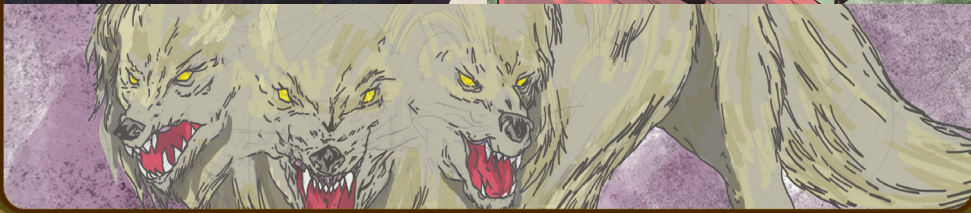
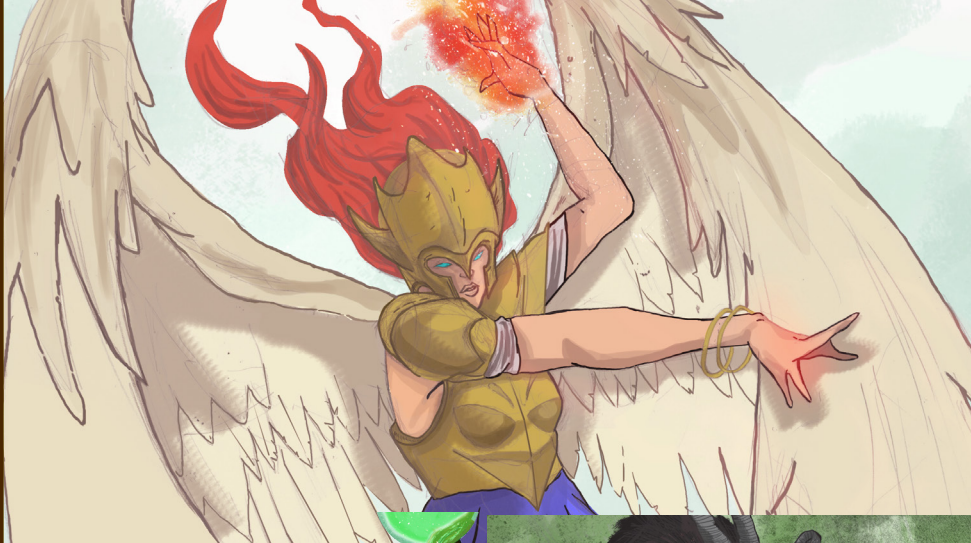


**DICE
SUMMONERS**

RULE BOOK



DICE SUMMONERS

The greatest summoners must master their art in all its forms.

Summon forth creatures from legend to serve you and help recruit worshippers. Wield powerful spells to bring out the true potential of your army. Assemble armies of fierce angels or mythical demons. Cast fireballs and magic walls. Control the battlefield to vanquish your opponent.

Expertly craft a unique army to win this battle against your rival. Duel using dice and cards.

AIM

Summoners begin the battle with basic creature and spell cards. Creatures will gift the summoner with worshippers in the form of blue and red dice. The more creatures you summon, the more dice you will gain.

Summoners build their army using the occult symbols on the dice. These symbols gain and activate spells, creatures, auras and curses from a common pool of cards.



Spells are powerful actions like summoning mythical creatures and casting fireballs. Creatures can be used against an enemy to attack and defend. Auras can strengthen a summoner's army while curses hinder an enemy.

Deplete your enemy's health to eliminate them and win the battle.

COMPONENTS

- 1 rulebook
- 129 cards
- 30 defence tokens
- 12 level 1 blue dice and 8 level 2 red dice
- 2 health point trackers and tokens

SETUP








Each player takes the three starting spell sets  : Start Set 1, Start Set 2 and Start Set 3. Place these cards in row (1). Take one of each of the following basic creatures  : Griffin, Succubus and Ankylosaurus. Place these creatures in another row (2). Take a cube and place it on a health tracker to track your health for the game. Start the game with 30 health (3).

Place the pile of blue level 1 dice  (4), red level 2 dice  (5) and the defence tokens nearby (6).

