

The Summoning

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Logline

The mages of the world have turned to the Dark Arts, using them to overthrow the old Kings and to battle each other for total dominion of the land.

Target Audience

13+

Objective

Use your powers of necromancy to summon monsters to destroy your opponent's villages.

Number of Players

3 or more

The Team

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Lore

Dark times have set upon the continent, while the Flarigon plague has decimated countless people of the land. The kingdom is weak – villagers live miserable lives while the king, weak-minded and foolish, is unable to bring about significant change to his country. The villagers' hearts have become cold with distrust, thieves have become bold enough to pillage en masse from the villages, and mages have turned their attentions to the darker arcane arts.

In time, the dark mages have learned to cast powerful dark spells. These spells are used to summon terrible and powerful monsters that obeyed the whims of their dark masters. Summoning such great beasts, however, requires an even greater sacrifice. Driven by the desire for more knowledge and more power, the mages have resorted to taking control of the king's villages, sacrificing the souls of their dead as the source for their dark beasts to thrive on. This practice, feared and

condemned by the villagers, earned the mages the titles of “Necromancers.”

Eventually, Necromancers must face the inevitable that, even among the dead, resources are finite. This is a turning point in their dark lives – either they’re willing to go as far as they need to discover more of the secrets hidden within the dark scrolls they study from, or the burden becomes too heavy for their conscience.

Amongst the necromancers, a sense of distrust and malevolence drives a wedge between them. Will each necromancer be willing to sacrifice what is needed, regardless of who it belongs to?

How to Play

Summary of Play

In *The Summoning*, you must destroy your opponents through the use of your necromantic powers. On each turn, you can choose to sacrifice your serfs to summon monsters and attack other players. But be careful who you attack, for your enemies may hold a grudge and focus all their attention on you.

Initial Setup

1. Each player should put one village card in front of them, and place 3 markers on it.
2. The deck should then be shuffled, and three cards dealt to each player.

Victory Condition

If all your opponents' villages are destroyed, you are victorious.

Turn Procedure

Unlike most games, in *The Summoning*, players draw a card to **end their turn**.

1. During your turn, you can:
 - Sacrifice Serfs
 - Play Cards
 - Summon Monsters
 - Attack with your Monsters
2. To end your turn, draw a card. This signifies the end of your turn.
3. Execute after-turn damage and effects.

Undead Condition

If your villages are destroyed, but the Victory condition has not been reached, you are undead. You still get to execute your turn and attack with your monsters, but at the end of your turn you do not draw a card. If Ritual is played and you are undead, you also draw to fill your hand. If you play a village (or shanty) while undead, you are revived and can once again draw at the end of your turn.

Additional Rules

During your Turn

- You can only sacrifice serfs from one village per turn.
- If you have a village in-hand, you are required to play or discard it.

Ending your Turn

- If you are undead, since you can't draw a card, tap the draw pile to signify the end of your turn.
- If you have 3 cards in your hand, you cannot draw, so you must discard one to be able to end your turn.

After-turn effects

- If you have not attacked with a monster, it will “go berserk”, and attack your weakest village at the end of your turn.
- Disoriented monsters are returned to normal at this time.
- If any of your villages have more than the maximum number of serfs it can support, send them to your graveyard.

Monster Rules

All monsters have a sacrifice count on them. This is the amount of bones must be taken out of the pit (Graveyard) to summon the monster.

The Graveyard

Whenever a serf is killed or sacrificed, it is sent to the bone pit. Whenever a monster is hurt, the removed health is sent to the pit. On a player's turn, they can use the bones in the pit to contribute to the number of sacrifices required to summon a monster.

Killing Monsters

Any card can be used to attack a monster, causing 1 damage and disorienting it. After which, the card is discarded. If the monster has 0 life left after being attacked, it is killed, and should be discarded.

Disoriented Monsters

When a monster is disoriented, turn it sideways. It will not be able to attack (or go berserk) on its next turn.

The Cards

1. Ritual
2. Village
3. Village Upgrade / Shanty
4. Food
5. Plague
6. Zombie Horde
7. Small Monster
8. Big Monster
9. Berserk



All players fill their hand

When Ritual is played, everyone should draw until their hand is full (up to the 3 card maximum). This signifies the end of your turn.



Max population: 5

Starts w/ 1 serf

When a village is played, it should be placed in front of you (behind any monsters you have). A village can only be destroyed when it has 0 serfs. A big monster must attack a village twice to kill it, even if it only has 1 serf in it (once to kill the serf, and then once to destroy the village). When a village dies, any upgrades/monsters on it are destroyed as well.



+1 serf to village

+2 to village max population

When upgrading a village, this card should be placed under the village card.

If a player is undead, he may play this as a small village (starts with 1 serf, max 3).



+2 serf to village *OR* +1 life to monster

When you play food, you must choose either a village or monster to feed. If you feed a village, place 2 new serfs on its card. If you feed a monster, place 1 new life counter on its card.



All opponents' monsters go berserk

When played, all of your opponents' monsters go berserk, attacking their weakest village.



-2 to max population

0 summoning cost

0 health

This monster requires no sacrifice. Choose an opponent's village to set plague on. Put it under it, but make sure it is still visible. The plague card decreases the maximum number of serfs a village can support by 2. This can be stacked.



-1 serf per turn

2 summoning cost

1 health

Like the Plague, you choose one of your opponent's villages to infest, and place the card under it. At the end of their turn, one of their serfs will be killed by the horde. The horde will continue killing serfs on every turn until it is destroyed, but cannot destroy the village.



1 attack

4 summoning cost
2 health

Small monsters should be played on your side in front of your villages. Upon summoning, and every turn after that, you may choose one village to attack. The small monster will kill 1 serf when attacking, and can only attack once per turn.



2 attack

6 summoning cost

3 health

Big monsters should be played on your side in front of your villages. Upon summoning, and every turn after that, you may choose one village to attack. The big monster will kill 2 serfs when attacking, and can only attack once per turn.