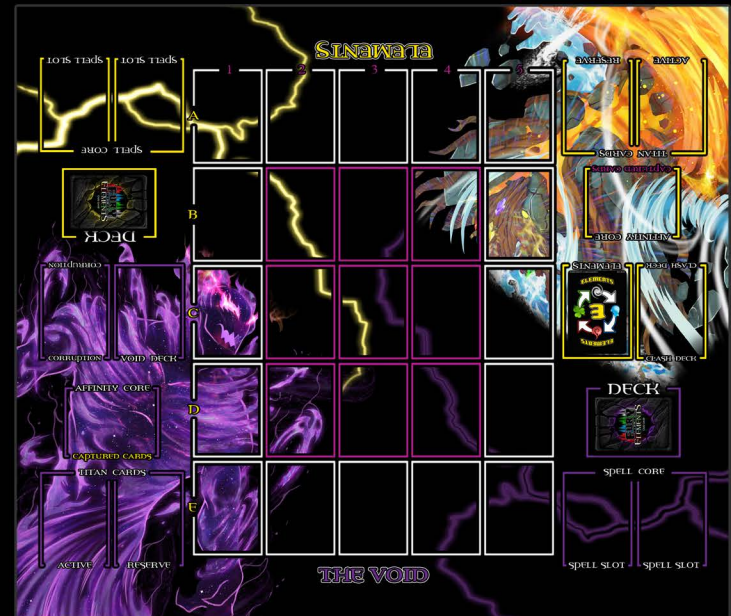
**Ending the game:** A player obtains the majority of the game state (victory); OR neither player has any cards left in their 60 card deck or their hands. (Determine the winner by majority of the current game state.)

**Tie-Breaker:** If there is a tie and neither player has majority refer to the Blue Moon rule, then if needed, the Red Moon rule.

**BM:** Add the total number of captured cards.

**RM:** Add the total of Elemental Power of player's captured cards.

## Setup example for Fury Mode



## TITAN'S FURY MODE OVERVIEW

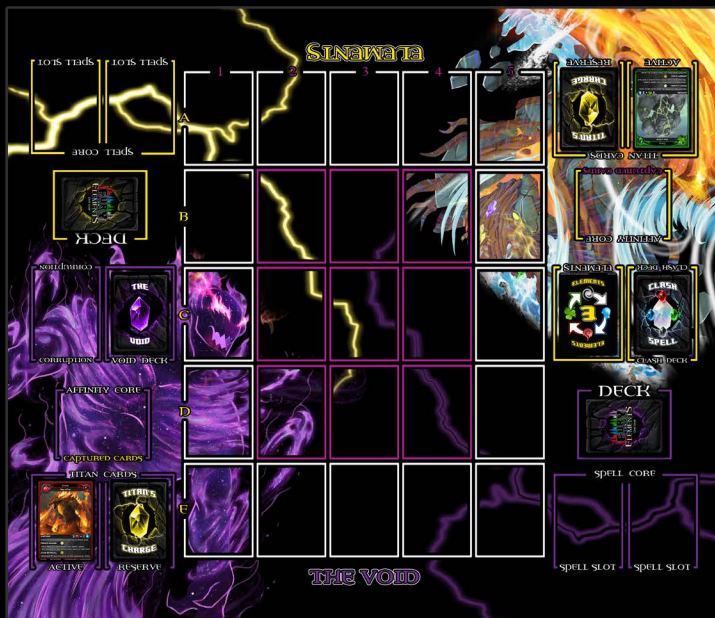
Titan's Fury is the main game played on the 5x5 strategy play mat.

**Time to Play:** 30+ minutes.

**Objective:** Win by capturing your opponent's cards through battle, to obtain the highest Elemental Power. (Points) When capturing a card, it is sent to your Affinity Core zone.

**Scoring:** Add points in your Affinity Core from captured cards and Titans, as well as field bonuses from Shards and Affinity Matches.