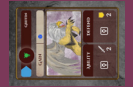
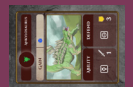
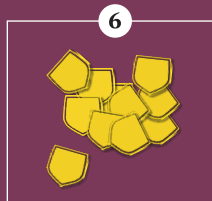
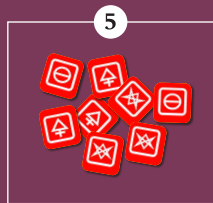
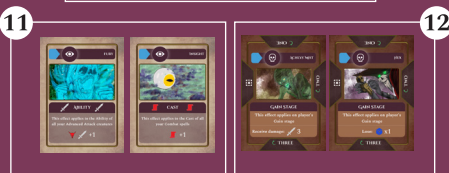
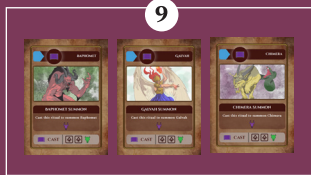
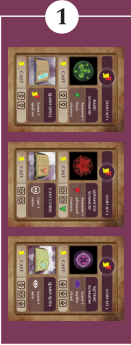
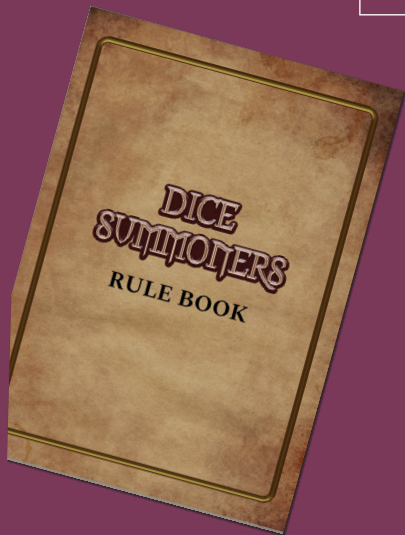
There are several recommended deck sets in the Deck Sets section. Choose one based on the type of gameplay the players want. For your first game, we recommend selecting the Balanced deck set. The cards from this deck set are marked with a blue tab.

Blue Tab:



To set up the Balanced deck set, do the following; place out the two basic creature decks  : Griffin, Succubus (7). Place out the four advanced creature decks  : Leviathan, Hashmal, Cerberus, Triceratops (8). Place out the three mythic creature decks  : Baphomet, Galvah, Chimera **with their rituals**  (9). Place out the three spell set decks  : Attack, Defend, Combat (10). Place out the two aura decks  : Fury, Insight (11). Place out the curse decks  : Achlys' Mist, Hex (12).

Choose a first player by flipping a coin. The second player gains an additional blue level 1 dice on their first turn. Setup is now complete. The first player may now begin their turn.



TURN SEQUENCE

Each turn is split into 2 stages: gain and combat. These must be done in order.

STAGE I: GAIN





In the gain stage gather the dice earned by your creatures.

GAIN

Each creature card in a player's army has a gain section. This section determines the dice earned by the player each turn. On the first turn your basic creatures will give you 3 level 1 dice. The player may only gain dice that are available in the dice pool. Any extra dice earned are lost.

Unused dice from a previous turn must be carried over and added to this roll.

Now roll the dice.

The wildcard symbol  can be used in place of any other dice symbol:   

STAGE II: COMBAT

In the combat stage players can use the actions available on their cards in any order. These actions are cast, ability and defend. The player cannot use the same card action twice during the same turn.

For the first turn, players may only cast and defend.

MATCHED SYMBOLS



When using cast, ability or defend the player must match all symbols for the action. When matching symbols, these may either be dice symbols or types of creatures. The dice displaying the correct symbols must be placed on the card to perform the action. They are left on the card until the end of the player's turn to show which actions have been taken. The required creatures must be discarded at the time the action is performed. Any defence tokens associated with a discarded creature are removed.

Once a player acquires a card it can be used immediately if the player has the available symbols.



Cast the chosen spell on the spell set card using the matching symbols. The spell is then activated.



Select the chosen creature's ability using the matching symbols. The creature's ability is then activated.

There are 3 different types of creature abilities:

- Attack 
- Heal 
- and Steal 

Attack does damage to your opponent. If your opponent has no active defence tokens, the attack decreases your opponent's health. If your opponent has active defence tokens, the tokens equivalent to the damage are discarded. It is up to the defending player to choose which tokens are taken. If any attack removes all defence tokens, any damage left over decreases your opponent's health.

