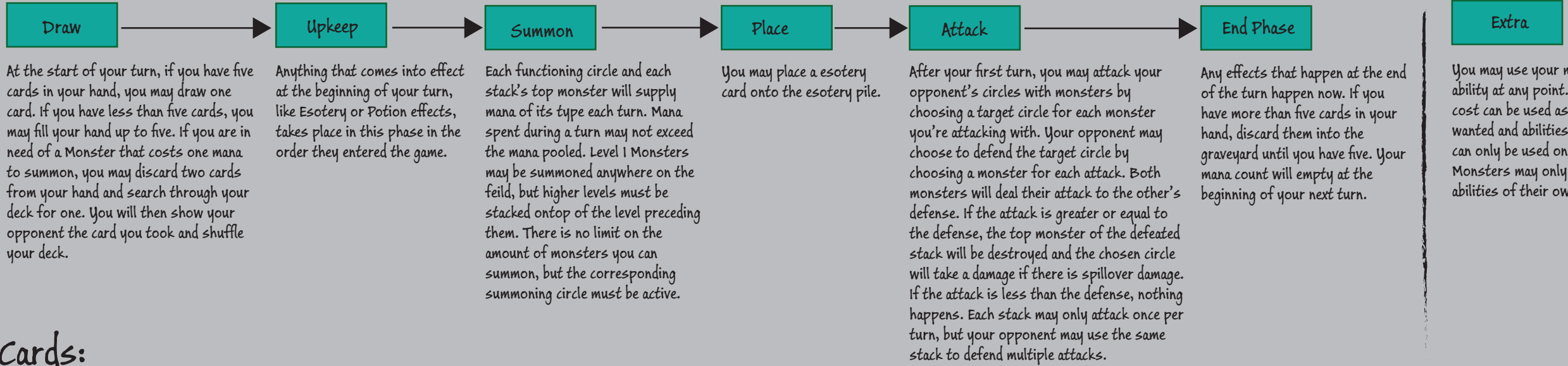


# RITUALS

**Objective:** Using your skills as a Summoner, face off against an opponents Rituals deck. Defend and destroy your opponents Monsters as you push to destroy his Summoning circles and cripple his forces. Victory is achieved when your opponent has no more Summoning circles or has depleted their deck.

- Materials:**
- 2 Decks
  - 1 Die
  - 16 Health Markers

## Rules by Turn:



**Draw**  
At the start of your turn, if you have five cards in your hand, you may draw one card. If you have less than five cards, you may fill your hand up to five. If you are in need of a Monster that costs one mana to summon, you may discard two cards from your hand and search through your deck for one. You will then show your opponent the card you took and shuffle your deck.

**Upkeep**  
Anything that comes into effect at the beginning of your turn, like Esotery or Potion effects, takes place in this phase in the order they entered the game.

**Summon**  
Each functioning circle and each stack's top monster will supply mana of its type each turn. Mana spent during a turn may not exceed the mana pooled. Level 1 Monsters may be summoned anywhere on the feild, but higher levels must be stacked ontop of the level preceding them. There is no limit on the amount of monsters you can summon, but the corresponding summoning circle must be active.

**Place**  
You may place a esotery card onto the esotery pile.

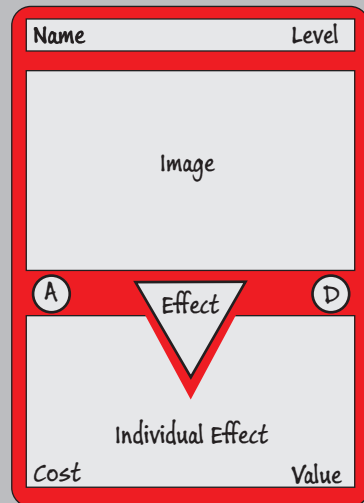
**Attack**  
After your first turn, you may attack your opponent's circles with monsters by choosing a target circle for each monster. Your opponent may choose to defend the target circle by choosing a monster for each attack. Both monsters will deal their attack to the other's defense. If the attack is greater or equal to the defense, the top monster of the defeated stack will be destroyed and the chosen circle will take a damage if there is spillover damage. If the attack is less than the defense, nothing happens. Each stack may only attack once per turn, but your opponent may use the same stack to defend multiple attacks.

