

Ace Exorcist

Story

In their lair, an eldritch Summoner attempts to complete a dark ritual and summon ancient and unthinkable beings beyond any mortal ken. One, stalwart figure stands to disrupt their plans and save mankind. They are... the Ace Exorcist.

Aim

The Summoner's aim is to complete the Ritual Summons. Failing this, he must destroy the Exorcist before he is destroyed himself.

The Exorcist's aim is to prevent completion of the Ritual Summons, by a combination of destroying Ritual Cards and inflicting damage on the Summoner.

Winning Conditions

Summoner wins if any of the following conditions are achieved:

- Complete set of any three Summoner Face Cards (Elder, Daemon, Beast & Imp) played to the Ritual Space (and not destroyed by Exorcist)
- Inflict 30 points of damage on Exorcist
- Exorcist's draw stack is completely exhausted.

Exorcist wins if either of the following conditions are achieved:

- Inflict 60 points of damage on Summoner
- Summoner's draw stack is completely exhausted.

Play

Materials

Each player has a distinct pack of cards:

	Summoner	Exorcist
Suits:	Blood, Blade, Flame	Bell, Book, Candle
Numbered cards per suit	2 to 7	2 to 7
Face Cards: value 10	Elder	Archon
value 9	Daemon	Seraph
value 8	Beast	Deva
value 1	Imp	Angel

The Summoner's Face Cards comprise the Ritual Cards that can be used to complete a Summons.

Mechanics

Each player's pack is shuffled and placed face down as a draw stack for play. Each also has a discard area, and the Summoner has a Ritual Space.

Begin by drawing 5 cards each – not visible to opponent. A player's hand may, at any time, contain up to 6 cards. If drawing a card would exceed this limit, then no card will be drawn.

Play by turns, as follows – Summoner has first turn:

Summoner:

- Turn starts by drawing a single card from stack
- Play comprises one of four actions, which are described in the next section:
 - a) Ritual Play
 - b) Attack Exorcist
 - c) Draw cards
 - d) Pass
- Turn ends when the chosen action is complete.

Exorcist:

- **If Exorcist has just defended an attack during Summoner's turn, then they must skip their turn.**
- Turn starts by drawing a single card from stack.
- Play comprises one of three actions, which are described in the next section:
 - Attack
 - *either* attack Ritual Summons, if there are Summons Cards to be attacked
 - *else* attack Summoners draw stack
 - Heal own damage
 - Pass
- Turn ends when the chosen action is complete

Detailed description of playable actions

Summoner

Option A: Ritual Play

1) Set down one Face Card in the Ritual Space

The Summoner is seeking to set out a Summons comprising any three of the total of 12 available Face Cards.

2) Action complete

Option B: Attack Exorcist

(see Table 1 for examples of play and defence)

- 1) Summoner plays 1 or more 'straight' non-face cards of any suit, not necessarily all the same suit (**Attack** column in table)
- 2) Potential damage to Exorcist equal to the sum of the values of the cards played (**Resulting Damage** column in table)
- 3) Exorcist may defend by playing cards of any suit as follows (**Defence** column in table):
 - a) play a card of 1 less than the lowest attacking card, to mitigate damage by the value of that attacking card (examples 2, 5, 7, 9 and 11 in table); AND/OR
 - b) play a card of 1 more than the highest attacking card, to mitigate damage by the value of that card (examples 3, 6, 7, 10 and 11 in table).
 - c) Note:
 - i) a singleton attack can be fully mitigated (leading to zero damage) by defending with a card of value either one above or one below the attacking card (examples 2 & 3 in table)
 - ii) an attack of just two sequential cards can also be fully mitigated to zero; in this case defence must be with two cards having values one less than the lower attacking card,

- and one more than the higher attacking card; (example 7 in table); alternatively, defend with one card of value either one below the lower attacking card, or one above the higher attacking card for partial mitigation (examples 5 and 6 in the table)
- iii) an attacking sequence of 3 or more cards can never be fully mitigated, since the Exorcist can only defend against the highest and/or lowest in the sequence; (examples 8, 9, 10 and 11 in the table)
- 4) Exorcist's hit points are reduced by the resulting amount of damage after defence has been played.
- 5) Action complete.
- 6) **If Exorcist has defended the attack, then they must skip their next turn.**

Example	Play	Attack	Defence	Resulting Damage
1	'Straight' singleton	<5>		5
2			<4>	0
3			<6>	0
			(note: <4, 6> would be superfluous!)	
4	Straight 2 cards	<4, 5>		9
5			<3>	5
6			<6>	4
7			<3, 6>	0
8	Straight 3 or more cards	<3, 4, 5>		12
9			<2>	9
10			<6>	7
11			<2, 6>	4

Table 1: Attack by Summoner, with Defence by Exorcist

Option C: Draw cards:

- 1) Play a pair of cards of equal value, to pick up 3 free card from the stack; OR
- 2) Play a triad of cards of equal value, to pick up 4 free cards from the stack.

Note: This has the effect of increasing the hand by 1 card, as well as allowing the player to discard unwanted cards, in the hope of replacing them by something better.

- 3) Action complete

Option D: Pass

- 1) Draw an additional card
- 2) Action complete.

Exorcist

Option A: Attack Ritual Summons

- 1) Declare an attack on a specific card in the Ritual Space.
- 2) Play a flush (cards of the same suit) of at least 2 cards with face value greater than or equal to the card attacked.
- 3) The attacked card is withdrawn from the Ritual Space and discarded.
- 4) Summoner receives damage equal to the face value of the card withdrawn.
- 5) Action complete.

Option B: Attack Summoner's draw stack

- 1) Declare an attack on the draw stack
- 2) Play a flush (cards of the same suit) of one or more cards. The total face value of the cards played is the strength of the attack.
- 3) Summoner draws cards in turn from the draw stack, adding together their face value, until the strength of the attack is equalled or exceeded
- 4) If the attack strength is exceeded, then the last card drawn is returned (having been seen by both players).
 - a) Note: this has the effect of giving both players a preview of Summoner's next draw.
 - b) If the cards drawn total exactly to the strength of the attack, then another card is not drawn and returned to the stack – in this case, there is no preview of the Summoner's next draw.
- 5) The cards drawn from the stack are discarded, and Summoner suffers damage equal to the total value of those cards (ie some value less than or equal to the attack strength).
- 6) Exorcist draws one card from own stack for each card discarded by the Summoner, up to the maximum hand size of 6.
- 7) Action complete

Option C: Heal own damage

- 1) Play any pair (cards of any suit, with same face value)
- 2) Reduce any damage previously suffered by the total value of the pair of cards played. Can never go above 30.
- 3) Action complete.

Option D: Pass

- 1) Draw an additional card
- 2) Action complete.