

Rules of **SUMMONING**

Components

228 cards. 25 wound tokens. 1 rulebook.

The cards are divided in 6 different ready-to-play decks of 38 cards each.

Each deck contains:

38 cards:

-3 gem cards

-35 summoning cards

Concept

Summoning is a strategy game for two or more players, each of whom has a deck of cards. Over the course of the game, each player will take turns playing cards such as creatures, spells and advancements. Each player starts at 25 health. When you reduce your opponent to 0 health, you win! You also win if your opponent has to draw a card when none are left in his or her deck and gems, or if a card says that you win.

Gems

Summoners learn to summon their inner energies through the summoning gems.

There are 3 kinds of gems in Summoning.

Strength, Mind and Spirit.

⬡ This symbol is for a cost that you pay with gems of any kind.



Strength:

Strength gems are imbued with fire, rage and brute force. Strength gems are used by Warriors and Rogues.



Mind:

Mind gems are all about inner control and manipulation. These gems are favored by Wizards and Enchanters.



Spirit:


Spirit gems are about the divine and spiritualism, the path of light. They are used by Priests and Paladins.

You start the game with three gem cards, one of each kind. At the beginning of each of your turns, you may gain a gem of your choice. Gems are used to play the rest of the game's cards. Set your gems as seen on the image below, with one face down card from your deck over each gem. To gain a gem, slide its face down card as seen on the image below.



Parts of a card

Gem Cost:


Gems are the game's main resources. You spend gems to play cards. The symbols in a card's upper left corner tell you the cost to play a card. If the gem cost reads  you pay 2 gems of any kind plus 1 strength gem and 1 mind gem.

Card Name.

Ability:

This is where a card's abilities appear. Abilities are divided in active (↓) and passive (⊙) abilities.

Set Symbol and card number:

This symbol tells you which set the card is from. The  is from the basic core set. The number makes it easier to organize your cards. For example "078/110" means that the card is the 78th of 110 cards in its set.

Type symbol:

This tells you the card's type:



Advancement



Agenda



Creature



Spell



Summoner



Influence,

Attack

Health.

A card may have a special box with its influence, attack and health. A card's influence shows how much influence it has to help play an agenda. Its attack shows how much damage it deals in combat. Its health shows how much damage must be dealt to it to destroy it.

Race.

A card may have a race that helps with various game effects. This card is a dragon.

Card types

Cards have 5 different types. Each type tells you when you play the card and what happens to the card after you do. Advancement, Agenda, Creature, Spell, Summoner.



Advancement

An advancement represents an item or effect that advances your summoner and/or creatures. An advancement enters the field attached to a summoner or creature, and affects it while it's on the field. If the advanced creature or summoner leaves the field, the advancement is put into the owner's discards.



Agenda

An agenda represents a political law. To play an agenda, you must have the most influence. Total the influence from all your creatures and summoner. If you don't have the most influence, you must pay the difference with health. When an agenda is played, you choose either "In Favour" or "Against". The chosen ability is now in effect. After you play an agenda it stays in the field. Unless stated otherwise, only one agenda may be in the field at any time.



Creature

Creatures are your fighting characters. Creatures, like Advancements and Agendas, stay in the field when played, and can attack. Each creature has influence, attack and health.

Its influence is how much it can help while playing an agenda. Its attack is how much damage it deals in combat. Its health is how many wounds must be dealt to it to destroy it. Creatures attack during your turn. Creatures enter the field straightened.



Spell

A spell is a magical effect. Spells can be played during one of your own turns. When you play a spell, you follow the instructions on the card's ability and then you put it into your discards.



Summoner

The summoner is your main character, it represents you. A summoner starts the game with 25 health. If your summoner's health is reduced to 0, you lose the game. Like creatures, a summoner has influence and attack. A summoner also has a prestige class ability, which starts the game locked, meaning it cannot be used.

A Summoner has no gem cost. It is free to play.

Summoner's locked ability



Game Zones

Zones are the areas of play that exist on your table. **Hand**

When you draw cards they go to your hand. No one except you can look at the cards in your hand. You start the game with five cards in your hand and you have a maximum hand size of ten. If you are about to draw a card when having ten cards in hand, it automatically goes to your discards. Each player has his or her own hand.

