

Piri Piri SUMMONERS

RULE BOOK



In a lush valley blessed by spirits, a tribe of summoners thrives in abundance. In gratitude, the tribe commits to a sacred duty: sending summoners on a challenging journey to forge bonds with powerful spirits. This quest is far from simple. Each summoner embarks on their own path, engaging in rituals and facing competition from their peers. Only the most skilled can complete this formidable summoning challenge. Summoners, it's time to bring prosperity to our land. With the spirits' blessings, begin your journey and embrace your destiny.

COMPONENTS

Wooden Meeples x 4



Wooden Mana x 32



Score Tracker x 12

Playing Cards x 1



Ace Cards



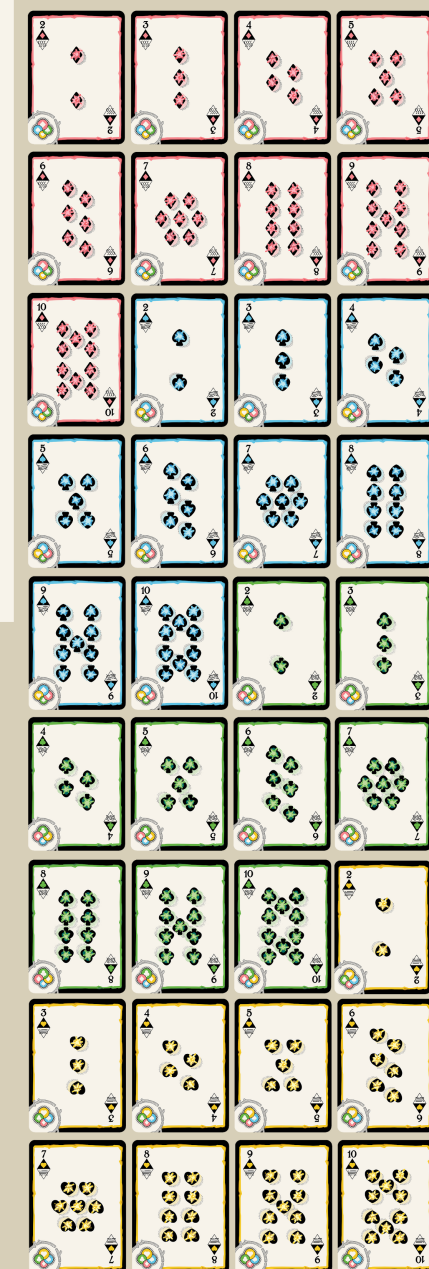
Joker Cards



Spirit Cards



Element Cards



UNDERSTANDING THE CARDS

PLAYING CARDS

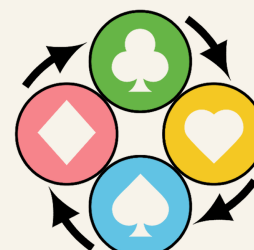
The Element Cards, Joker Cards, and Ace Cards are all types of Playing Cards that players will hold in their hands and strategically place throughout the game. The whole game is built based on the tile placement concept.

ELEMENT CARDS



These cards serve as elements for summoning spirits. Each suit possesses unique strengths against another specific suit. Fire against Earth... etc

FIRE AGAINST **EARTH**
EARTH AGAINST **WIND**
WIND AGAINST **WATER**
WATER AGAINST **FIRE**



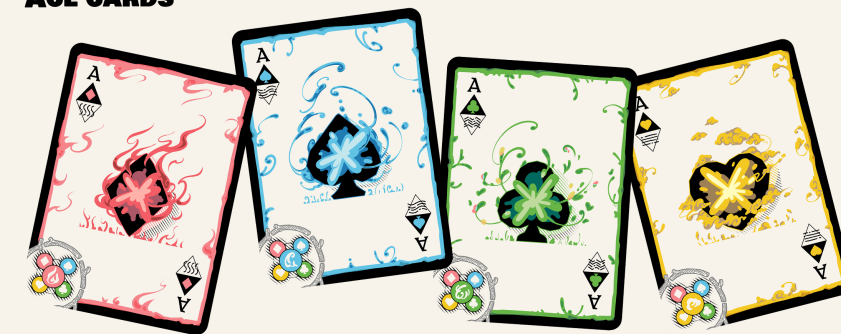
There is a reminder at the corner of each Element Card to highlight the suit's strengths against each other.

