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NecronomiCards is a fast-paced, cut-throat game for 2-4 players that takes roughly 30-45 minutes to play and no time at all to learn.

You play with two decks of cards: Spells and Summons.

Spell cards each show 4-6 symbols, some vastly different and some frustratingly similar to each other. Your goal is to match together sets of symbols on your Spell cards in order to draw cards from the Summon deck. The first person to draw and play 7 Summon cards wins.

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Each Summon card depicts a deity, demon, or monster and an ability that you can play against your competitors to make them lose turns, discard cards, or other painful setbacks.

Also hidden in the Spell deck are Curse cards, which can sabotage even the strongest strategy, causing you to immediately lose turns or far worse.

Additionally, the Summon deck includes cards representing the 4 Horsemen of the Apocalypse. Playing all 4 of those cards will also win you the game.



Summon Cards



Spell Cards



Curse Cards

Starting a New Game

1. Separate the Curse cards, Spell cards, and Summon cards into 3 separate decks and shuffle them.
2. Deal each player 2 cards from the Spell deck.
3. Draw 7 cards from the top of the Curse card deck, shuffle those into the Spell deck, and put aside the rest of the Curse cards. They will not be used this game.
4. Place the shuffled Summon & Spell decks side by side in the center. Beside them will be a discard pile.
5. Choose who goes first.



Summon Deck Spell Deck

Taking Your Turn

1. Draw a card from the top of the Spell Deck*. If you draw a Curse card, immediately do what it says, place it in the discard pile, & skip to #5.
2. Examine your Spell Cards to determine if you have a matching Spell hand. If you do *and would like to play it*, then show your matches, discard those cards into the discard pile, and draw your Summon cards.
3. Play a Summon card if you have one you want to play. You can only play one per turn.
When you draw Summon cards, you can either play one immediately by placing it face up in front of you and doing what it says, or strategically save it for another turn. Be warned, if you wait to play a Summon card you might lose it before you get a chance to play it. Once you've played a Summon and placed it face up in front of you, it counts towards your total and you cannot ever lose it.
4. Discard any extra Spell cards if you have more than 6 in your hand. It's your choice which cards to keep and which to discard, but you can't have more than 6 at the end of a turn. Place the excess cards in the discard pile.
5. Your turn is over.

*If the Spell deck runs out, shuffle & reuse the discard pile.

Matching Spell Cards & Drawing Summon Cards

Compare all of your Spell cards and see if you have any matching symbols among them. The colors on some symbols are only there to make matching a little easier.

If you have **3 sets of matching pairs**, you can draw **one Summon card**.

If you have **2 sets of matching triplets** (3 of one symbol and 3 of another symbol), you can draw **2 Summon cards**.

If you have **6 of the same symbol**, you can draw **3 Summon cards**.

Example Hand with 3 Pairs:



Winning & Expanded Rules

The first person to play 7 Summon cards wins. In order to count toward your final score, a Summon card's action must have been performed and the card placed face up in front of you, not face-down or in your hand waiting to be played. If you haven't played a Summon yet it can still be lost to another player or Curse card.

If you'd like the game to last longer, play to more Summon cards; up to 10 if you have 4 players or 13 if you have 3 or less.

If a player has the improbable luck to draw and play all four of the Four Horsemen of the Apocalypse they win immediately, no matter how many Summon cards have been played.



The Four Horsemen