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 (30) 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.

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.
- **Wizardry cards :** Goes to Tomb after use unless lasting. have immediate effect on gameplay

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. Card Abilities

- Many cards have special abilities triggered when summoned, during battle, or when sent to the tomb (discard pile). For example:
    - **Shadowed Knight:** Gains +1 attack each time it wins a battle.

    - **Flame Dragon:** Gains +1 attack each time a dragon is summoned.

    - **Cherub:** Controller gains 3 health when sent to the tomb.
    - **Technomancers:** Various effects like looking at opponent's hand, discarding cards, or doubling attack points.
    - **Soulless Ones:** Effects related to summoning gems and tomb interactions.

    - **:** Can destroy cards, add cards to hand, or provide lasting effects.

8. 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.

- Some card abilities have lasting effects (e.g., "Detroit Dirt" makes humans indestructible while in play).
- Cards sent to the tomb may trigger abilities or allow cards to be returned to play.
- Special interactions (e.g., "Golden Sword" doubles attack of a Being until end of turn
- 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.

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 of Tomb.

Opening hand –Both players start game by drawing 5 cards

 If something is cut in half, round up to a whole number

Additional Rules for Tournaments

Matches are best 2 out of 3

Time limit 45 minutes

All cards must be sleeved

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