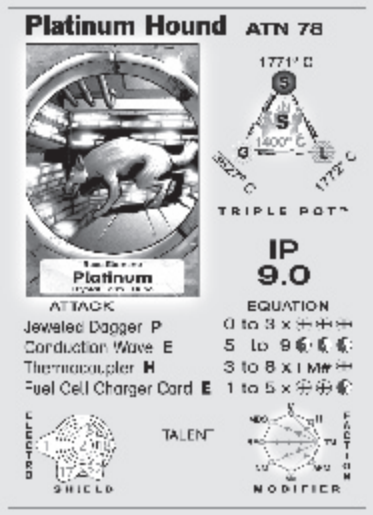
Phase 2 **Windojo™**

DIRECTIONS

Object: Liberate the most elements from your opponent using positive electrons and defending with negative electrons.

Step 1: Both players choose one winning card from Phase 1 and reveal their elements to each other.
Step 2: Both players compare ATNs with lowest value element attacking first.
Step 3: Attacker rolls T-bone and flips Electrocoins.
Step 4: Attacker computes damage using the 1st equation.
Step 5: Defender flips Electrocoins equal to the number in the outer most layer of the Electroshield. The integers of two digit numbers over 10 are summed; e.g., 12 results in 3 Electrocoin flips (12=1+2=3). Subtract negative flips from attacker damage. Mark off used shields.
Step 6: Subtract any remaining damage from the defending element's IP. An element is liberated (removed from the game) if the IP drops to zero or below.
Step 7: Defending element liberated? If yes, attacking player chooses another element to move into battle, then defender chooses an element and both begin with step 2. If not, defending element attacks with its 1st attack equation.

Step 8: If, after each elements' 1st attack, neither elements' IP is reduced to zero or less (liberated) then repeat steps 3-8 with the 2nd equation. Defenders use the next layer of its Electroshield in counter-clock wise order or the same layer if the defending element has no additional layers.
Step 9: Repeat steps 3-7 with the 3rd attack equation and remembering to use the next Electroshield layer.
Step 10: Repeat steps 3-7 with the 4th attack equation and remembering to use the next Electroshield layer.
Step 11: Repeat steps 3-10 until an element is liberated.



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Example Battle of Liberation

Baron Helios Vs. Platinum Hound

* Both players, David and Julie, choose an element character that survived Phase 1.

* David reveals Baron Helios and Julie reveals Platinum Hound.

* Baron Helios has the lowest ATN and attacks with Star-Duster.

* David rolls a T-2 and flips (+), (+), (-) for 2 damage (1x2=2) but Platinum Hound has a chance to defend first.

* Julie sees that her outermost Electroshield is a 1. She flips a (-) and reduces the damage from 2 to 1. Platinum Hound takes 1 damage and now has and IP of 8 (9-1=8).

* Now its Platinum Hound's turn and Julie announces her first attack – Jeweled Dagger. She rolls a T-bone and flips (+), (+), (-) for 6 damage (3x2=6). David defends with 2 Electrocoins and flips (+) (+). He fails to block any damage and Baron Helios' IP drops from 24.5 to 18.5.

* Neither element has been liberated so David announces Baron's second attack, Wind Tunnel, and rolls a T-3 and flips (+), (-), (-) for 5 damage (6-1=5). Platinum Hound's next Electroshield is 17 so Julie flips 8 Electrocoins (1+7=8) and prevents 3 damage with 3 (-) flips (5-3=2). Platinum Hound now has 6 IP remaining (8-2=6).

* The battle continues until one element is Liberated - loses all IP. Note that Baron Helios will always defend with 2 Electrocoins since he only has one Electroshield with 2 electrons.