Comprehensive Rules

HOW TO PLAY - TURN 1:

-Each player has a 30 card deck known as their portal.

-At the start of the game players decide who goes first.

-Once that's decided each player draws 5 cards.

-During your turn you may play as many cards as you'd like from your hand.

-Cards can either be played face up or face down.

-If you play a knight or summon card face up you can "equip" as many equip cards as the card will allow with their "EA."

-You can also play a knight or summon card face down and equip as many equip cards as the card will allow with their "EA."

-However, you may NOT play a knight or summon card face down and an equip card face up.

-Once done you end your turn, you may not attack on turn one



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PLAYER 2 - TURN 2:

-Once player 1 passes their turn, player 2 is able to do the same actions as player 1 on their first turn. However, player 2 can start attacking if they choose to do so or they can play cards and pass turn.

-You can attack with as many cards as you'd like during your turn, however, each card can only attack once per turn.

-If you attack a face down card your opponent then flips over the card. If your attack is higher than your opponent's card that card is then destroyed.

-If your opponent has face down cards equipped to that card he can then flip those cards over. If those cards add attack points to their card and it now exceeds the attack points of your card then your card is destroyed.

-When attacking a face down card with face down equip cards, that player may now flip those cards over. If the cards exceed your cards attack points you may now flip over any equip cards you have attached to counter theirs. Whoever has the lowest attack during combat is destroyed.

-If both cards have the same equal attack then neither card is destroyed.

-Keep in mind that there are cards in the game that can override these rules such as attacking a card whose attack might be lower than yours, but cannot be destroyed due to their effect.

-Once you have initiated your combat phase you may no longer play cards on your field unless a card's effect allows it. Your turn ends immediately after the attack.

-Keep in mind there are also cards that allow you to play from your hand, whether it be on your turn or your opponent's turn.

-There are also cards that will "banish" cards from play, when this happens it is NOT considered a card "destroyed." Banished cards must not be placed in the discard pile, but rather in their own stack outside of the board. If your opponent has no cards on their field you may attack them directly for 1 point. You may only do this once per turn regardless of how many "allies" you have that can attack.

-Once the player has exhausted their options they must pass turn.

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TURN 3:
When it is your turn again, at the start of your turn, you draw cards until you have 5 in hand and repeat the process until either player has acquired 6 points.

Notes: You can mulligan once at the start of the game on your 1st turn only if you have no cards that can attack. If this is the case you must show your hand to your opponent and draw another 5 cards. If you must ever mulligan during the game you may do so but you may only draw 3 cards instead of 5 and you lose 1 point.

FOUR PLAYER GAMES:
-This game may also be played with four players at once, all rules remain the same the only difference is that now you may attack any opponent and in order to win a player must acquire 10 points instead of 6.
-Keep in mind you can attack multiple opponents during your turn but your allies may still only attack once per turn.



Select Strategies

Knights & Summons offers a wide range of strategic options and can be tailored to suit each individual player's preferences. Whether you're looking for a simple and straightforward experience or a complex and challenging one, our game can accommodate your needs. It's perfectly designed to be easy to learn, so even newcomers can quickly grasp the rules and start playing within minutes. The games basic premise is to score 6 points in a 30 card portal game or 8 points in a 40 card portal game.

You score points by defeating your opponents allies, its really THAT simple. And how do you defeat your opponents allies? By attacking them with a higher attack than theirs. If your allies aren't as powerful as theirs then you can simply attach an equip card that makes them more powerful. However there is so much more to the game. So many strategies that can be implemented. The possibilities are truly endless. In the following pages we will show you all just a FEW of the infinite possibilities of strategies that can be played during your matches.

