

Strange Summons Rule Book

The conclusive compendium for a curious card game

Setup

First you must choose a deck whether it be an official one or a custom one after that place two counters for each player one of them will be health the other mana start the health counter at 30 and the mana counter at 0 once you have done that shuffle your deck and draw 3 cards decide on someone to go first if you cannot decide who goes first play a quick game of **uno infinity** and the winner goes first continue clockwise from there

Play

Each player's turn is split into 3 phases draw, place and attack

Draw Phase

If you have no cards draw 3 cards otherwise draw 1 card also add 2 mana to your mana counter

Place Phase

Now you can place cards, cards cost mana to place the amount of mana is the number that is on the blue background under the name of the card there are two types of cards Summons and Spells Summons are placed onto the field and you can only have a max of 3 active Summons, spells however are instantly discarded and activate their effect instantly

Attack Phase

Choose a player to attack, each of your cards can use the ability once and attack one card of your choice once you have decided what cards are attacking what enemy card add up all the damages against each enemy if the total damage directed at the enemy is greater than or equal to the defence of the enemy destroy the enemy's card and send it to the discard pile