

Summoning Circle Scramble

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 banished before those of your opponent!

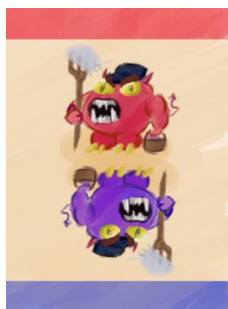
Game Overview

The game is played over several rounds. Each round you will prepare for the de-summoning 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 banish one of your imps! You then begin a new round, with different catalysts, different spells and a different magic circle. The first player to banish all of their imps wins.

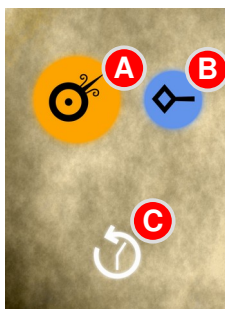
Components

1 Magic Energy Marker (not included – use a cube/coin/other small object)

13 Imp cards



*Imp Card
(Imp side)*



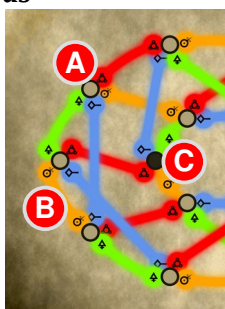
*Imp Card
(Spell side)*

- A** Primary element
- B** Secondary element
- C** Spell icon

5 Magic Circle cards



*Magic Circle
Card (back)*



*Magic Circle
Card (face)*

- A** Node
- B** Connection
- C** Starting Node

Round Setup

Shuffle all the imp cards together, then deal five imp cards to each player to form their hand **A**. Flip one card in each players' hand face up to show the spell side **B**. For each imp the players have banished, flip an additional card in their hand to show the spell side.

Flip the remaining three imp cards spell-side up and place them in a row to serve as this round's catalysts **C**.

Shuffle all the magic circle cards together, then place two magic circle cards face up next to each other to form the magic circle **D**. 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 **E**. Place the magic energy marker on the starting node of the non-starting player's side of the magic circle **F**.

Starting Player

In the first round, the starting player is the one who has most recently completed their chores.

In future rounds, the starting player is the player who lost the previous round.



Preparation Phase

Beginning with the round's starting player, players take turns to perform an action until both players' hands are empty. The possible actions are **Assign an Imp**, **Cast a Spell**, and **Discard a Spell**. You may not pass unless you have no other option (ie: your hand is empty).

Assign an Imp

Assigning imps to catalysts is the main way to control the de-summoning ritual. To assign an imp to a catalyst, place it from your hand next to the catalyst **A**. The imps are very polite, so they form queues if there are any other imps already assigned to the catalyst, with new imps joining at the back of the queue **B**. Make sure the imp card is facing the right way up to indicate who played it (one player has red imps, the other has blue imps).

During the Ritual Phase, the imps will use their assigned catalyst to direct the magic energy around the magic circle. This is covered in more detail in the Ritual Phase section of the rules.

Cast a Spell

Casting spells allows you to influence the ritual in more indirect ways. To cast a spell, select a catalyst such that exactly one element is on both the catalyst and the spell you want to cast.

Tuck the spell from your hand behind the catalyst so that only the spell icon shows **C**, then immediately resolve the effect of the spell.



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 with either half of the magic circle



Transmute: This card replaces the catalyst it is played against (shift the previous catalyst to make room **D**)

Catalyst Limits

Each catalyst may only be used 4 times (including both imps and spells), so only 5 cards total (including the catalyst) can be in any catalyst group.

Valid Spell Targets Example

If we want to cast spell **1**, we cannot use catalyst **2** as it has two matching elements, or catalyst **4** as it has no matching elements. We can use catalyst **3** as it has exactly one matching element.

Discard a Spell

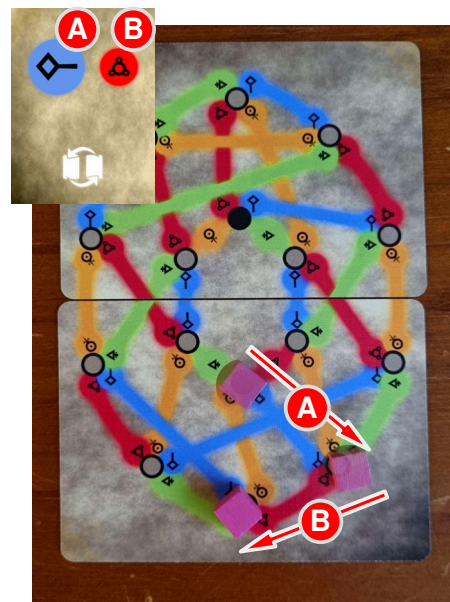
If you don't want to assign an imp, and you don't want to or cannot cast any of the spells in your hand, you may instead discard a spell from your hand without assigning it to a catalyst or resolving the effect of the spell.

Ritual Phase

Once both players' hands are empty, preparation is complete, and you can perform the ritual! The catalyst begins in the non-starting player's side of the magic circle (on the solid node). Beginning with the starting player, players take turns to resolve one of their imps from the front of any catalyst's queue. To resolve an imp:

1. Move the magic energy along the connections of the magic circle based on the catalyst's elements (primary **A** and then secondary **B**)
2. Remove the imp 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.



The "Any Element" Card

One of the imp cards has all the elements on it rather than a primary and secondary element. For the purposes of casting spells, this card can be used with any other card (both as a spell and a catalyst).

When resolving an imp that was assigned to this card, choose any single connection to follow (it doesn't have to be the same element each time).



Round End

Once all imps have been resolved, the ritual is complete. The magic energy banishes an imp for the player whose side of the magic circle it finished on! From now on, that player flips an additional imp during round setup, as they have fewer imps but have freed up their mana to cast more spells.

The loser of each round will be the starting player of the next round - give the magic energy marker to the round's winner as it will be placed on their side of the magic circle during next round's setup.

Game End

After completing a round, if a player has banished all their imps (they would have no unflipped imp cards next round), they win the game!

Getting started

It can be a bit tricky at first to understand how the ritual will play out and what you want to do.

One helpful trick is to play a quick example round with only two imps each and no spells to get a sense for how things will play out in the full game.

Always remember, you want the magic energy to end up on the side closest to you!

Quick Reference

Round Structure

Setup

1. Shuffle imp cards, deal 5 to each player
2. Flip (player's banished imps + 1) imps to their spell side for each player
3. Set up catalysts
4. Shuffle magic circle cards, set up magic circle and spare page
5. Place magic energy marker on the non-starting player's side of the magic circle

Preparation Phase

Players take turns to either:

- **Assign an Imp** to a catalyst
- **Cast a Spell** using a catalyst
- or **Discard a Spell**

until both players' hands are empty.

Ritual Phase

Players take turns to resolve one of their imps that is at the front of a queue.

The magic energy moves around the magic circle, following the elements of the catalyst that the imp was assigned to, and the imp is removed from the queue.

Round End

Banish an imp for the player whose side of the magic circle the magic energy ended up on. The loser of this round is the starting player for the next round.

Spells



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 with either half of the magic circle



Transmute: This card replaces the catalyst it is played against (shift the previous catalyst to make room)

Reminders

- Each catalyst may only be used by four imps/spells total at a time.
- Except for the "Any Element" card, spells may only be cast against a catalyst with exactly one matching element.
- Shuffle the cards between rounds so you get a different magic circle, different catalysts and different spells each round.