JOKER CARDS

These cards are highly versatile and can be played in any situation, allowing the player to decide their type. A Joker can represent earth, fire, water, or wind, depending on the player's choice.



ACE CARDS



These cards have superior power. They have the power to REPLACE any cards, except the Spirit Cards. The card being replaced will be removed and placed at the bottom of the deck.

SPIRITE CARDS

Spirit Cards are the MISSION for the game. These cards represent the spirits that players need to summon in order to win the game. Each spirit card has a different specific requirement for summoning.

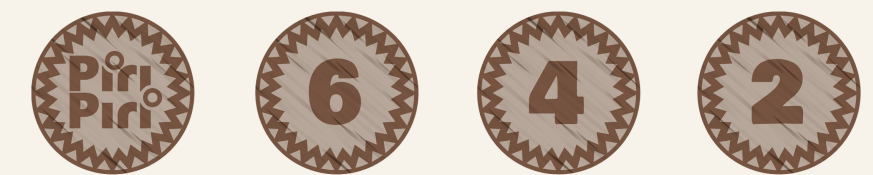


There is a reminder at the corner of each Spirit Card to highlight the specific requirements players must meet to successfully summon the spirits.

GAME OBJECTIVE

The 1st player to successfully summon all 3 of their Spirit Cards wins the game. If no one can summon all 3 of their Spirit Cards and players agree to end the game, the player with the highest score win the game. Points are allocated as below:

WOODEN MANA 1 points each **KING** 6 points each **QUEEN** 4 points each **JACK** 2 points each



SETUP & PREPARATION

0. Each player selects a wooden meeple to use as their game piece.
1. Separate the 12 Spirit Cards (King, Queen, and Jack) from the deck and shuffle them well.
2. Each player starts by drawing 3 Spirit Cards and these will become your summoning targets, which represent the mission that you need to accomplish in order to win the game. Keep these cards hidden from other players.
3. Shuffle the rest of the deck. Each player draws 4 cards from this deck and they will become Your Playing Cards. Also, keep these cards hidden from other players.
4. Each player takes 8 Wooden Mana as your mana.
5. Lay out 5 cards from the deck, face up. These are the Purchasable Cards for every player. Replenish them from the deck as they are purchased.
6. Draw a random card from the deck and place it in the center to serve as the Starting Card for the game.
7. There are no specific rules for determining the 1st player to start. You may also begin the game in any order you choose, whether clockwise or counterclockwise.

FAQ

Q: Is success in this game heavily reliant on luck, such as the advantage of having 3 Jacks versus 3 Kings for summoning?

A: Not really. Piri Piri Summoners is designed to be a strategic game where players must use their skills and foresight to win, rather than relying solely on luck. The game requires players to strategize based on the Spirit Cards they have. For instance, if a player has three Jacks, they might adopt a more aggressive strategy to try to achieve a quick victory. This could involve taking risks and making bold moves to outmaneuver their opponents.

On the other hand, if a player holds three Kings, they might play more defensively. This defensive approach could involve prolonging the game to accumulate more resources like wooden mana through flanking moves, disrupting their opponents' summoning patterns to prevent them from winning, and trapping their opponents. This approach allows the player to maintain control and potentially win by accumulating the highest score if the game ends without anyone summoning all three Spirits.

The beauty of Piri Piri Summoners lies in its unpredictability and the depth of strategy it offers. Even if no player manages to summon all three Spirits, the game can still be won by a player who has strategically managed their resources and played their cards wisely, resulting in the highest score. This element of strategy over luck is similar to the mechanics found in poker, where strategic thinking and anticipation of opponents' moves play a crucial role in determining the winner.