### Setup example for Titan's Fury Mode



## TITAN'S FURY MODE SETUP

**Components Needed:** The two 60 card Power Card Decks, the Elements/Reverse Card, the Void Deck, the Clash Spell Deck (or Clash Point Deck), and the Titan Deck. (Note: Use the provided colored D6 dice to keep track of captured cards for Titan ability unlocks, by using the colored die that matches the element captured)

### Setup:

- Follow the setup instructions for Fury Mode, add the following:
- Shuffle the Void Deck and add it to the Void Deck Zone.
- Clash Spells: Remove the Shard of Rok'nir; VOID Shard, Shuffle the Clash Spells. Place it on the play mat in the area marked "Clash Deck." Place the Void Shard of Rok'nir card at the bottom of the deck. Flip the top card of the deck face up.
- Shuffle the Titan Deck, players will draft their first Titan Card. (The 2nd player will draft their Titan first.) Each player places their Titan card in the area of their side of the playmat marked "Active", and their other three Titan cards face down in the Titan's "Reserve" area. (See Titan Section)

**Determining the first player:** Choose a player randomly to go first. (Use the provided dice or any method you agree on.)

**Opening Hand:** 5 Power Cards.

**Ending the game:** The 25 spaces of the play area are full, with no empty spaces; OR neither player has any cards left in their 60 card deck or their hands. In addition, if the VOID Shard of Rok'nir has been claimed from the Clash Deck, the game will immediately end. (Determine winner as normal.)

**Tie-Breaker:** If there is a tie and neither player has majority refer to the Blue Moon rule, then if needed, the Red Moon rule.

**B/M:** Add the total number of captured cards.

**RM:** Add the total Elemental Power of player's cards on the field.



## POWER CARDS - THE PLAYER'S DECK

A deck of 60 cards that each player uses to play the game and initiate battles on the playmat against their opponent's Power Cards. The construction of each of the two decks are identical. Both decks consist of 60 cards each. The breakdown is based on each of the four elements; **Fire**, **Water**, **Earth**, and **Air**. There are 15 cards of each element in both of the decks. For each of the elements those 15 cards are mirrored, creating the opportunity for balanced gameplay.



## BREAKDOWN

4 types of Elementals represented by a name, elemental affinity, and elemental power levels of 1, 2, 3, or 4.

**Wisp:** Power Level 1, 4 cards.

**Primal:** Power Level 2, 6 cards.

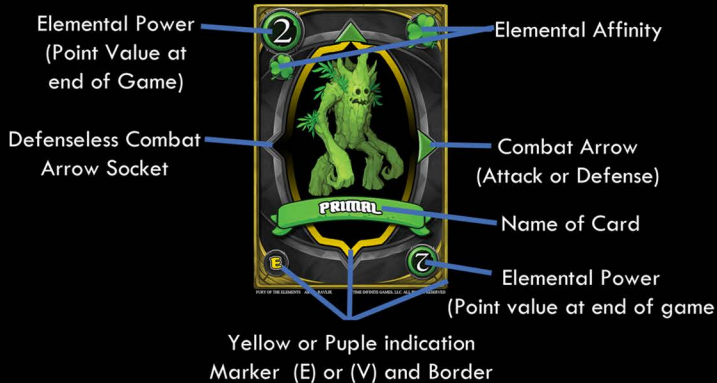
**Elder:** Power Level 3, 4 cards.

**Lord:** Power Level 4, 1 card.

Note: The visual difference in the decks of the colored border on the face of the Power Cards, and the color glow on the back of the Power Cards, is for accessibility for the colorblind and for distinction between the two players.



Example of the Fire element cards in the purple player's deck.



Note: cards may only be played right side up with the name readable, left to right, by the player placing the card. Cards are not allowed to be rotated.

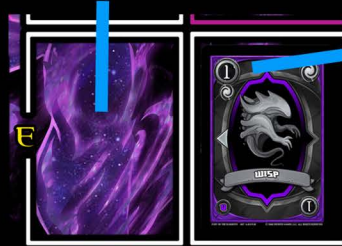
## COMBAT - RULES

A player may not capture their own card.

Cards may only be played right side up with the name readable, left to right, by the player placing the card.

Cards are not allowed to be rotated.

### 1 Adjacent Empty Space

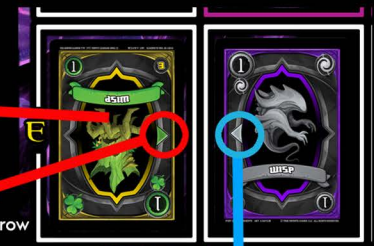


Defending card played on purple player's prior Turn

Attacking card being played now by the yellow player.

Attacking card's directional combat arrow

### 2 Proper Orientation of Player's Cards



Defending card's directional combat arrow

## COMBAT - DIRECTIONAL COMBAT

Power Cards placed during a turn are **attacking**, while cards placed on prior turns are **defending**. Defending cards can never destroy attacking cards unless a card ability or effect says otherwise. Cards battle by being placed adjacent to an opponent's card. If the attacking card has an arrow located on any of the edges facing any of the opponent's cards, a battle ensues with each card. Arrows are located on the **left, top, right, or bottom** edges of the card.

## COMBAT - ELEMENTAL POWER

The winner of each battle is determined by the card's Elemental Power level; the number located in the upper left and lower right corners of the Power Card. The Power Cards vary in power from 1 to 4. The highest Elemental Power wins a battle. In the event of a tie, the superior element wins as indicated on the Elements/Reverse card. If a card has no arrow on one of its four edges, that card is considered defenseless on that edge or edges and can be destroyed by any power level card except a card of its own element.



Defending 3 of Earth with no defense, becomes easy prey.

Attacking 1 of Air card being used to capture a higher power 3 of Earth card.



Power level 1 of Air card attacking a higher power card that is not defenseless. This can be considered a defensive strategy, used to block an opponents future play.

Due to the 3 of Earth defending, and is higher power than the 1 of Air card, this results in nothing happening to the board state. Both cards stay on the mat.



## THE ELEMENTS AND REVERSE CARD

This card is used when two elemental cards “Power Clash”, serving as a tie breaker. This card flips from its current side to the other side every time there is a Clash, reversing the Elemental Hierarchy and changing the flow of the game. The player sitting on the Elements side of the table will control this card for both players.

**Power Clash:** When two cards battle if their Elemental Power is equal and they are not superior or inferior to each other then a “Power Clash” ensues, and causes the elements to reverse. Please see the description in the “Power Clash System” on the next page.

## BEST OF 3 GAMES

If playing in a Tournament or in any 3-game set, at the end of game leave this card in its current orientation to begin the next game.

Balanced state = Elements side up.

Furious state = Reverse side up.

## CIRCLE OF ELEMENTS

**Circle of Elements:** Displayed on the Elements side of the Elements/Reverse Card, the circle of superior versus inferior elements.

**Order:** Fire > Earth > Air > Water > Fire.

**Opposing Forces:** Fire = Air (Clash), Water = Earth (Clash)

**Circle of Elements - Reversed:** Displayed on the Reverse side of the Elements/Reverse Card, the circle of superior versus inferior elements.

**Order:** Fire > Water > Air > Earth > Fire.

**Opposing Forces:** Fire = Air (Clash), Water = Earth (Clash)

## ELEMENTAL AFFINITY

Cards sharing the same element cannot destroy each other, no matter how high the Elemental Power of either of the cards would be.

**Note:** If stated, a Clash Spell or Titan may break the Elemental Affinity rule, such as the Titan ability; *Affinity Breaker*.

## The Double-Sided Elements/Reverse Card



**Note:** Cards that share the same Elemental Affinity, do not “Clash”.

## THE CLASH CARD SYSTEM

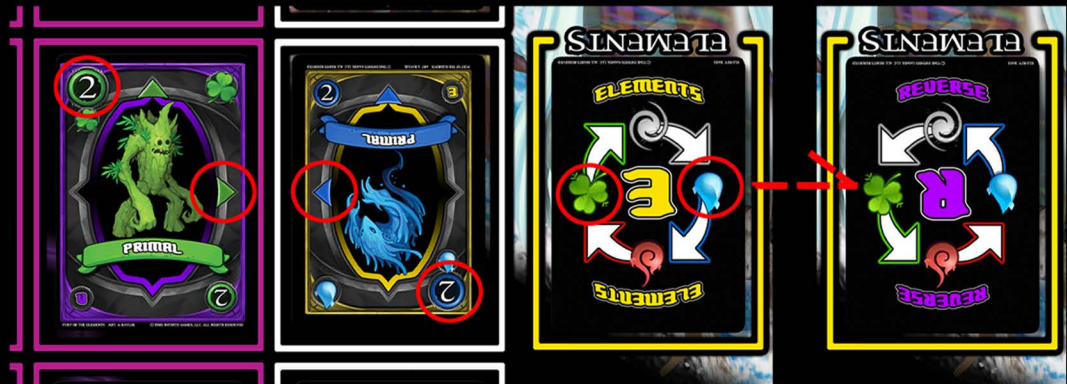
**Power Clash:** When two cards battle if their Elemental Power is equal and they are not superior or inferior to each other, then a "Power Clash" ensues causing the elements to reverse as described below. A card can only Power Clash with another card IF the arrows on both cards could "battle" meaning that there must be arrows facing each other in order to instigate a Clash. Otherwise if an attacking card's arrow faces a defending card's undefended side, it captures that card as normal.

When an attacking and defending card tie in Elemental Power, and they appear on opposite sides of the Circle of Elements, both cards stay on the field causing the elemental flow to reverse. (*The Elements/Reverse card flips to the opposite side.*)

In addition to the Element Reversal, when a player completes a Power Clash they may claim the top revealed card of the Clash Spell deck and resolve its effect immediately, or place the card in one of two spell slots in their spell core on the play mat.

*Please see the following page for more details on Clash Spells*

*Elements that cause a Power Clash  
when Elemental Power is equal.*



*An example of a Power Clash, and the Elements/Reverse card flipping to the opposite side.*



## CLASH SPELLS

A deck of cards that players compete for that manipulate the battlefield, the Corruption Zone, players hands, or the player's decks, as well as adding value towards a player's elemental power point total. The top card of the Clash Spell deck is always face up. When a Power Clash is executed, the player that initiated the Clash, draws the face up Clash Spell after the Elements/Reverse Card has been flipped over.



## SPECIAL ABILITY

Most Clash Spells in addition to having their own unique ability, have a second special ability called Elemond's Favor. If players cannot seem to find the Clash Spell useful at that time, or they need new cards in their hand, players will always be able to use the below ability.

### [ELEMOND'S FAVOR]

Sacrifice this card. Draw 2 cards, then place 2 cards at the bottom of your deck.

### SACRIFICE:

Placing a card FACE DOWN in your Affinity Core, sacrificing all points, bonuses, and abilities of the sacrificed card.

Placing a card face down in your Affinity Core wipes the value and abilities from the face of the card.

## CLASH SPELL TYPES

There are 25 Clash Spell cards with the following types:

- 4 Water Clash Spells
- 4 Fire Clash Spells
- 4 Air Clash Spells
- 4 Earth Clash Spells
- 4 WILD FURY cards
- 5 Shards of Rok'nir cards

### Clash Bonus Point Cards

(Extra Deck Crowdfunding Exclusive):

- 4, 1 Point cards
- 4, 2 Point cards
- 4, 3 Point cards
- 4, 4 Point cards
- 4, 5 Point cards
- 5 Shards of Rok'nir cards

### CLASH SPELL:

Obtained by a player that initiates a CLASH when the elements reverse, casting it immediately or equipping the spell in their Spell Core

(Wild Card)

(Elemental Spell)

(Shard of Rok'nir)



## THE SHARDS OF ROK'NIR

The Shards of Rok'nir are a game-stopping mechanic, designed to end the game when the last Shard of Rok'nir, the Void Shard, is collected by a player.