The field

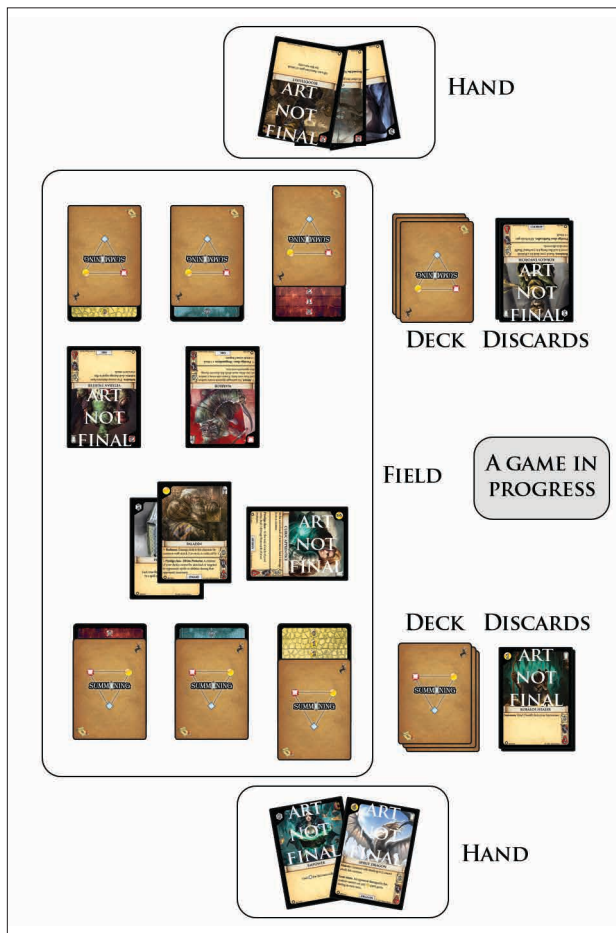
You start the game with your summoner and your three gems on the field. Each gem is covered with a face down card from your deck. On each of your turns, you can gain a gem by adjusting its gem card. Advancements, Agendas and Creatures enter the field after played. This zone is shared by all players.

Discards


Your discard pile. Your spells go to the discards when played. Your cards go to your discards if an effect causes them to be discarded or destroyed. Your creatures go to your discards if the damage they are dealt is equal or greater than their health or if their health is reduced to 0 or less. Cards in your discards are always face up and anyone can look at them at any time. Each player has his or her own discards.

Deck

Your deck is kept down and no one can look at the cards in your library, but you can know how many cards are in each player's library. Each player has his or her own deck.



Gems

To play cards you need gems. Gems are the game's currency, it's what you use to pay costs. Gems have three colors, red for strength, blue for mind, yellow for spirit. When any kind of gem can be used to pay the cost you'll see a grey symbol (). Gems are recharged at the beginning of each turn, so you may use them again to play cards or use abilities.

Playing cards

All cards except gems are played by using gems. You can play advancements, agendas, creatures, spells and summoners during one of your turns.

To play a card, take the card you want to play from your hand and show it to your opponents. If the card is a spell and has two abilities, choose which one you are using. If the spell affects another card in the game, you choose which one. Check the card's cost. To play the card, you must have enough gems to pay for its cost. When a card is played, one of two things happens. If it is a spell, it takes effect. Follow the card's ability and then put it into your discards. If the spell is an advancement, agenda, creature or summoner, you put the card on the table in front of you, near your gems. The card is now on the field and stays there until an effect changes that. Many field cards have abilities, which is text on them that affects the game. If you want to play another card make sure you have enough remaining gems.

Example of playing a card

When a card reads "destroy an advancement" you are able to choose an advancement to be

destroyed. If you can't choose any such card, you can't play the card or use its ability. Once you choose the card, you can't change your mind later.

Abilities

Cards have abilities on them. Their text tells you what they can do. There are two kinds of abilities a card can have: active and passive.

Active Abilities ()

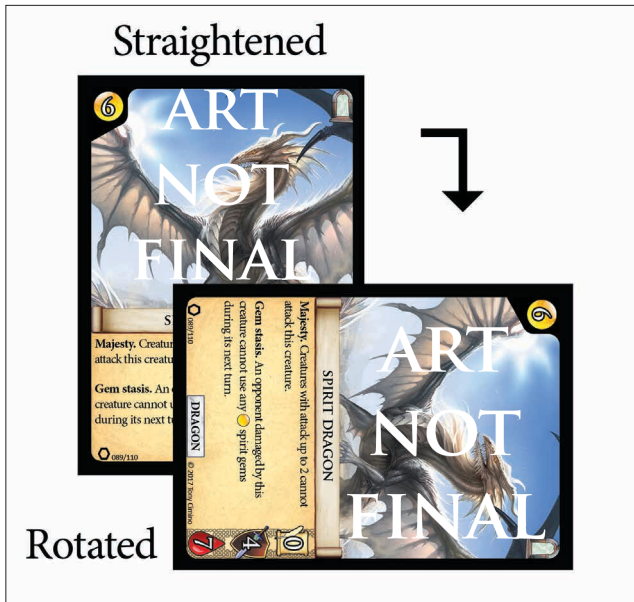
An active ability is an ability that you can activate during your turn. For example, Veteran Fighter is a creature with the ability "Initiative. If no enemy characters have initiative, deal damage equal to this character's attack". The first word or phrase is the ability's name. The rest of the text is the ability. Activating an ability works like playing a spell, except there's no card to put to the discards. Active abilities are activated by Rotating. To rotate a card, turn it sideways. Many abilities are described in detail at the end of this rulebook.