Heal increases the player's health. The player cannot heal over the maximum health of 30.

Steal does damage to your opponent like Attack and can increase your health. You gain health equal to the health lost by your opponent. If you only do damage to your opponent's active defence tokens, the player does not increase their health. Steal is weak against defence but it is strong if you can directly attack your opponent's health .

DEFEND



Select the chosen creature's defence using the matching symbols. The creature's defence is then activated. Place defence tokens equal to the defence of the creature onto the card. These active defence tokens are used to defend against an opponent's attack. The player cannot activate a creature's defence if there are already active defence tokens on it.

END TURN

The player may end their turn at any moment during the combat stage. Normally this is done when they have run out of dice to use. Alternatively, they may keep some dice for their next turn. The player may only keep a maximum of 2 level 1 dice and 2 level 2 dice at the end of their turn. These are rerolled on the player's next gain stage along with any other dice they gain. Any used dice on the player's cards are discarded into the dice pool.

Play continues to the next player.

SPECIAL RULES

SPELL SETS / RITUALS

Each player may only have a maximum of 6 spell sets and rituals.

If the player learns a spell set or ritual over the maximum of 6, they can replace one of their existing spell sets or rituals.

Each ritual may only be cast once per game.

CREATURES

Each player may only have a maximum of 6 creatures in their army.

When summoning mythic creatures, the player must first learn the matching ritual card. Once the ritual is cast, the creature is summoned.

When discarding a basic creature during a spell, the player may discard an advanced creature instead. This allows the player to replace advanced creatures or use advanced creatures to summon mythic creatures if they have no room to summon more basic creatures.

AURAS

Each player may only have a maximum of 1 aura. The casting of a new aura replaces the player's existing aura. When casting an aura, place it to the side of the player's creatures and spell sets.

Auras are permanent. Make sure to apply the aura during the player's turn sequence. The aura card will describe its effect.

CURSES



Each player may only have a maximum of 1 curse. The casting of a new curse replaces the opponent's existing curse. When casting a curse, place it to the side of your opponent's creatures and spell sets.

Curses last for 3 turns. Make sure to apply the curse during the player's turn sequence. The curse card will describe the stage it occurs in and its effect. After the curse takes effect, rotate the card clockwise. This will decrease the number of remaining turns on the bottom of the card.

Once it reaches the discard symbol, discard the curse.









Discard symbol

DECK SET VARIANTS

The deck sets are the cards available to both players from which they can build their army. For your first game, we recommend selecting the Balanced deck set.

The deck sets are made up of a variety of different deck types. The following is the format for setting up your own custom deck set.

The 16 decks in the deck set must have the following format:

-  • 3 decks of mythic creatures with matching mythic rituals.
1 card of each type in each deck.
-  • 4 decks of advanced creatures. 3 cards in each deck.
-  • 2 decks of basic creatures. 4 cards in each deck.
-  • 2 decks of auras. 2 cards in each deck.
-  • 2 decks of curses. 4 cards in the deck.
-  • 3 decks of spell sets. 3 cards in each deck.

Below are some recommended deck sets to choose from.

BALANCED DECK SET

- Griffin, Succubus
- Leviathan, Hashmal, Cerberus, Triceratops
- Baphomet, Galvah, Chimera
- Attack, Defend, Combat
- Fury, Insight
- Hex, Achlys' Mist

DEFEND DECK SET

- Griffin, Ankylosaurus
- Stegosaurus, Hashmal, Cerberus, Wraith
- Baphomet, Galvah, Chimera
- Defend, Heal, Combat
- Armour, Insight
- Achlys' Mist, Arachne's Web

ATTACK DECK SET

- Zombie, Succubus
- Manticore, Lich, Werewolf, Wraith
- Baphomet, Legba, Chimera
- Attack, Steal, Skill
- Fury, Bloodthirsty
- Swarm, Arachne's Web

SACRIFICE DECK SET

- Arel, Ankylosaurus
- Manticore, Velociraptor, Vampire, Seraph
- Galvah, Legba, Chimera
- Steal, Heal, Sacrifice
- Bloodthirsty, Divine
- Swarm, Gleipnir

END GAME

The game ends when one player's health goes to 0 or below. That player is eliminated. The remaining player wins and is declared the greatest summoner in the land.

