

Summoning on a Budget: The Rule Book!

Players

3 to 6 Players

Play Time

15-60 minutes

Contents

- 42 Ritual Cards
- 64 Action Cards
- 20 Win Condition Cards
- 14 Loss Condition Cards
- 5 Special Cards

Beginning State

- Each Player Draws 4 Ritual Cards, a Win Card, and a Lose Card
- Players Take Turns Flipping Over the Top Card from the Ritual Deck
- The First Player to Draw a Ritual Will Add it to Their Own Ritual Set and Take the First Turn
- All Cards Drawn are Reshuffled into the Deck

General Rules and the Main Deck

- If you Fail your Ritual, you Lose your Turn.
- You may Only See your Ritual Set when it Changes.
- When the Main Deck runs out of the cards, everyone loses*
- Fulfilling the Win Condition Wins the Game
- Fulfilling the Lose Condition Loses the Game
- Win Conditions Cannot be Claimed until you Perform your next Ritual
- Lose Cards are face up, Win Cards are face down
- Players draw cards from a main deck containing ritual cards, action cards, and special cards.
- Players must draw one card at the beginning of their turn after successfully performing their ritual.
- Players take turns in a clockwise fashion, starting from the player who draws the first ritual card and adds it to their Ritual Set.
- The Main Deck consists of the game's 42 ritual cards, 5 special cards, and 64 action cards, most of which can be played against other players and on the user themselves.
- Action cards include drawing additional cards, discarding cards, discarding rituals, protection cards, protection breaking cards, trading full ritual sets with another player, stealing cards from another player randomly, stealing the rituals of another player, and restoring a ritual from the discard pile.

*A player with a win condition dependent on the main deck going empty will win here instead.

Ritual Cards pt. 1

1. Spin Around Once: A Player with this Ritual must stand up and spin around in a single circle.
2. Pinch Yourself: A Player with this Ritual must pinch themselves once.
3. Flap Your Arms Like a Chicken: A Player with this Ritual must flap their arms like a chicken as illustrated on the card.
4. Perform "I'm not touching you!" on the player to your right: A Player with this Ritual must point their finger at the player to their right, without touching them, and say "I'm not touching you!"
5. Shout "Ca-kaw!": A Player with this Ritual must shout "Ca-kaw!" like a crow or another bird.
6. Pat Your Head and Rub Your Stomach: A Player with this Ritual must perform the action specified.
7. Rub Cheeks in Circles: A Player with this Ritual must perform the specified action as illustrated on the card.
8. Knock On Wood: A Player with this Ritual must knock on a surface, but it doesn't have to be wood specifically. Perhaps you're playing on a concrete surface instead of a table.
9. Do a Maraca Shaking Motion: A Player with this Ritual must act like they are shaking a pair of Maracas in their hands.
10. Do the Mastermind: A Player with this Ritual must pose like a master of evil as illustrated on the card.
11. Wink at the Person to Your Left: A Player with this Ritual must perform the action specified, winking with either eye, but making sure it is directed to the person on the Player's left.
12. Wave to all the Players: A Player with this Ritual must wave in a friendly manner to all other players at the table. Smiling is not required.

Ritual Cards pt.2

13. Say "Rubber Baby Buggy Bumpers": A Player with this Ritual must say the specified phrase as quickly as they can. Mispronouncing the phrase causes the player to lose their turn.
14. Say "Toy Boat" Three Times Fast: A Player with this Ritual must say the phrase "Toy Boat" three times as fast as they can. Mispronouncing the phrase loses the turn for that player.
15. Perform a One-Man Wave: A Player with this Ritual must wave both of their arms up and then down as illustrated on the card.
16. Do Jazz Hands: A Player with this Ritual must perform the gesture of showmanship as illustrated on the card. Players may be as snazzy as they wish with this.
17. Start Clapping: A Player with this Ritual must clap their hands in applause. Slow clapping is not acceptable.
18. Shoot All Players with Double Finger Guns: A Player with this Ritual must summon their inner outlaw and point their fingers at the other players, pretending to shoot them.
19. Say "I'm a Little Teapot" with a Deep Voice: A Player with this Ritual must say the phrase specified in a deep voice. Further singing of the song results in the player losing their turn.
20. Poke your Nose and say "Boop": A Player with this Ritual must perform the action specified. Saying "Boop" out loud is completely required.
21. Make it Rain!: A Player with this Ritual must imitate the action of "Making it Rain" as illustrated on the card. The player may use their cards in this action, but they are responsible for picking them up after making it rain.