Passive Abilities ()

A passive ability is always true while that card is on the field. For example, Orc Ancestor is a creature with the ability "All other Orcs gain +1 attack and +1 health". You don't activate a passive ability. It just does what it says. Such an ability can also happen when a specific event occurs. For example, berserker maniac is a creature with the ability "+1 attack for each wound".

Rotating

To rotate a card is to turn it sideways. You do this when you attack with a creature, or when you activate an active ability that has the rotate symbol (↴). When a card is rotated, it means it's been used for the turn. You can't rotate it again until it's been straightened. At the beginning of each of your turns, you straighten your rotated cards so you can use them again.



Attacking

The main way to win the game is to attack with your creatures and summoner. A creature or summoner attacking your opponent's summoner deals damage equal to its attack to him

or her. During your turn you may choose who of your creatures and summoners will attack. Each one can attack your opponent's summoner or a creature. You rotate the attacking summoners and creatures. Each attack is separate. You can attack with a summoner or creature only if it's straightened, and only if it was on the field under your control when the turn began.

Combat Damage

- Each attacking summoner/creature deals damage to the summoner or creature it's attacking.
- Each attacked summoner/creature deals damage to the summoner or creature attacking it.
- If damage is dealt to a summoner, he or she loses that much health. If damage is dealt to a creature, that many wound counters are placed on it.
- If a creature is dealt damage equal to or greater than its health, that creature is destroyed and goes to its owner discards.
- If a summoner takes damage equal or greater than its current health, its controller loses the game!

Example of Attacking

The attacking player attacks with two of his creatures and his summoner and rotates them. He chooses where to attack with each creature and his summoner. Each creature and summoner engaged in combat deals damage equal to its attack and is dealt damage equal to the attack of the creature or the summoner it's attacking.



Deck Recipes

Summoning basic set includes 6 ready-to-play decks. You may build your own decks by following some guidelines:

Gems. 1 of each kind.

Cards in deck. 35. Up to 2 copies of each card.

Summoner. 1.

Creatures. At least 10.

Advancements, Agendas and Spells round out your deck.

After you play with a deck for a while you can start modifying it. Here is a recipe for basic deck modifications.

Aggressive Strength deck

Main summoner (2): 2x Warrior.

Creatures (18): 2x Kobalos fighter, 2x Kobalos enforcer, 2x Kobalos healer, 2x Veteran fighter, 2x Orc ancestor, 2x Kobold ancestor, 2x Vagabond healer, 2x Pyromyn Dragon, 2x Avatar of Rage.

Advancements (4): 2x Battleaxe, 2x Round shield.

Agendas (2): 2x Bribery.

Spells (9): 2x Empower, 2x Dwindle,

2x Bloodthirst, 1x Immolate, 2x Prestige class.

Cards Over Rules

When a card contradicts the rulebook, the card wins. For example, the rules say that only one Agenda may be on the field at any time. But High Cardinal is a creature that says “Two agendas may be active at the same time”. High Cardinal changes the rules as long as it is on the field.

Choose a deck.

For your first game you should choose one of the 6 ready decks of Summoning.

Opponent or Application.

To play a game, you'll need an opponent or the free Summoning application. If you have a human opponent to play against, he or she will be using his or her own deck.

Starting the game.

Sort out your summoner and set your gems. Each player, as shown on the main summoner, starts at 25 health. Decide which player will go first. You may roll a die or flip a coin to see who gets to decide. Each player shuffles his or her deck, then draws a hand of five cards to start and places a face down card on each of their gems. **Cards on gems are still part of a player's deck.** If you don't like your opening hand, you can discard any number of cards and draw that same number. Then shuffle the discarded cards back into your deck. You may do this only once. For example if you choose to discard 3 cards, draw 3 cards from your deck and then shuffle the 3 discarded back into your deck.

Turn Steps.

Each turn proceeds in the same sequence. The active player (the player whose turn it is) gets to play cards and activate abilities.

Straighten. Straighten all you rotated cards. On the first turn of the game, you don't have any rotated cards, so you just skip this step. You cannot play cards or activate abilities during this step.

