



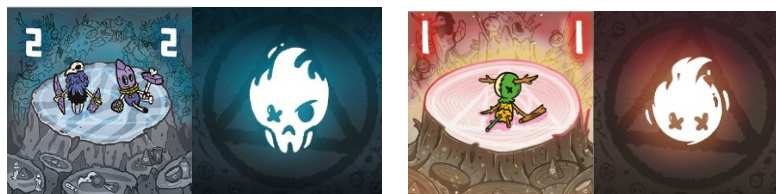
Thank you for your interest in ETER and downloading PRINT&PLAY DEMO!

To quickly start playing - you just need to print next pages of this file (ETER print&play) + read pages 2-6 from the rulebook.

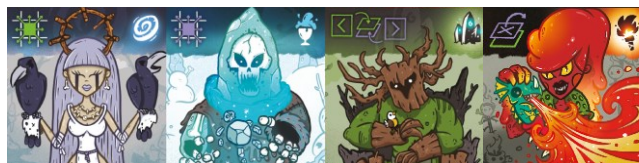
HOW TO PREPARE THE GAME

After printing all pages on A4:

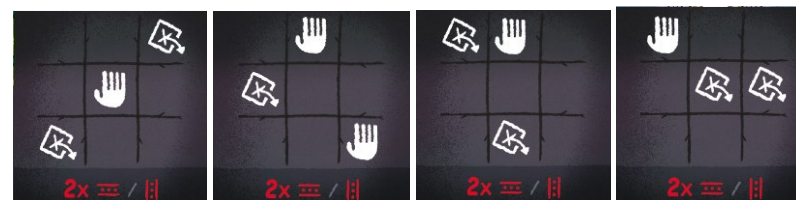
1. **Combat cards:** Put together **blue** front and blue back sides of the cards as well as **red** ones



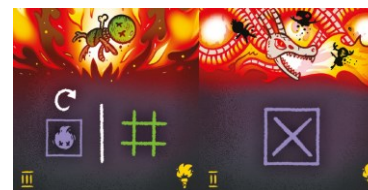
2. **The mages** - in PNP you have 4 of them. Use each of them separately. In the box they are doublesided and you have 8 of them :)



3. **Power Explosions** in PNP you have 4 of them. Use each of them separately (these are some of the Training Mode only versions).



4. **Elemental Power cards** - those with illustrations listed at the end of Manual. You can use them singlesided, or glue them bothsided. If you glue them bothsided - as you have only limited amount of them - pay attention to glue together 2 fire cards / 2 earth cards / wind and water card. In the game there are much more of them and they are paired within one element (E.g. fire).



5. **The Battle arena (small one)** – pair both sides of it



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