There is one Shard for each element including Fire, Water, Earth, Air, and Void. The Void shard is always the final card of the Clash Spell deck, at the bottom. This ensures that the game does not end so suddenly, without warning.

**NOTE:** Shards of Rok'nir are considered a Clash Spell but, do not have [ELEMOND'S FAVOR]

## VOID SHARD

**Reminder:** During setup, remove the Void Shard of Rok'nir, and shuffle the Clash Spell Deck.

Once finished, place the Void shard at the bottom of the deck, and flip the top card of the deck face up.

## POWERFUL REWARD

The Shards have a collectible reward as well. Each Shard allows any player that wins that particular Shard the ability to score 1 point from **each** Power Card left on the field, including the opponent's Power Cards that match that Shards, Elemental Affinity.

In addition, Elements named on the Shard of Rok'nir card, cannot be captured while the card is revealed on the Clash Deck. Once a player wins the Shard, only that player retains that ability. The Shards of Rok'nir's abilities cannot be overwritten by any card or ability unless it specifically names the Shard of Rok'nir, however cards protected by the Shard are not immune to the Void. (See the Void on the following pages.)

The Shard of Rok'nir takes up an open spell slot permanently. A player may win the shard, but if they have no open slots, and decide not to use one of the non shard Clash Spells currently occupying one of the spell slots, the Shard goes to their Affinity Core. That player will still receive the bonus points on the field for that element named on the card at the end of the game, but will not get to use its spell effect of that element not being able to be captured. You may not swap out one Shard for another in the spell slots, and if you have an empty spell slot, the shard **must** go there.

**NOTE:** See the back section under Promos for information regarding the Clash Point Deck



The Shards of Rok'nir





## AFFINITY MATCH

Any time that a player aligns three or more adjacent Power Cards of the same element in a row or column they create a match. Matches may be created using either player's cards but must be orthogonal; no diagonal matches are allowed. Matches of different sizes are named as follows: three-of-a-kind is a **Flicker (3 pts)**, four-of-a-kind is a **Rage (4 pts)**, and five-of-a-kind is a **Fury (5 pts)**.

A "Flicker" (+3 Match)



+3 Points to the Yellow Player at the end of game.

## THE "FURY" IN FURY OF THE ELEMENTS

When a Fury is completed, other than Power Clashes, only cards of the same element may interact with a Fury. This allows expanding card matches by playing cards adjacent to a completed Fury to set up more matches off of the original one.

Certain cards from either the Titan Deck or the Clash Deck may manipulate the Fury by replacing a card in that Fury, as long as it shares Elemental Affinity, allowing for more strategic gameplay.

## SCORING BONUS POINTS

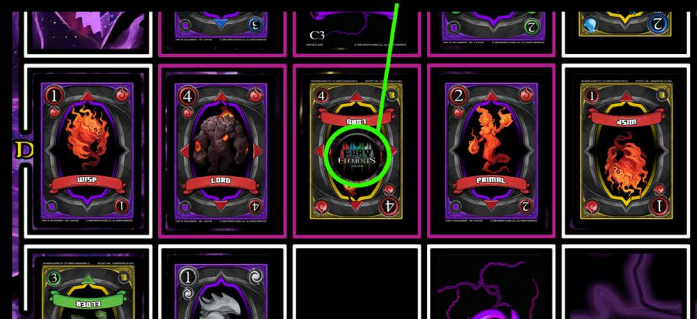
For each match created that is still *intact* at the end of the game, the player who owns the majority of cards within that match will receive bonus points reflected by the type of match.

