

SUMMONER DUEL

FIVEROBOTS

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2 PLAYERS



20 MINS



AGES 12+

Designed by Andrew Carpenter

A battle of wits for 2 players

You are a wizard, battling for dominance in the Duel Arena using your summoned Beasts. However, the magical abilities of your rival are the equal of your own -- you will need to outwit your opponent in order to win. Gain control of eight Flames, and claim victory!

In **Summoner Duel**, two players compete to control the board. Each turn, *both* players choose two magic stones, and the combined result determines the current player's movement options. Move one of your two Beasts around the board, and try to defeat an opponent's Beast.

With a result of 2 black and 2 white stones (*Balanced Magic*), you can move to the central pit, or claim a space for your side!

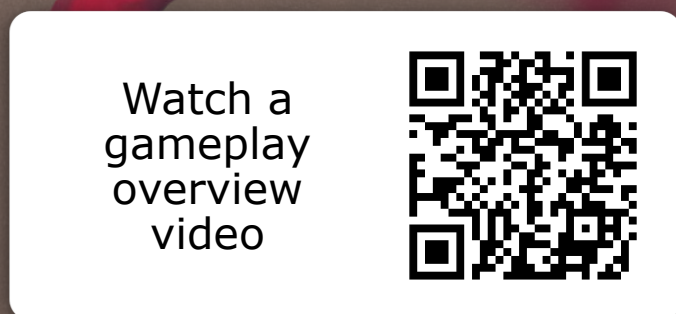
You will have twelve turns to claim eight Flames, or eliminate your opponent!

Highlights:

- Unique action selection mechanic
- Both players determine the movement options each turn
- Innovative board design

Components:

- | | |
|---------------------|----------------|
| 12 outer ring cards | 4 black stones |
| 2 central pit cards | 4 white stones |
| 2 red pawns | 1 yellow stone |
| 2 blue pawns | |



Watch a
gameplay
overview
video

