



Mega Game Rules

CLAN PRE-GAME

- Each player selects one **character card** & matching **leadership magnet**
- One of the unchosen cards becomes the clan's initial **HEAD OF HOUSE** (with a beginning leadership score of 150)
- Shuffle your deck of **Summon 7** cards and randomly choose a 1st player to **deal 1 card** (face up) **to every player** in clockwise order
- This initial game will end when a player(s) reaches a total leadership score of 100 (or higher). Players fill out their leadership magnets (displaying their ongoing total score for this game) and arrange them in order from highest to lowest on their clan board.

SUMMON 7 (Basic rules)

1. Once players have their first card, in turn order, they each choose to **HIT** or **HOLD**
2. **HIT**: they are dealt one more face up card. If this card matches a card they currently have, they **BUST** (see below)
3. **HOLD**: a player may choose not to be dealt any more cards and are then done for the round. Add the sum of their cards to the **House total** (but not their own leadership total).
4. **BUST**: is a player who has been dealt two cards of the same value. They discard all their cards receiving no score for the round
5. The round **ENDS** when all players have HELD or BUSTED. The **winner** is the non-busted player with the highest total.
6. The dealer for the next round is the player with the highest house leadership total. The player of the **City Phase** is the winner of the current round (which may be different than the overall leader).

SUMMON 7 Deck (79 cards)

Each deck contains 1 zero card, 1 one card, 2 twos, 3 threes, 4 fours....12 twelves.

All dealt cards go to the discard pile **at the end of the round**. If and when the deck runs out, shuffle all cards from the discard pile to form a new dealer deck.

MAIN GAME

HOME PHASE

- Play a **SINGLE** round of **SUMMON 7** (*hungry* characters are dealt 2 cards every time and must take the worst choice - a bust card or the highest number)
- **WINNER**: adds their score to their **leadership** total (adjusting the leaderboard) and will play in the City Phase on behalf of their clan
- **BUST**: busted players add their total to the public **Uprising Meter**
- **HELD**: non-busted, non-winning players add their scores and the winner's score to make the clan's **HOUSE score** for the City Phase
- Leave all dealt cards in play until the end of City Phase

CITY PHASE

- Sort clans in order of highest to lowest House score (*-10 points for each hungry player in a house*)
- In turn order, clan winners **place 1 Dominance Meeple** in the first slot of a city location, bumping all other meeples to the right until all allotted meeples have been placed
- In turn order, clan winners **capture 1 human** from a location in the city where they have a meeple until their allotted claim value is met.
- EmCee will deal allotted **Power Cards** to each winner to take back to their house

POWER PHASE (card draft)

Power cards can be played in their allocated phase by dumpstering their cost in humans from their house pantry. If there is a timing discrepancy because multiple players want to use a card at the same time, proceed in house leadership order.

1. **HELD & WINNER**: starting with the **round winner** and proceeding (in leadership order) through other held/non-busted players, each player claims 1 Power card to add to their hand
2. **BUST**: each busted player gets 1 random card from those not chosen in step 1
3. **Repeat** steps 1 and 2 until all cards have been drafted

DINING PHASE

Proceeding in leadership order, each household member must dumpster 1 human of their required type from the house pantry.

For each character NOT FED, choose one player to **discard 1 random Power card** from their hand.

In the next round, each hungry character subtracts 10 points from the house total score before beginning the City Phase.