If a player has a **Shard of Rok'nir** neither the Shard bonus nor the match bonus are affected by each other, and are scored independently.

It is possible that a player could have a bonus from an Affinity Match at the end of the game, while another player has the feild bonus from the Shard of Rok'nir that matches the element of that same Affinity Match, or that a single player could receive both bonuses.

**Note:** *Intact* means only matches that are still complete at the end of game, are eligible for their respective bonus.

A "Fury" of 5 cards in a row with an Elemental Token Marker indicating cards in this match can no longer be captured, and are now immune to the Void.



In this example, the Purple Player will score 5 points at the end of the game due to holding the majority of the cards (3 out of 5) in the Affinity Match.

## THE VOID - BALANCE IN DARKNESS

**The Void Deck:** A deck of 25 Void cards that work as a balance against the elements.

The player initiating an Affinity Match, forces an imbalance in the circle of elements. To keep the balance, a Void card is drawn by the player on the Void side of the play mat, from the top of the Void Deck. This card is a **Consuming Void Card**. They place the card in the designated area found in the lower left corner of the Void card.

A Void card must be drawn per Affinity Match made, even when simultaneously created.

## THE CONSUMING VOID

**Consuming Void Card:** A card that consumes any Power Card in the Void Card's designated space.

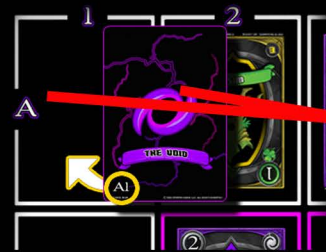
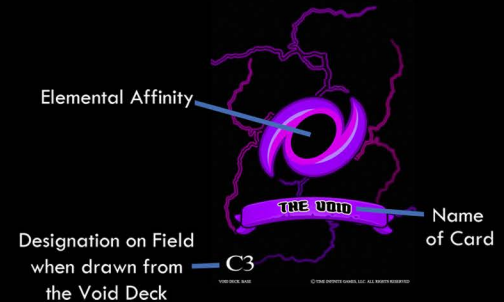
Cards with an elemental power of 4 are immune to the Void and cannot be consumed. If a Void Card would land on the same space as an elemental power 4 card it is instead sent to the *Corruption Zone*, and play continues as normal. If a player has a Shard of Rok'nir protecting a certain element, and a Void card lands on the same space, that card is still consumed by the Void, as the Void does not capture, it consumes.

**Exception to this rule:** Elemond's Titan Ability; [Power of Rok'nir] stops the Void from consuming cards. See *Titan's Section*

## THE CORRUPTION ZONE

The area Power Cards are sent to when they are consumed by the Void Cards. In addition, the Void Cards that cannot consume a Power Card when summoned, are then sent here as well.

VOID CARD



A Void Card with the designation of A1 being placed in the A1 space.

After a Void Card was drawn and placed, the Yellow Player's EP 3 of Water Card was in the space that the Void Card was designated to go.

Resulting in the card being consumed and going to the Corruption Zone.





## THE TITANS - SETUP EXPLAINED

The Titans allow players to score bonus points at the end of the game for capturing a specified number of cards from their opponent of specific elements, or the ultimate ability of destroying a Void card. There are 18 Titan cards that make up the Titan Deck. This does not include any Titan cards that are gained through crowdfunding, promotional events, or expansion packs. All Titans in the deck must be **unique**. This means only one Titan of each **name**, even if the title of that Titan is different, are allowed to be used in the deck. The other rules governing these powerful cards are as follows:

- At the start of the game, the second player will choose a Titan Card from the Titan Deck. They will pass the deck to the first player to choose a Titan. After choosing a Titan the first player will shuffle the deck and deal 3 additional Titan cards to each player. The players should now have four Titans each. These are the Titans players have for the duration of the game. Remove the rest of the Titan Deck from the game. They will not be used unless you are playing a best 2 out of 3 match. *During a best 2 out of 3 match, discard all used Titans from the game, reshuffle all non-used Titans with the Titan Deck, and repeat the above process for the next game.*
- Place the first Titan card you chose in the area of the play mat marked "Titan Card" in the space named "Active"
- When the game begins, before the first turn of the game, reveal your Titan card and play with it face-up (*the side with the captured card pre-requisites*), granting you their Titan ability.