**End Phase**  
Any effects that happen at the end of the turn happen now. If you have more than five cards in your hand, discard them into the graveyard until you have five. Your mana count will empty at the beginning of your next turn.

**Extra**  
You may use your monster's ability at any point. Abilities with a cost can be used as many times as wanted and abilities with no costs can only be used once per round. Monsters may only inherit and use abilities of their own type

## Types of cards:

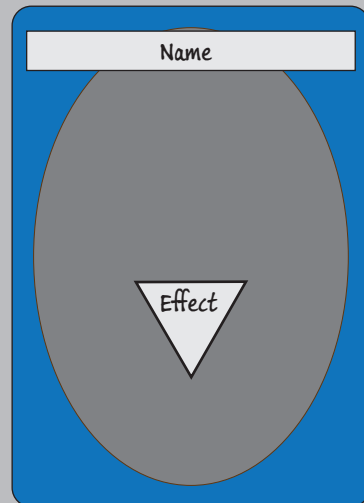
### Monster:



These creature cards are summoned on the field using mana (cost). These cards deal damage to other monsters and opponents circles. Each card has a value that it adds to the mana pool. They also have a level. Every level after 1 must be stacked on top of the level preceding it in

order to summon it to the field. Certain Monster cards come with holes in either the A, D or Effect areas. By stacking higher level cards on top, abilities and stats are inherited by the next Monster creating a unique level of strategy. If a bottom creature has a hole in either stat section, that stat is equal to zero. A zero defense creature will only die after being dealt any damage.

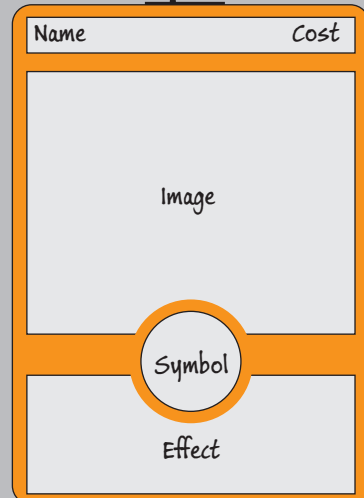
### Circle:



These cards are the summonings for monsters. Each begins the game with 0 hits and 1 mana value. Everytime they take a hit, they gain 1 hit marker. For each hit marker, that circle gains a mana value as well. On the third hit taken, the circle is deactivated and turned face down. No more

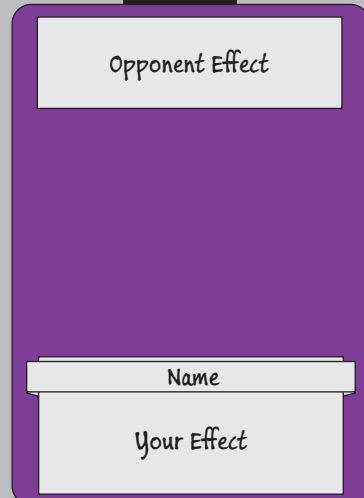
creatures of this type may be summoned. Upon losing all Summoning Circles, a player has lost the game.

### Spell:



These cards are played in the Esotery stack and have effects that occur only at the moment they are played. Once the effect has been accounted for, the card is placed on top of the Esotery stack. The costs for these spells are defined on each card.

### Esotery:



These cards are played in the Esotery stack. The title faces the owner, and the corresponding effects are legible to the sides they effect. Unless otherwise stated, only the top cards effect is active each turn and the effect takes place at the beginning of the corresponding players turn.

## Setup:

