

SUMMONER DUEL

A BATTLE OF WITS FOR 2 PLAYERS

Rules



Gameplay overview video



Setup

Arrange the 12 Ring cards into a circle, with the Summoning Circle cards on opposite sides ('North' and 'South'), and the Bridge cards perpendicular ('East' and 'West'). The 8 Flame cards are placed in between. The 4 Flame cards nearest each Summoning Circle are flipped to the matching colour.

In the centre, place the coloured Pit Flame card (either way up), then cover it with the neutral Pit Flame card. Set the Beast tokens behind their matching Summoning Circle.

Give each player two white and two black stones. Choose a starting player, and place the yellow stone next to their Summoning Circle.



Game turn

On each players' turn -

1) Reveal Magic:

Both players secretly choose 2 stones, then simultaneously reveal them. The combined result determines the active player's available moves.

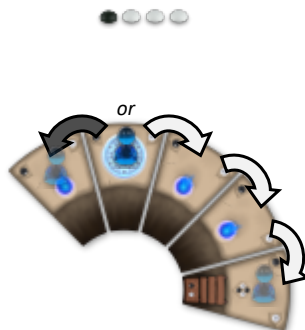
2) Move a Beast or claim a space:

Choose either white (clockwise) or black (counterclockwise). For each stone of that colour, move 1 of your Beasts the full amount in that direction.

If either Beast is not in play, you may first place it on your Summoning Circle, then move it.

If you get 4 stones of 1 colour, you must move those 4 spaces, then take another turn. 2 of each colour provides additional options, explained next.

It is now your opponent's turn. After both players have a turn, the yellow stone is moved 1 space clockwise.



Choose either white (clockwise) or black (counterclockwise).

For each stone of that colour, move 1 of your Beasts the full amount in that direction.

Balanced Magic

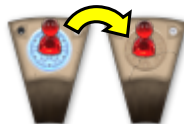
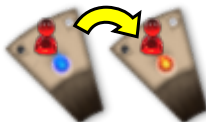
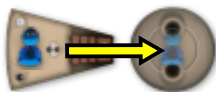
2 black and 2 white stones is *balanced magic*, and provides 3 extra options:

1) If a Beast is on a Bridge space, it may move into the Pit.

You may exit the Pit on any result; the first move takes you to either Bridge space, then continue around the circle.

2) If a Beast starts the turn on a Flame of your opponent's colour, you may *claim* it by flipping it to your colour. (For the Pit, remove the top card from play then flip the Pit Flames as required.)

3) If a Beast starts the turn on your opponent's Summoning Circle, it can *destroy* it by claiming the space. They cannot bring new Beasts into play, unless they *repair* it by claiming it back with a Beast already in play.



Defeating Beasts

If you end a Beast's movement on the same space as an opponent's Beast, it is *defeated* and removed from the board.

Bringing a new Beast into play will also defeat an opponent on your Summoning Circle, so it can only be safely destroyed when both Beasts are in play.



Combining Beasts

Your Beasts may occupy the same space. If they start a turn together, they may be moved together (*combined*).

- If combined Beasts end a move on an opponent's unoccupied Flame, it is claimed automatically. (You don't claim if you defeated a Beast with this move.)

- If your opponent moves into their space, *both* Beasts are defeated and removed.

You may still move your Beasts separately.



Winning the game

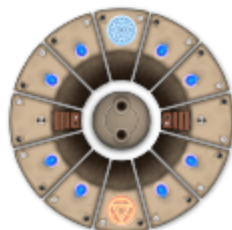
If you control 8 Flames at the end of your turn, you immediately win the game.

Note that the Pit contains 2 Flames. You can win by controlling the 8 outer Flames, or the Pit and 6 outer Flames.

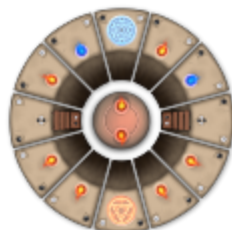
If you have no Beasts in play at the start of your turn and your Summoning Circle has been destroyed, you are eliminated and your opponent wins.

At the end of 12 rounds (once the yellow stone returns to its starting position), whoever controls the most Flames is the winner.

If there is a tie, you lose if your Summoning Circle was broken or you have fewer Beasts in play; otherwise it is a draw.



Blue wins



Red wins

Endurance Battle

In an Endurance Battle, the yellow stone is not used.

The game continues until one player has claimed 8 Flames, or one player is eliminated.

Optional rule: Summoning Card

When you claim the Pit space, instead of removing the top card from play, flip it over and keep it in front of you. At the start of any turn, you may play it to summon a new Beast into the Pit space. Replace the Summoning Card face down on the Pit space, returning the Flames to their neutral state, then place a Beast there.

Note that this is the only way to add a Beast to the board if your Summoning Circle is destroyed.

If your opponent claims the Pit, they take control of the Summoning Card.



When claiming the Pit, flip over the top card (Summoning Card) and keep it.



Return to Summoning Card to the Pit to summon a new Beast there.