## TITAN'S CHARGE - SCORING

To gain the [TITAN'S CHARGE] ability, a player must charge their Titan by *capturing* or *corrupting* the required elemental types on the Titan Card. Once this prerequisite is met, the Titan is Charged, and the player must choose either to gain 5 points at the end of the game or remove a Void card and place their Titan on the field.

**5 POINTS:** Immediately place the Titan face up in your Affinity Core to gain the 5 point bonus during scoring.

**VOID REMOVAL:** [TITAN'S STAND] Place the Titan card on the field, replacing any Void Card (all Titans except Malefis), which forfeits the 5 point option above. However, the player retains the Titan's ability on the bottom of the card, in addition to the ability from their new active Titan. This is the only way to destroy a Void card, making these Titans extremely powerful and valuable. Players may use this charge at any time during their turn. Once a Void Card is removed, that player will draw a new Titan card from the "Reserve" Titans slot and they place this card in the "Active" slot becoming the new Active Titan.

**NOTE:** The strategic removal of a Void Card *may* present more scoring opportunities, and combos surpassing the initial 5 Point option.

## TITAN'S ABILITIES - EXPLAINED

**[TITAN'S STAND]** A sub-ability of **[TITAN'S CHARGE]**, removing a *Void Card* and placing a Titan Card in its place.

**[VOID'S RAGE]** A sub-ability of **[TITAN'S CHARGE]**, removing an *Elemental Power 4 Card* and placing the Titan Card, "Malefis" in its place.

Any player's Titan Card can be *sacrificed* on that player's turn, forfeiting all charges of captured cards toward that Titan's **[CAPTURE]** requirement. This allows players to filter through a Titan whose abilities are deemed to no longer be attainable or useful, due to the game state constantly changing.

**NOTE:** If a player has used all **four** of their available Titan Cards and no longer has any remaining Titan Cards left in their **Active** or **Reserve Zone**, they must continue to play without a Titan Card for the duration of the game.

## TITAN CARD



Name on card

Elemental Shard

Titan's Special Ability

## TITAN CARD (CONT)

Elemental Affinity

Titan's Title

Capture or Corruption Requirements



Titan's Charge Ability Found on ALL Titans

Some abilities or artwork shown on cards are from previous iterations of the game and may not represent the actual cards.

## CAPTURE & CORRUPTION

**[CAPTURE]:** Obtain **[TITAN'S CHARGE]** by capturing the above cards. Capture your opponent's Power Cards of (X) quantity of (X) Element(s)  
**NOTE:** Some Titans may have an alternate version of **[CAPTURE]** through **[CORRUPTION]**. At this time Malefis, Titan of the Void is the only one.

**[TITAN'S CHARGE]:** Allows players a choice between collecting 5 points or strategically destroying a Consuming **Void Card** on the field.

**[CORRUPTION]:** Obtain **[TITAN'S CHARGE]** by corrupting **any** four cards.  
**[TITAN'S CHARGE] (Corruption):** Allows players a choice between collecting 5 points or strategically sending **any** **Elemental Power 4 Card** to the Void.

**NOTE:** A player may have their own Power Cards get consumed by the Void, count as corrupted cards towards Corruption, however Void cards do not count.



## TITAN'S SPECIAL ABILITIES

**[POWER OF ROK'NIR]:** Consuming Void cards do not consume your cards. Overrides the Void's ability to consume cards, including those protected by Shards of Rok'nir.

**[INTO THE VOID]:** When you cause a clash the defending card goes to the Void. When you cause a clash, you also send your opponent's card involved in the clash to the Corruption Zone.