SPELL SET CARDS



1. **Spell Set Type:** This indicates the card is a spell set card.
2. **Spell Set Name:** The unique name of this spell set.
3. **Spell 1 Name:** The unique name of the first spell in this spell set.
4. **Spell 1 Symbols:** The dice symbols needed to activate this spell.
5. **Spell 1 Ability:** The description of this spell's ability.
6. **Spell 2 Name:** The unique name of the second spell in this spell set.
7. **Spell 2 Symbols:** The dice symbols needed to activate this spell.
8. **Spell 2 Ability:** The description of this spell's ability.

CREATURE CARD



1. **Creature Type:** This indicates the card is a creature card. There are 3 types of creatures: basic (green), advanced (red), and mythic (purple).
2. **Creature Name:** The unique name of this creature.
3. **Creature Gain:** The amount of dice a player gains from this creature.
4. **Ability Symbols:** The dice symbols needed to activate the ability of this creature.
5. **Ability Type:** There are 3 types of creature abilities: attack, heal, and steal.
6. **Ability Value:** The strength of this creature's ability based on its type.
7. **Defend Symbols:** The dice symbols needed to activate the defence of this creature.
8. **Defend Value:** The strength of this creature's defence.
9. **Creature Art:** An artistic rendering of this creature.

AURA CARD

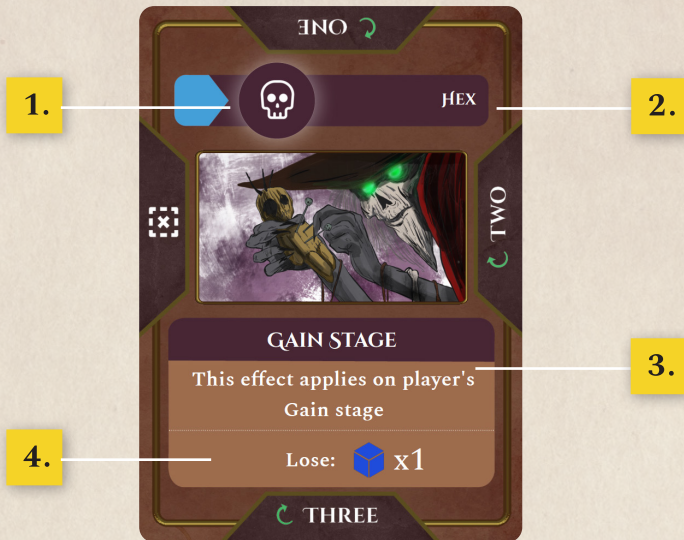
Aura cards represent advantages you can give to your entire army.



1. **Aura Type:** This indicates the card is an aura card.
2. **Aura Name:** The unique name of this aura.
3. **Ability Type:** The attribute type that this aura affects.
4. **Ability:** The description of this aura's ability.

CURSE CARD

Curse Cards represent disadvantages you can cast on your opponent.



- 1. Curse Type:** This indicates the card is a curse card.
- 2. Curse Name:** The unique name of this curse.
- 3. Ability Type:** The attribute type that this curse affects.
- 4. Ability:** The description of this curse's ability.

LORE

Lex could feel the spirits get restless. They needed form and purpose and he could no longer control them. It was time to set the wheels in motion for his successors. The Grimoires could guide the student's first steps before their thirst for knowledge drove them to be ready.