Win Conditions

Win conditions for each player are determined by the win card that they draw at the beginning of the game or other actions. Certain cards can be played to change win conditions for a single player or the entire table. Players win by possessing two of the three correct rituals for their summoning (win condition) and performing their ritual correctly on their next turn, at which point they may reveal their win condition and claim their victory. Win conditions are listed as follows:

1. Clucky: Golden Chicken God: Do a ritual that involves flapping your arms like a chicken, shouting “Ka-caw!”, and doing a One-Man Wave.
2. Discount Cthulu, God of Mascots: Reveal this card when the ritual deck runs out of cards.
3. Jim-Bob, God of the Hunt: Do a ritual that involves flapping your arms like a chicken, shooting all players with double finger guns, and Pat Head, Rub Stomach.
4. Siren, Goddess of Attention-grabbing: Do a ritual that involves spinning around once, touching your nose & saying “Boop”, and saying “Toy Boat” three times fast.
5. Kennedy, God of Demise: Do a ritual that involves clapping, waving to everybody, and finger guns.
6. Caffeine, God of Enthusiasm: Do a ritual that involves jazz hands, waving to other players, and Marracas.
7. Teapot, God of not being a God: Do a ritual that involves saying “I’m a little teapot” in a deep voice while holding two discard cards.
8. Little Brother, God of Agitation: Do a ritual that involves doing the Mastermind, “I’m not touching you” to the player on your right, and shouting “Ka-caw!”
9. Babel, God of Tongues: Do a ritual consisting of both tongue twisters and “I’m a little teapot” in a deep voice.
10. Grandma, Goddess of Cheek-Pinching: Do a ritual that involves rubbing your cheeks, pinching yourself, and saying “I’m a little teapot” in a deep voice.

11. Tom, God of Sobriety: Do a ritual that involves patting your head & rubbing your stomach, saying Toy Boat 3x and spinning around once.
12. Punch Neck-Punch, God of Fist: Do a ritual that involves Maraca Shaking Motions, Knocking on Wood, and Rubbing your Cheeks.
13. Jakadhitz, God of Insanity: Do a ritual that involves saying Rubber Baby Buggy Bumpers, winking to the person to your left, and shouting “Ka-caw!”
14. Gabe, God of Counting: Have 3 cards in your hand for 3 turns in a row.
15. Wally, God of the 1%: Have 10 cards or more cards in your hand while performing the ritual to make it rain. It is encouraged to actually make it rain with the cards.
16. Level, God of Balance: Do a ritual that involves winking to the player left of you, doing “I’m not touching you” to the player on your right, and rubbing your cheeks.
17. Spazzy and Spinny, Gods of Broadway: Do a ritual that involves Jazz Hands, Spinning in a circle, and clapping your hands.
18. ATM, God of Climate: Do a ritual that involves touching your nose & saying “Boop”, making it rain, and doing a One-Man Wave.
19. Kourtney, The Cheerleader Goddess: Do a ritual that involves clapping hands, doing a One-Man Wave, and waving to everybody.
20. Just Russia, God of Russia: Have the Communism Card and perform a ritual that involves Knock on Wood and “The Mastermind”.

Loss Conditions

Loss conditions for each player are determined by the loss card that they draw at the beginning of the game or other actions. Certain cards can be played to change loss conditions for a single player or the entire table. Players are eliminated from gameplay if they fulfill the conditions on their loss card any point in the game, and loss card conditions are visible to other players. Loss conditions are listed as follows:

1. Lose if you have a full set of rituals and a protection spell cast on your is broken.
2. Lose if you play a card on another player.
3. Lose if you fail your ritual four times in a row.
4. Lose if you perform “I’m a Little Teapot” while holding two draw cards in your hand.
5. Lose if you fail two tongue-twister rituals in a row.
6. Lose if the player to your left has 10 or more cards.
7. Lose if you play a card on yourself.
8. If the player to your right loses, you also lose.
9. Lose if you perform a One-Man Wave for three turns in a row.
10. Lose if you have two of the same rituals for three consecutive turns.
11. Lose if you have more than 15 cards in your hand.
12. Lose if you run out of cards in your hand.
13. Lose if you go two turns in a row without having any ritual cards.
14. Lose if a reshuffle card is played when there's more cards in the draw deck than the discard pile.

Special Cards

In the Main Deck, there are five special purple cards. These cards have much wilder effects than any of the standard ritual and action cards, and they are listed as follows:

1. Communism: Playing this card forces all players to put their current hands of cards into a pile to be distributed evenly among all players.
2. Resurrection: This card may be played to bring a player who has been eliminated back into the game with a new win condition, loss condition, and a default hand of four cards.
3. Reshuffle: Shuffle the contents of the discard pile back into the Main Deck, but do not shuffle this card back into the Main Deck. Place into the discard pile after use.
4. Super Panic Button: Discard your current win/loss conditions, ritual set, and cards in your hand. Draw new win/loss conditions and a new hand of four cards. The player who plays this card may play one extra card in the same turn.
5. Rotate Seats: When this card is played, all players must physically rotate positions clockwise, leaving their win/loss conditions and cards where they are and assume the win/loss conditions and cards of the player whose seat they are taking. (No, seriously. Get up and move.)