

Introduction

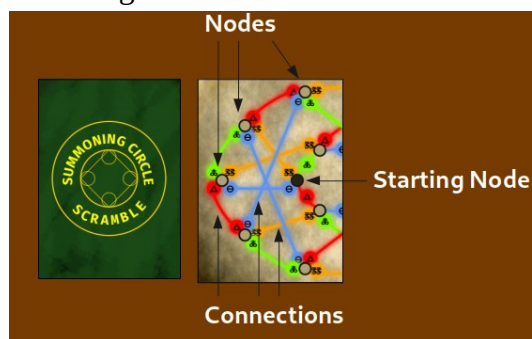
In *Summoning Circle Scramble*, you play as two wizard apprentices, who have been given chores to do while your master is away. Rather than do them yourselves, you chose to summon imps to do the chores for you! Some time later, you hear footsteps ascending the tower stairway - your master is back and there's going to be hell to pay if he finds out about the imps! There's not enough time to get rid of all of them - one of you is going to get caught. So begins the *Summoning Circle Scramble*: a battle of wits in which you manipulate the de-summoning ritual so that your imps are de-summoned before those of your opponent!

Gameplay

The game consists of up to seven rounds. In each round you will prepare for the ritual by casting spells and assigning your imps to catalysts, and then perform the ritual by having your assigned imps direct a point of magic energy around a magic circle. If the magic energy ends up on your side of the circle as the ritual completes, you get to de-summon one of your imps! You then begin a new round, with different catalysts, different spells and a different magic circle. The first player to de-summon all of their imps wins.

Components

- 5 x Magic Circle cards



- 13 x Imp/Spell & Elements cards



Spell Reference



Dispel

Make your opponent discard a *Spell* of their choice from their hand



Enchant

Send any assigned *Imp* back to its owner's hand



Transfigure

Swap the *Spare Page* for either half of the *Magic Circle*



Transmute

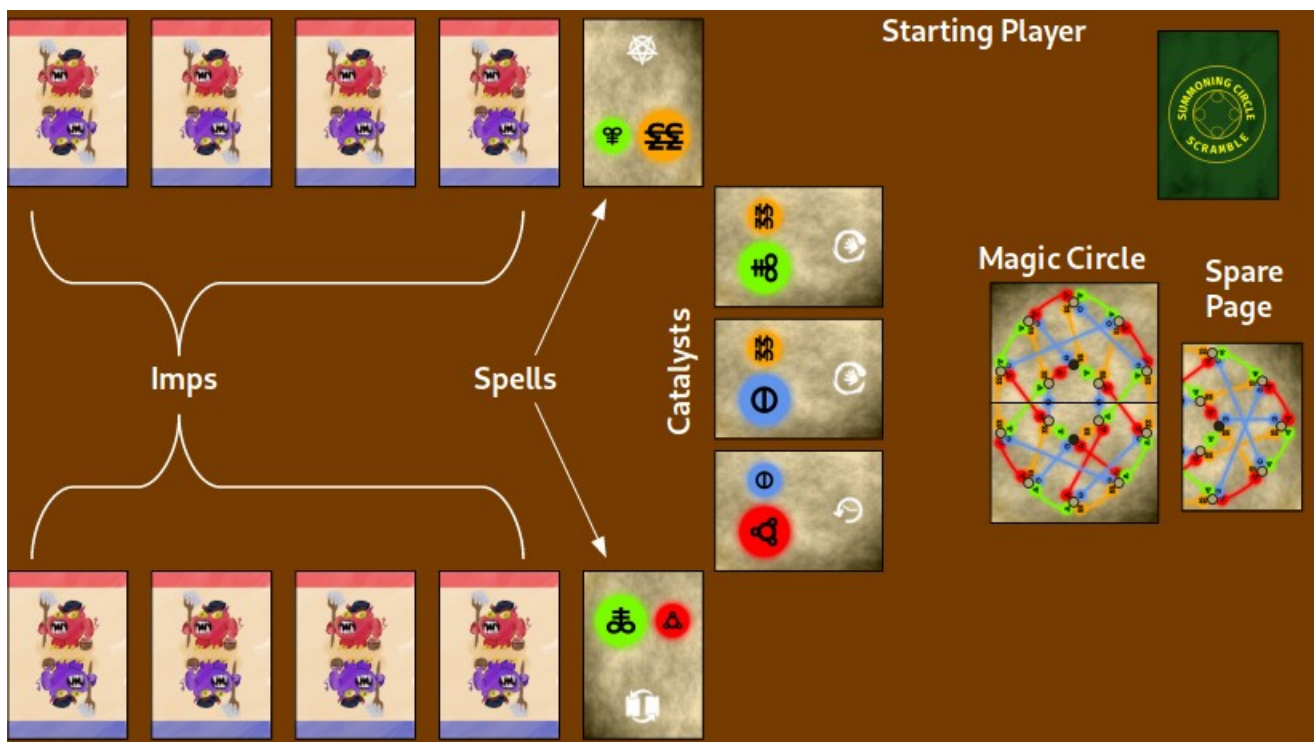
This card replaces the *Catalyst* it is played against (shift the previous *Catalyst* up)