To further illustrate this, you can refer to the demonstration video accessible via the QR code below. This video showcases a scenario where a player with more difficult spirits in hand manages to secure a win through strategic play, demonstrating that success in Piri Piri Summoners is more about skillful gameplay than luck.

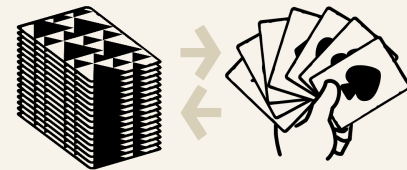
DETAILED GAMELOOP

IN EACH TURN, A PLAYER HAS THREE ACTION OPTIONS :

Just a reminder again to everyone! No matter which option you choose, you must always keep exactly **4 Playing Cards** in your hand.

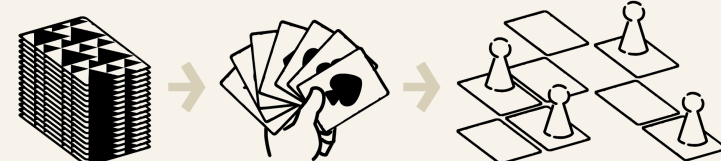
Option A

Give up your move and swap one **Playing Card** with the deck instead. You first select one from your hand and place it at the bottom of the deck. Then, draw a new card from the top of the deck.



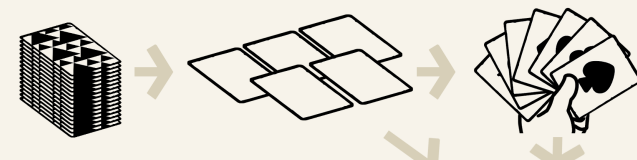
Option B

Draw 1 card from the deck and play 1 card from your hand. Then, place the wooden meeple on top of this card.



Option C

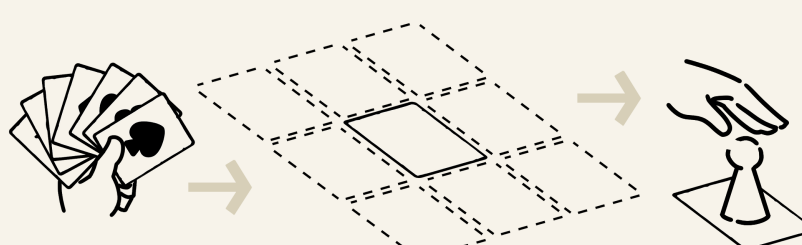
Buy 1 card from the Purchasable Cards deck for **1 Wooden Mana**. This purchased card can be played immediately or kept in your hand. However, if you choose to keep the purchased card in hand, you must play one card from your original hand to ensure you always have exactly **4 Playing Cards**. Then, place the wooden meeple on top of this card. Replenish the Purchasable Cards from the deck after purchase.



If you choose **Option B or C**, which involve placing cards, **5 basic rules** must be followed.

Card Placing Rules

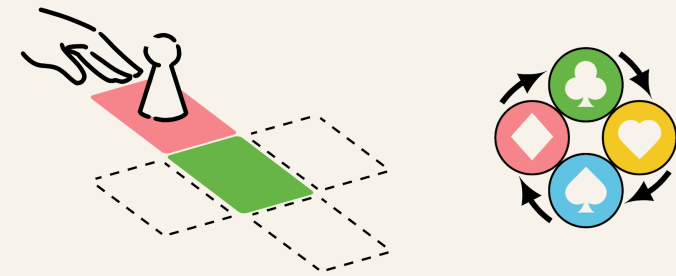
Place one of the **Playing Cards** surrounding the existing card on the table, following the five rules below.



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RULE 1 Strong against

If players wish to place a card to the left, right, above, or below an existing card on the table, the card must be of a suit with greater strength than those of the cards already on the table.

