



### The Invincible Lords of Nature!

On a distant island a long time ago, the story of Gormiti begins...

The magnificent island of Gorm was once inhabited by peaceful, nature-loving people. They lived peacefully under the guidance of the Old Sage, keeper of secrets and magic, in their village at the foot of Fire Mountain, a massive, dormant volcano that had never threatened the peaceful island...until now. One day Fire Mountain showed its fierce nature by exploding through the earth and into the air. The once green and lush land transformed into a black, burnt, desolate waste area. From the ashes rose strange creatures, molded from the heat of the lava and led by Magor, lord of Evil. These creatures of fire were called the Tribe of Magma.



An age-old prediction was coming true: "From the deep, dangerous creatures will rise. They will sweep the land, and the good will then return to battle a fate worse than extinction".

Time passed and the Lava Tribe continued to rule the island of Gorm unopposed. However, without opposing enemies, they starved. Their evil energy slowly faded, and Magor's triumphant laugh became a resentful sneer - his own wickedness had failed him. But he would not allow anything to end his reign, so he returned to the depths of Fire Mountain to recharge his powers and await the right moment to launch his attack and finally rule the island of Gorm once and for all. One by one, the Magma Tribe followed Magor back into the volcano, leaving the island of Gorm deserted and lifeless.

Time continued to pass and The Old Sage waited, biding his time and mourning the friends he'd lost. Legend says that his tears became the magical blue flame called 'The Eye of Life', the symbol that inspired The Old Sage to pursue the rebuilding of Gorm and its people.

A mammoth task lay ahead! The Old Sage asked the Elements of Nature to help re-create his lost friends and bring life to a new Gormiti civilization. Combining the Elements with his magical powers, four distinct Tribes were born:

The Earth Tribe - Strong and righteous, the children of Mother Earth  
The Forest Tribe - Wise and tough protectors of the woods  
The Sea Tribe - Warriors of the Sea, as cunning and quick as fish  
The Air Tribe - Guardians of the clouds, agile and cheerful as birds



The Old Sage was happy with his work, but he knew that which was stirring in the depths of Fire Mountain could return to destroy Gorm once again. Anticipating this, he created the lords. They were bigger, more powerful and had no memory of the past destruction. They became the leader of the Tribes. The lords were not just empty shells, far behind every one of them lay great strength and passionate souls. They would live and battle for their Tribes.

While dwelling in the depths of Fire Mountain, Magor's cruel magic grew stronger and more destructive. Very soon he would return to the island of Gorm, but this invasion would not be easy, as Magor discovered that he could not live without the energy of the Gormiti to fear upon. This time he had a plan that was more devious than ever before...this time he would not just defeat his enemies, he would also control them forever! Time was fast approaching.

Soon, the Gormiti saw trails of red flames coasting across the sky. At first they believed it was the after effects from Fire Mountain, but The Old Sage knew better...this was Magor firing out his Tribe from the erupting volcano. The Old Sage let out a burst of telepathic energy to alert the lords of every Nature Tribe of the forthcoming danger. The lords protected their Tribes in the villages and prepared them for battle. The epic struggle between good and bad was about to begin again.

Magor was not about to leave his fate in the hands of his Tribe alone, so he launched a burst of wickedness at every village on the island with the hope of turning the war in his favor. This was not meant to destroy the Gormiti but rather to disrupt their ability to distinguish friend from foe. Magor succeeded and every Gormiti village last trust in each other and began fighting amongst themselves. Once friends, they soon became bitter enemies locked in combat.

This is how the Great War began. The four Tribes of Earth, Forest, Sea and Air clashed with Lava and Magma. Friends were now becoming bitter enemies with each other. The good Tribes believed that conquest was the only way to victory, while the bad Tribes sought total domination, in line with Magor's wishes. The Great War of Gorm had begun. Tales of the bravery, conquest and battle between the Gormiti would fill the history books for a long time to come...

### COLLECT AND BATTLE!

THE EARTH TRIBE	THE FOREST TRIBE	THE SEA TRIBE	THE AIR TRIBE	THE VOLCANO TRIBE - MAGMA	STARTER PACK EXCLUSIVES

### How To Play

Each player adds the points printed on their Gormiti's foot to the points listed on the matching Gormiti card. The player with the highest score wins!



Strengthen & build your army! Create your most powerful team! Battle em' against each other or even challenge your friends!