All Elements Card

One of the *Spell & Elements* cards has all elements on it rather than a primary and a secondary. For the purposes of casting spells, this card matches with all other cards. When resolving an *Imp* that was played against this card, choose a single connection to follow (it doesn't have to be the same each time).

Start of Round Setup

- Shuffle all *Imp/Spell & Elements* cards together
- Deal *Imps* and *Spells* to players
 - In the first round, each player receives 4 *Imps* and 1 *Spell*
 - In later rounds, players gain one spell for each *Imp* they have de-summoned, so each player will always have 5 cards
 - Hands are open knowledge for both players
- Set up *Catalysts*
 - Flip up remaining 3 *Spell & Element* cards and place them in a row to serve as *Catalysts* for this round
- Shuffle all *Magic Circle* cards together
- Set up *Magic Circle* and *Spare Page*
 - Place two *Magic Circle* cards face up next to each other to form a circle. The side closest to each player is their side of the *Magic Circle*
 - Place one more *Magic Circle* card next to them: it is the *Spare Page*
- Place the rest of the *Magic Circle* cards face down next to the *Starting Player* to indicate who the *Starting Player* is. In the first round, the *Starting Player* is the player who most recently completed their chores



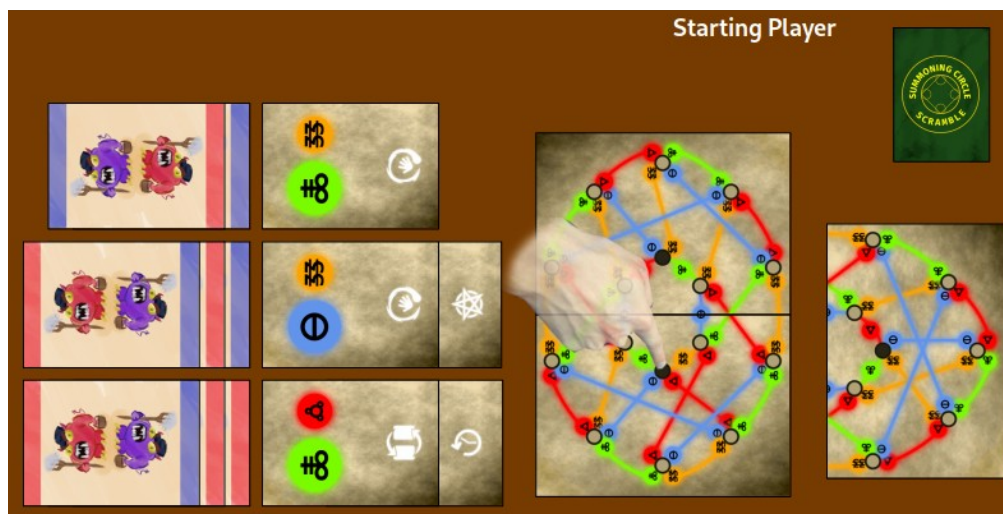
Completed Setup

Preparing the Ritual

Beginning with the *Starting Player*, players take turns to do one of the following:

- Place an *Imp* at the back of a queue under a *Catalyst*
- Cast a *Spell* from hand
 - Your spell card must have exactly one matching element with the *Catalyst* it is played against
 - Place the *Spell* above the *Catalyst* and resolve the spell effect immediately
- Discard a *Spell* from hand

A *Catalyst* may only be used 4 times (including both *Imps* and *Spells*), so only 5 cards total (including the *Catalyst*) can be in any column. You may not pass unless you have no other option (ie: your hand is empty). Once both players' hands are empty, preparation is complete, and you can perform the ritual!



Preparation complete, ready to begin the ritual!