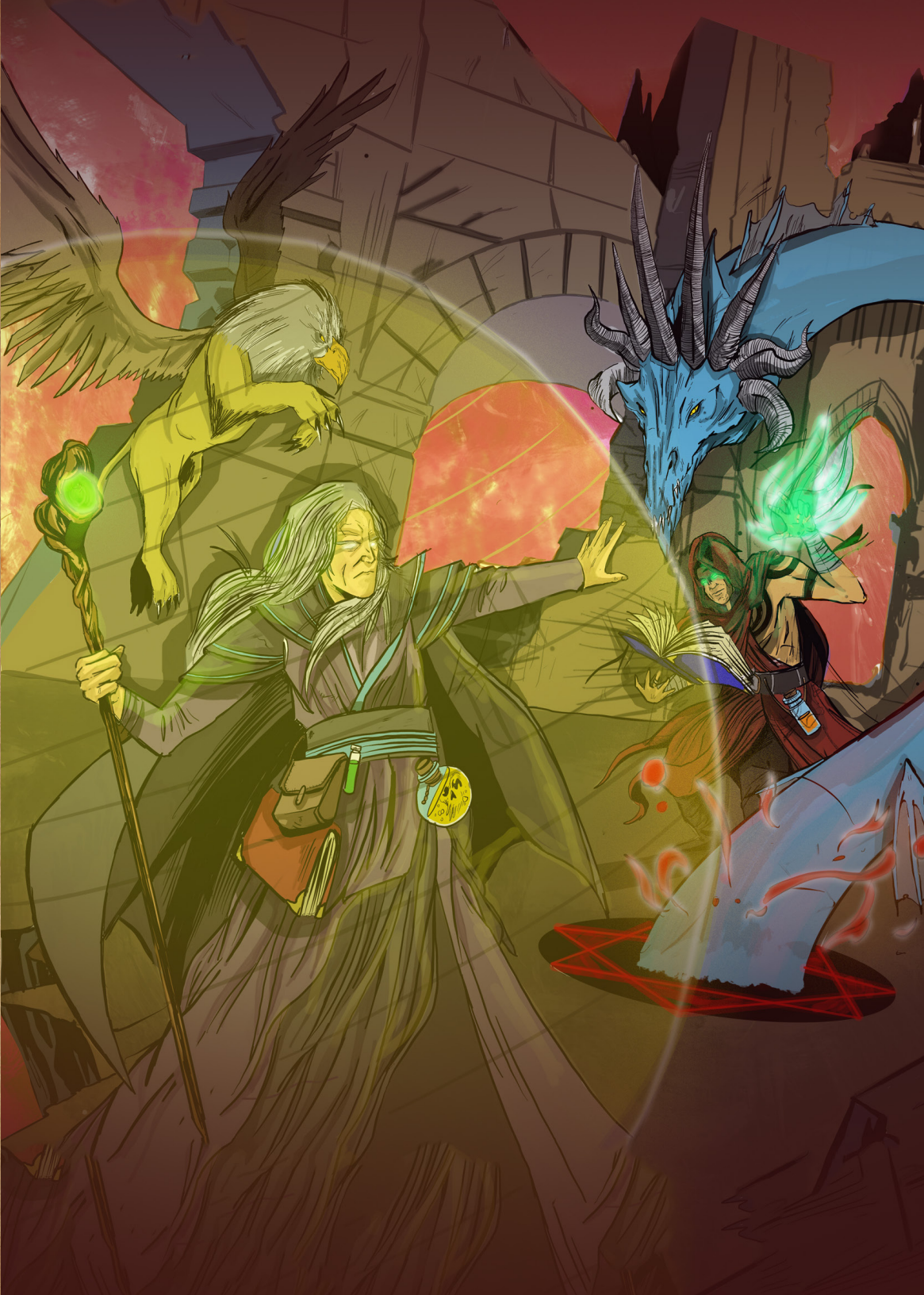
In a lab deep in Siberia, Mischa failed again to render the complete DNA strand. It deteriorated before his eyes. He walked back to his cabin, past the dinosaur skulls and bones of ancient past. Pushing aside the clutter on his bed, he was surprised to find a new book appear. He could feel it drawing his attention, letting his thoughts take shape before he even opened it.

Avel kept herself hidden on this paradise island she conducted experiments on. No one could know of the trials she attempted here. Not that any of the "monsters" lived. These hybrids might save the world one day. Then the scientific community would see why she dedicated herself to the cause.

When Lex finally chose Farrah and Chris, he realised it would be a much easier path for them. The historical study of theology and the occult lent itself to the understanding of summoning spells. Like the others, their minds held clear images of the creatures they would one day conjure. Unlike the others, they had already studied the many attempts of human kind to call forth angels and demons.

Henrick was particularly hard to find. He had long since learned all he could of Voodoo from books. Now he travelled far and wide in his thirst for knowledge from those still practicing its art.

Now Lex would wait. When they had begun to master their own domain then they would learn of each other. They would be ready to draw from all five pools to create an army worthy of the battles to come.





CREDITS

GAME DESIGN AND DEVELOPMENT

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Thank you to all our playtesters and backers for bringing this game to life.



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