

Summoning Gems - Game Rules

1. Objective

Reduce your opponent's health to zero by summoning beings, casting wizardry cards, and managing resources.

2. Setup

- Each player starts with a deck (called a Realm) containing a mix of Beings, and Wizardry cards.
- Each player begins with a set amount of health (40) and a summoning pool with zero Summoning Gems.

3. Deck-Building Rules

- Your Realm (deck) must contain at least 40 cards and no more than 60 cards.
- You may include no more than 3 copies of any single card in your Realm.
- Your deck can be made up of any combination of Beings, and wizardry cards as long as you follow the above limits.
- Void deck consists of 10 cards.

4. Card Types

- **Beings:** Creatures like Shadowed Knight, Dragons, Knights, Clerics, Technomancers, Soulless Ones, and Humans. Each has unique abilities and attack points.
- **Summoning Gems:** Resources used to summon Beings and activate certain abilities. Summoning gems are neutral tokens used for summoning and effect activations.
- **Wizardry cards :** Goes to Tomb after use unless lasting. have immediate effect on gameplay
- **Lasting Wizardry:** These stay in play when activated, until destroyed.
- **Lightning Wizardry** introduces a high-speed reaction mechanic to **Summoning Gems**, allowing players to interact directly with their opponent's actions. These cards can be played at any time, even during an opponent's turn. When multiple cards are played in response to each other, they form a

Chain that resolves in **reverse order** (Last-In, First-Out), meaning the most recently played card takes effect first.

5. Gameplay Phases

Each turn consists of the following phases:

1. **Recharge:** Add one Summoning Gem to your summoning pool.
2. **Draw:** Draw one card from your Realm. If you must draw but your deck is empty, lose.
3. **Summon:** Use Summoning Gems to play Beings or cast from your hand. If a Being does not have a printed gem cost It must be summoned by a card effect (Harbinger of Dragons, celestial Aetherwing, etc...so find those combos)
4. **Battle:** Attack with your Beings. Resolve battles based on attack points and card abilities. Higher attack wins, loser goes to Tomb. Equal attack points destroys both. If defending player has no Beings in play they can be attacked directly and reduce their Health by attackers attack value. First players cannot attack on Turn 1.
5. **End:** Resolve any end-of-turn effects (e.g., lasting).

6. Summoning & Costs

- Each Being or Spell has a summoning cost (number of Summoning Gems required).
- Pay the cost from your summoning pool to play the card.

7. Winning the Game

- The first player to reduce their opponent's health to zero wins.
- If you are required to draw a card, but cannot then you lose.

8. Additional Rules

- If you search for Realm for any reason, shuffle it after.
- If a player has multiple effects that resolve at the same time, that player chooses the order of resolution.

If an effect refers to something as half, round down when needed. This is not a change, just a clarification

Card size has been adjusted to 2.3 by 3. to be more versatile for different brands of sleeves
Cards with mixed typing to allow more deck building lines.
Some wizardry cards now have a cost due to power creep

Core Rule: Attack Depletion & Destruction

1. Attack as a Survival Stat

- A Being's Attack value represents both its power and its ability to remain in play.
- There is no separate Health stat.

2. 0 Attack Threshold

- Any Being with 0 or less Attack is immediately destroyed.
- This is called Attack Depletion.

Destruction from Attack Depletion is a game rule, not an effect.

3. Timing of Destruction

Attack Depletion is checked and resolved at the following times:

1. Immediately after any effect or rule reduces Attack
2. At the end of each Recharge Phase
3. After all triggered abilities finish resolving

If a Being has 0 or less Attack at any of these checkpoints, it is destroyed before play continues.

4. Nature of Destruction

- A Being destroyed due to Attack Depletion:
 - Is placed into its owner's graveyard
 - Counts as "destroyed" for all card effects
 - Does not count as being sacrificed
- Players cannot respond to Attack Depletion unless a card explicitly says they can.

5. Simultaneous Destruction

- If multiple Beings reach 0 Attack at the same time, all are destroyed simultaneously.
- Any abilities that trigger from destruction are placed on the stack after all such Beings leave play.

6. Negative Attack

- Negative values have no additional effect beyond confirming Attack Depletion.
- A Being at -1 Attack is treated the same as one at 0 Attack.

7. Exceptions

- If a card explicitly states that a Being:
 - “Is not destroyed for having 0 Attack,” or
 - “Survives at 0 Attack,”then that card overrides this rule.
- Such Beings are still considered to have 0 Attack for all other effects.

Glossary

Realm – Deck

Tomb – Discard Pile

Field – Area of play where Beings, wizardry cards are placed when played. Deck and Realm are not considered field and are immune from effects that refer to field.

Summon – To put into play from hand, tomb or Realm.

Opening hand – Both players start game by drawing 5 cards

Void Deck – Collection of ten cards kept separate from Deck that you can switch in and out between games of a match. Deck must stay the same number of cards and return to original list before next round begins.

Void Summon – A card with void summon can be summoned by sending the top two cards of your Realm to the tomb instead of paying gems.

If a card is banished / removed from play it is set in a separate pile known as void zone

Additional Rules for Tournaments

Matches are best 2 out of 3. winner of the game decides who goes first in next game of the match. Void Decking is done before that decision is declared

Time limit 45 minutes

All cards must be sleeved, double sleeving is encouraged, and cards are sized to accommodate that.

In case of time expiring, player with higher remaining health wins current game