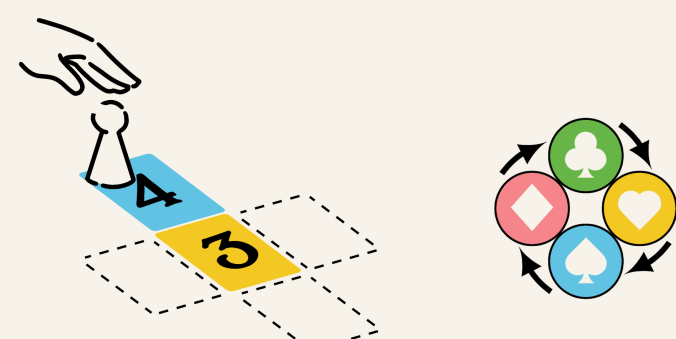


RULE 2 Weak against

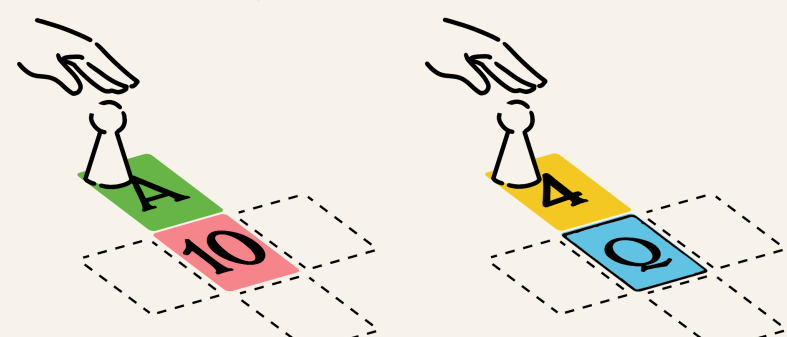
If the suit is not of greater strength, the numerical value on the card must be higher than those on the surrounding cards.

In terms of numerical value, Spirit Cards have the highest value, followed by Ace Cards, and then Element Cards.

Further elaboration as below:



Placing a blue card orthogonally adjacent to the yellow 3 requires a blue card with a higher numerical value, such as 4 or above.



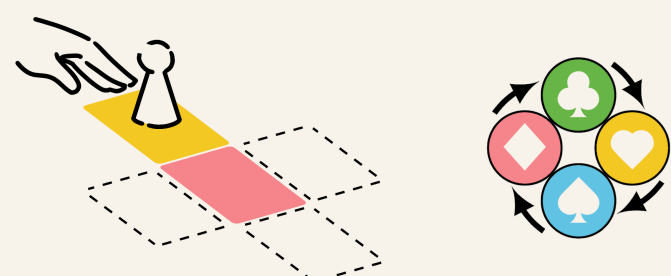
Placing a green card next to the red 10 requires a green card with a higher numerical value, such as an Ace or a Spirit Card.

A blue Queen (Spirit Card) in the center means you cannot place weaker suit Element Cards, Ace Cards, or Jack & Queen Spirit Cards orthogonally adjacent to it; only stronger suit cards can be placed next to this Queen Spirit Card.

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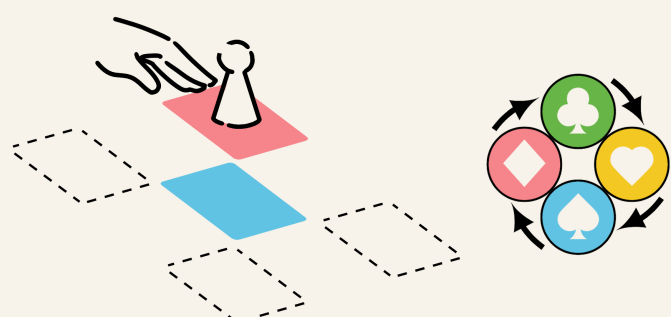
RULE 3 Neutral to

Cards of a neutral suit can be placed in any surrounding spot, including next to cards of the same suit.



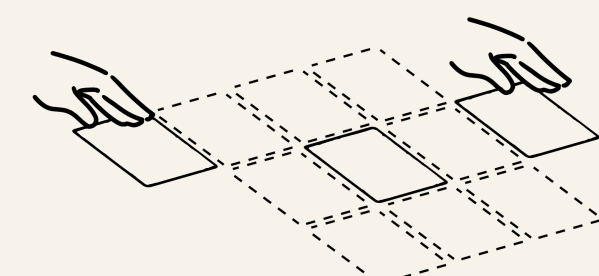
RULE 4 Diagonal to

If players wish to place a card diagonal to an existing card on the table, neither the suit nor the number of the card will have any effect. In other words, players are free to place any card in those spots.



