

Aether Rules™

 Players: 2  Age: 12+  Play Time: 60 - 90 min.
Designer: Travis Walters Art: Fox @ SacredArtsDesigns
Publisher: Virtual Warehouse ** Requires Battle Boards Arena

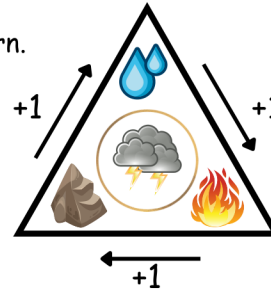
Setup:

- Place the elemental tiles in the aether bag and mix them up. Then take 6 elemental tiles each.
- Mix the monster cards and place them face down.
- Each player picks a top (elemental divining rod). Both players spin at the same time. Last top spinning goes first.

Order of gameplay:

- Player 1 draws the number of element tiles for their level (see chart on front page). Place the tiles on the battlefield arena. Tiles and monsters must be spaced at least one tile width from any object.
- Draw a monster card and follow any monster actions on its card.
- Player 2 will now place it in the arena on a stand. Then add or remove the appropriate number of fizzles for your level to the battle arena. All objects must be spaced at least one tile width apart.
- Players can cast as many spells as they can afford using elemental components. Starting with player 1, take turns until both players are done casting. If you cast a spell you can adjust your tiles in the arena. You can only move tiles if you cast a spell.
- Player 1 spins their top. Try to collect as many elemental component tiles as you can before hitting a fizzle or the top stops. You may tilt the battle arena in any direction, but at least one leg must always be on the table or your turn is over, and no tiles are collected.

- Collect the element tiles you captured before fizzling out.
- Hitting a monster tile conjures it up through the aether. After your spin it will attack (see monster battle setup).
- If no monster is hit place all of the collected tiles in your collection.
- It is the next players turn.



Monster battle setup:

All Monsters are one of four elements; Earth, Air, Fire or Water.

Elemental advantage:

Water > Fire > Earth > Water adds 1 damage done.

Elemental defense:

Minus 1 damage point when using an element against the same type.

Earth to earth. Fire to fire. Water to water.

Air is neutral. It can be used as a compounding agent in spells.


After following any monster actions on the tile you may attack or flee. If you flee you lose any tiles gained this turn. If you attack, roll the die. The monster takes damage equal to the die number plus or minus any bonuses. If the monster survives it gets to attack using the same math. If no one dies, you may attack again or flee. If you win, take the monster card trophy. It is worth the number of points in the top right corner. If you die, return all tiles you have collected. Return two monster trophies to the draw pile. On your next turn get full health at your current player level and draw 6 new tokens for your collection.


Multiple monsters:


Draw each monster card and follow the action. Then place it in the arena. Continue this until all appropriate monsters are placed. Placed tokens and monsters can only be moved after you cast a spell. If more than one monster has been triggered you can a) run away and lose any pending tiles from the spin b) defeat monsters one at a time in any order for points. If any monsters that were triggered survive and you run, you lose all pending tokens but keep any monster points gained.




Special Tiles

 **Auto Critical Hit** { Use this with any attack spell to do 6 points of damage instead of rolling the die. Must be used before you roll }

 **Life Heart** { Used like a spell at no cost. Heals the user for 5 HP }

 **Wild** { Use as any 1 element type in a spell }

 **Wild X2** { Use any 2 elements in a spell. Can only be used in one spell }



Winning:

The winner is the first person to earn the title of Grandmaster by collecting 10 monster points.

Bonus Challenge: Earn the rank Archmage with 18 monster points.

Game contents:

1 Instructions with Alchemist Levels & Spells
2 Elemental divining rods { Tops }
64 Elemental tokens
6 Fizzle Tokens
1 Aether bag of holding
24 Monster cards
1 Dice