Performing the Ritual

The *Magic Energy* begins in *non-Starting Player's* side of the *Magic Circle* (on the solid node). Have one player use their finger to keep track of where the *Magic Energy* is as it moves around the *Magic Circle*. Beginning with the *Starting Player*, Players take turns to resolve one of their *Imps* from the front of a queue:

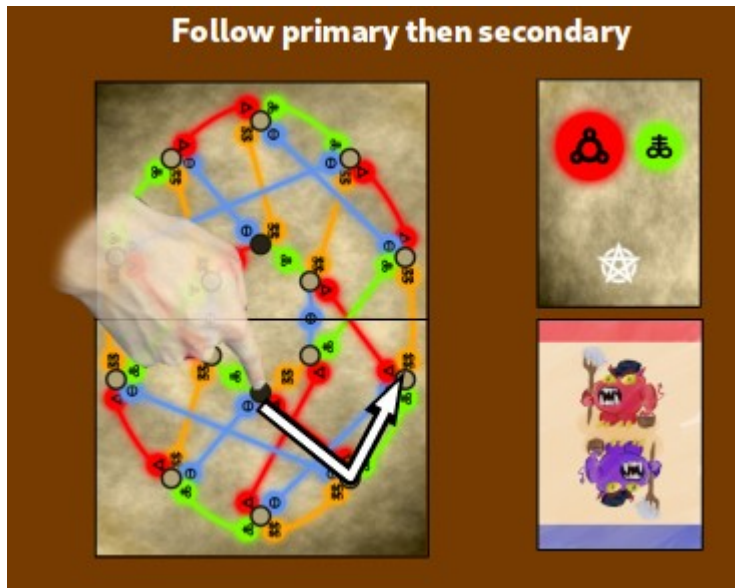
- The *Magic Energy* follows the connections of the *Magic Circle* based on the *Catalyst's* elements (primary and then secondary)
- The *Imp* is removed from the queue

If a player has no *Imps* at the front of any queue, play passes back to the other player. If you can resolve one of your *Imps*, you cannot choose to pass.

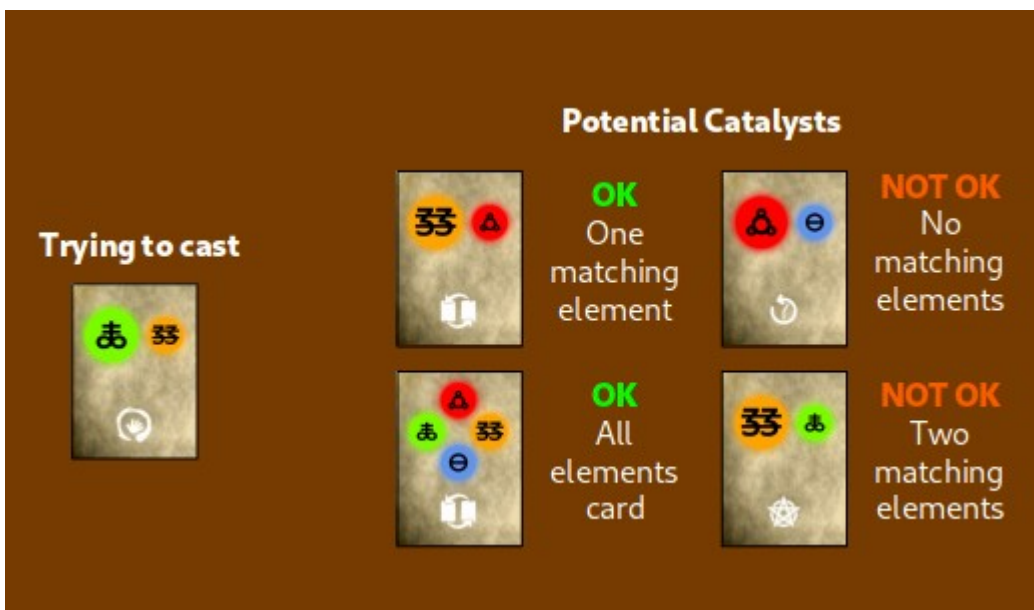
Once all *Imps* have been resolved, the ritual is complete. The *Magic Energy* de-summons an *Imp* for the player whose side of the magic circle it finished on!

- That player is dealt one fewer *Imp* in each future round
- The other player is the *Starting Player* for the next round

If any player de-summons all their *imps* (they would be dealt no *Imp* cards next round), they win the game!



Performing the Ritual



Matching Spells to valid Catalysts