RULE 5 Foul

Placing an Playing Card in an empty space is **not allowed**.



RULE 6 Flanking Cards

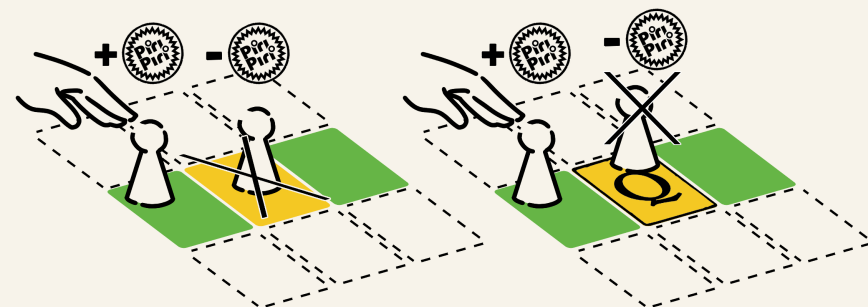
You want to maintain your advantage for summoning, and to do so, you can flank the cards already on the table. Flank a card with stronger suits to remove any card from the table.

However, please note that **Spirit Cards** cannot be removed by flanking.



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If a player's wooden meeple is on a card that is flanked, that player will lose 1 Wooden Mana to the opponent. If the player has no more mana, then nothing happens.



Any card that is removed will be placed at the bottom of the main deck. The meeple will be returned to the player to be placed on a new card in the next round.

If a player's wooden meeple is on the Spirit Card when flanking occurs, the meeple will be removed, and that player loses a mana to the opponent. However, the Spirit Card remains on the board.

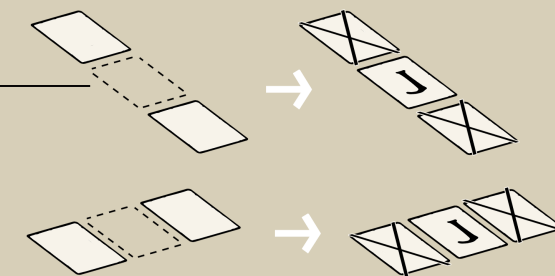
If you choose **Option B or C**, both of which involve placing cards, you will have the chance to summon your Spirit Cards.

SUMMONING SPIRIT CARDS

Remember, to win the game, players must summon all 3 Spirit Cards in their hand. All summoning, including the Jack, Queen and King, will cost 2 Wooden Mana. Here are the summoning rules:

Summoning Jack Spirit Card

This spot can be either vacant or already occupied by other cards.

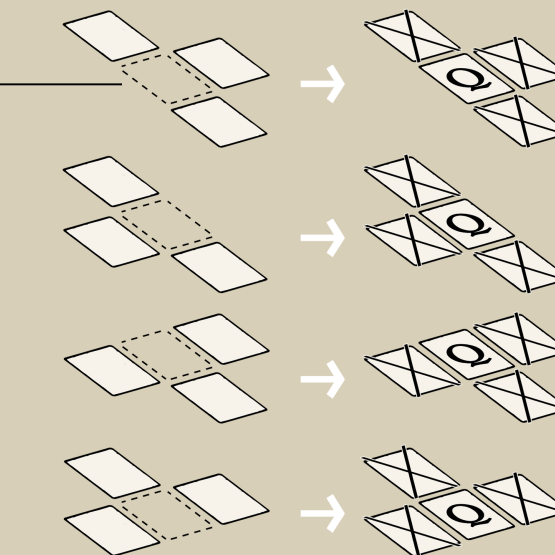


2 Cards of the same suit must be placed to the left and right OR above and below. Once all the cards are in place, the player can conduct a summoning. During summoning, except for the Jack Spirit Card, all involved cards are removed as they are consumed.