Draw. You draw a card from your deck. The player who goes first skips the draw step on his or her first turn to make up for the advantage of going first. If you have ten cards in your hand, send a card from your deck immediately to the discards instead of drawing. If your deck is out of cards, you must draw a card from one of your gems. That gem is destroyed. A player with all gems destroyed loses the game.

Gem. Gain a gem of your choice by sliding its face down card. In case you gain the eighth gem of the same kind, draw a card from your deck.

Attack, Plug and Play. You can attack with any straightened creature or summoner that entered the field on any previous turn. Each creature or summoner may attack once by rotating its card.

Combat damage. After each attack, engaged creatures are dealt damage.

Plug. You can activate active abilities of cards that entered the field on any previous turn.

Play. You can play cards from your hand. You may perform any of the attack, plug and play steps as many time as you choose and are able to and in any order.

End Turn. After you are done attacking, plugging and playing cards from hand, declare the end of your turn. Now it's the next player's turn. That player straightens his or her field cards and goes from there. After that player is done, it will be your turn again. Keep going until a player is reduced to 0 health or is out of deck cards. As soon as a player has 0 health or is out of deck cards, the game end immediately and the other player wins!

Summoner Mirror Image

When a player plays a summoner identical to his or her main summoner on the field, it is treated as a mirror image of the main summoner. When the mirror image is dealt at least 1 damage, it is destroyed.

Game Formats

-1 player vs app.

In this solo format, a single player plays with a deck of his or her choosing against the application.

-2 player vs app.

Instead of the 1 vs 1 usual format, in this format 2 players play cooperatively against the application.

-1 vs 1 vs 1 a.k.a. 3 players free-for-all.

This 3 player free-for-all has 2 options: First Kill or Last Man Standing. Each player chooses his or her own deck and the game is played until a player is reduced to 0 life. The opponent that reduced that player to 0 health wins the game (First Kill). Or, the game is continued until

only one player is left with more than 0 health. That player wins the game (Last Man Standing).

-3 players vs app.

In this format 3 players play cooperatively against the application.

-2 vs 2.

In 2vs2, you and a teammate play against another two-person team. You and your teammate can show each other your hands and discuss strategy. Your team has a shared life of 25, you and your teammate have a shared turn, and your team's creatures and summoners attack the other team. But you continue to have you own individual deck, control your own field cards, spend your own gems, and so on.

-4 players vs app.

In this format 4 players play cooperatively against the application.

-5 players free-for-all.

Similar to the 3 player free-for-all, but without the First Kill option.

-5 players vs app.

In this format 5 players play cooperatively against the application.

-6 players vs app.

In this format 6 players play cooperatively against the application.

-3 vs 3.

Similar to the 2 vs 2, but with teams of 3.

Abilities & Keywords

Alacrity. ☉ May attack or use an ability the same turn it enters the field.

Ancestor. ☉ All other creatures of the same race gain +1 attack and +1 health, yours and your opponents.

Attract. ↴ You and target opponent reveal a random card from your decks. If yours costs more, a creature of your choice must attack this character during that opponent's next turn. Both players shuffle their decks afterwards.

Blast. ☉ This affects each creature, including the creature that has this ability.

Character. All Creatures and Summoners are characters.

Council Dominance. ☉ When an agenda is played you may choose "In favour" or "Against" by ignoring the "most influence" rule.

Enchantress/Paladin/Priest/Rogue/Warrior/Wizard. ↴ Abilities with one of these keywords can only be used when having the same Summoner on the field.

Hero for Hire. ☉ A player burns (loses) two gems of any kind. The creature's current owner gains them.

Prestige class : ☉ A prestige class ability is locked (can't be used). It needs another card that unlocks it.

Reinforce. ↴ Search your deck for a creature of the same race, reveal it and then bring it to your hand. Shuffle your deck afterwards. You cannot search your gem cards.

Research. ↴ A creature with this ability may choose itself.

Silence. A silenced creature has no abilities.

Summon. ☉ Summon abilities are activated when the card with this ability enters the field.

Credits

Project Management: *Tabula Ludum*

Game Design: *Tony Cimino*

Original Idea & Concept: *Michael Manis*

Art & Illustrations: *Othon "Director_16" Nikolaides*

Application Programming: *Ioannis Mavrakis.*

Playtesters - Supporters: *Joan Liberte, Lefteris Voutsas, Dimitris Synadinos, Ulysses Dallas, Michael Andresakis, Aggelos Moschakos, Konstantinos Georgatos, Tony Ioannou, George Mamouris, Demeter Tzimourtou, Paul Boutzegias, Kostas Stergiou, Kostas Anagnostou, Miltos, Tasos Kordonouris, Yiannis Patsavouras, Sotiris K. Alex, Theo Seretis, Phelipe Alejandro, Dimitris Moutoupas, Thanos & Evan.*