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NecronomiCards Vol 2 is a fast-paced, cut-throat game for 2-3 players (or up to 8 players when combined with Vol 1) that takes 30+ minutes to play and no time at all to learn.

You play with three decks of cards: Spells, Summons, and Relics.



Spells
(& Curses)



Summons



Relics

Spell cards each show 3-6 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.

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. Each time you play a Summon card you earn one point. The first person to draw and play seven Summon cards wins.

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



New to NecronomiCards Vol 2 are Relic cards, which depict a powerful item with some sort of ability that helps you in the game. Some Relics provide defensive protection, while others assist you in matching together Spell cards. Each player gets 2 Relics, that can be played only once, but at any time during the game.

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 card(s). You may only play one hand of Spell cards per turn.

3. Play a Summon card if you have one you want to play. You can only play one per turn, and playing a Summon ends your 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, you earn one point. You cannot lose a Summon once you've played it.

If you have a Summon card with an action that can't be performed (like making someone lose an unplayed Summon card when no one has one) you can still play the Summon to earn a point.

4. Discard any extra Spell cards if you have more than six 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.

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**.

Only one Spell hand can be played per turn.

Example Hand with 3 Pairs:



Starting a New Game

1. Separate the Relic cards, Curse cards, Spell cards, and Summon cards into four separate decks and shuffle them.
2. Deal each player two Spell cards and two Relic cards.
3. Draw seven cards from the top of the Curse card deck and shuffle those into the Spell deck. 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.

If playing with both NecronomiCards Vol 1 and Vol 2 combined together, use ten Curse cards instead of seven.



Summon Deck Spell Deck

Playing Relic Cards

Relic cards have abilities that either defend you or help you in some way. Relic cards can be played at any time during the game, whether or not it is currently your turn. Each Relic card can only be played once per game. Playing one does not end your turn; once you've played the card and executed its action, you continue forward with the game.

Winning!

The first person to play 7 Summon cards wins. In order to count toward your final score, a Summon card must have been played and 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 are playing with Vol 1 as well, you may also win by drawing and playing all four of the Four Horsemen Summon cards (Death, War, Pestilence, and Famine).