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Summoning Queen Spirit Card

This spot can be either vacant or already occupied by other cards.

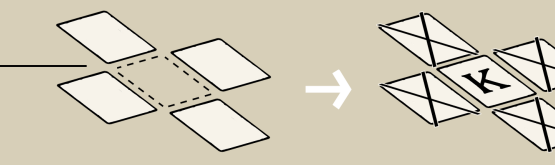


3 cards of the same suit must be placed to the left, right, above, or below. Once all the cards are in place, the player can conduct a summoning. During summoning, except for the Queen Spirit Card, all involved cards are removed as they are consumed.

If players wish to involve other Spirit Cards in summoning the Queen, only the Jack Spirit Cards of same suit can be utilized. After summoning, the utilized Jack Spirit Card is removed as it is consumed for the summoning ritual.

Summoning King Spirit Card

This spot can be either vacant or already occupied by other cards.

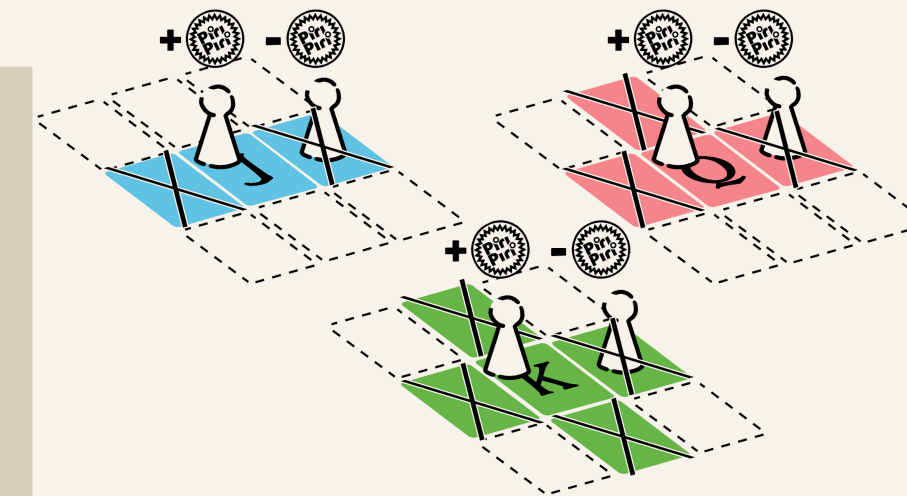


4 cards of the same suit must be placed to the left, right, above, and below. Once all the cards are in place, the player can conduct a summoning. During summoning, except for the King Spirit Card, all involved cards are removed as they are consumed.

If players wish to involve other Spirit Cards in summoning the King, only the Jack Spirit Card and Queen Spirit Card of same suit can be utilized. After summoning, the utilized Spirit Card(s) is removed as it is consumed for the summoning ritual.

If a player's wooden meeple is on a card that is consumed in a summoning, that player will lose 1 Wooden Mana to the opponent. If you consume a card during a summon that has your own meeple on it, nothing happens and you won't lose a mana.

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Players can summon whenever they see an opportunity. If more than one player wants to summon at the same time, priority is given based on the turn order.

TIPS & TRICKS

This game is easy to learn but packed with deep strategies and clever tricks waiting to be uncovered. There are some tips and tricks you don't want to miss.

Mana for summoning

Wooden mana is a necessary resource for summoning. A lack of mana can be a major obstacle to winning. To prevent other players from winning or to maintain your advantage, you can gain mana from others by flanking their cards.

Traps and baits

Creating opportunities for summoning is essential. Make effective use of all the cards on the table, including those placed by others, and consider using a weaker card as bait to encourage others to act in your favor.

Mastering Special Cards

Remember the functions of the Ace and Joker Cards, and use these special cards strategically to turn the tide of the game.



Joker Cards can represent **earth, fire, water, or wind**, depending on the player's choice.

Ace Cards can **REPLACE** any card on the table, except the Spirit Cards.

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