**[EQUILIBRIUM]:** If you complete an **X** (element) Affinity Match no Void card is drawn. Breaks the rule to draw a Void card from the Void deck when you create an Affinity Match of a specified element.

**[AFFINITY BREAKER]:** Your **X** (element) cards capture your opponent's **X** (element) cards. Breaks the Elemental Affinity rule, ties in elemental power have no winning result.

**[FLOW REVERSAL]:** (Reversed) "R": Your **X** (element) cards can't be captured by **X** (element). Reversed "R" means the state of the Elemental Reverse card, being the Reverse side or "R".

**[AFFINITY CLASH]:** Your **X** (element) cards Clash with **X** (element) cards of any power. Any power card of "X" element can cause a clash with any power card of the opposite element on the circle, they no longer must be equal value. Clashing Elements: **Fire and Air**, or **Earth and Water**. You may also still capture your opponent's card if the power level is lower.

**NOTE:** Multiple Titans share the same ability name. However, these abilities are still separated by their Elemental Affinity, still making them unique. Titans, like most of the game were designed to be situational to assist with the replayability.

Yggdra, with the ability  
**[EQUILIBRIUM]**



Zephyrs, with the ability  
**[AFFINITY BREAKER]**



Ignis, with the ability  
**[FLOW REVERSAL]**



Tidalon, with the ability  
**[AFFINITY CLASH]**



## PROMOS & TOURNAMENT EVENTS

**Promotional Items:** At times we may include promotional cards for events such as Gen-Con, and to our backers for supporting our product. Some promotional items are legal for use in our tournaments, at home, and local events, while others are not. In the future, head to our website at [www.furycg.com](http://www.furycg.com) and check to see the legal status of each promo card released. At home play how you want! We always recommend adhering to our rules for the most enjoyable and balanced game play for Fury of the Elements.

**The Clash Point Deck:** This deck of cards was the original design of the Clash Deck back when we called it the Fury Deck. The idea of them was a way to score bonus points, to assist in supplementing your points from just capturing cards. It was also designed as a reward system as it still is now with the current Clash Spell Deck. In testing we found that some players want to play solely for points, and do not want to bother with spells. So we decided to appease those and to further our agenda for our **"Modular Deck System"** this was now the perfect opportunity to give backers of the game an extra deck that can be swapped out displaying the Modular Deck System.

To use the Clash Point Deck, simply swap it out with the Clash Spell Deck and follow the same rules for obtaining a card during a Power Clash. This may result in a much higher scoring game, but is also a great way to introduce this mechanic for people who want a bit less complexity in their game.

**NOTE: Rule Change:** The only thing that changes here with the Clash Point Deck, is the fact that you do not need to put any of these cards into a spell slot. You can simply obtain the point card, and place it in your Affinity Core face up. In addition, the Clash Point Cards do not have **[ELEMOND'S FAVOR]** ability. However, feel free to give them the ability as a house rule if you wish. The five Shards of Rok'nir cards are included in the Clash Point Deck as well.

CLASH POINT CARD: FRONT & BACK



PROMO CARD: FRONT AND BACK



CURRENT LEGAL PROMO



NOT LEGAL PROMO





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*Stoneblade Entertainment:*

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The TLAGD Alumni of Class 1, 2, 3, & 4.

The Entire Class 5 "Iteration Nation"

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Dave Clarefeild, Megan (SisDusty), Ashley,  
Kyle, and Eli Moore.

### External Phase 5: GEN-CON 2023 TESTERS

We had over 80 of you awesome people and this game would not be the same without you. We did not collect personal information of our testers at Gen-Con as a courtesy. Just know we are forever grateful for each of you!

### External Phase 6: PATRONS

Steve and the entire crew and all of the patrons from the EBBG Convention in Oakland, CA  
1st FotE Tournament Finalists:

**Champion:** Vanessa

2nd Place: Hop

3rd Place: Melinda



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