



WELCOME TO IMPS!

“It is a well known fact that students of magic learn to hone their powers by summoning Imps from other planes of existence. Weaker than other extra-dimensional creatures, but safer to invoke, these Imps still prove useful in the competitive elemental duels young magicians compete in to prove their worth!”

WHAT IS IMPS?

Imps Devilish Duels is a hybrid dice and card battle game for two players. Each player controls a team of 4 mischievous imps. Each imp has some kind of power based on their elemental alignment. You must bring together the best combination of imps for your chosen strategy.

A game of *Imps Devilish Duels* will task a player to fight a series of elemental trials (**Earth, Fire, Water & Air**) using their dice scores in different ways to defeat each other. After each turn of the game a player will have one of their imps banished from

the game. The first player to banish all of their opponent's imps wins the game. With a game time of around 20 minutes, several rounds can be played in quick succession.

GAME COMPONENTS





You will find 26 different imp cards and 16 different colored dice, a play mat and these rules.



IMP CARD ANATOMY



SET UP

Each player requires 2 green **Earth** dice , 2 red **Fire** dice , 2 blue **Water** dice  & 2 white **Air** dice . Players then chose imps at random, or by mutual agreement they may select a team of four from the imps available, these should be kept secret. These 4 cards and 8 dice make up a player's **Pool** for the game.

TERMS

There are only three places that your dice and imps can be during the game; in your **Pool**, **In-Play** or **Banished**. Your **Pool** is the imps and dice that you control, but that are not **In-Play** during the current turn, **In-Play** means all of the imps and Dice (yours and your opponent's) that are being used in the current turn; these are always on open display on the table in front of you. **Banished** is when an imp or dice is removed from the game so that it is neither in a player's **Pool** or **In-Play**.

There are two ways of using the dice; **Rolling** and **Rerolling**. When you **roll** a dice you take it from your **Pool** and **Roll** it so that it becomes **In-Play**. When you **Reroll**, you take a dice that is already **In-Play** and **Roll** it again to get a new result. Often you have the chance to change the score of a dice adding (+) or subtracting (-) from its existing score. When you do this physically

Players Pool



pick up the dice and turn it so that the new score is showing. This means the score can never be more than 6 or less than 1.

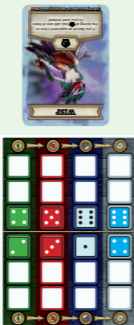
ROUNDS

Players take it in turns to lead through a set sequence of steps, known as a round. The lead player carries out the step first and then the other player second.

Banished



In-Play



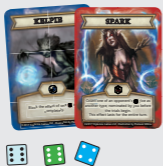
Step 1 - **Roll** up to 4 dice from your **Pool** simultaneously.


Step 2 - Move 1 or 2imps from your **Pool** to **In-Play**.

Step 3 - **Roll** or **Reroll** up to 2 of your dice simultaneously.

Step 4 - Players take part in the  **Earth Trial**, the

Players Pool



 **Fire** Trial, the  **Water** Trial, and finally the  **Air** Trial using the imps' power as they do so.

Step 5 - After the trials all dice and imps that have not been **Banished** are returned to player's **Pools**. The round is over.

Example of Play.

Jenny is the lead player, so she begins the round by simultaneously rolling four dice of her choice from her pool, in this case she has rolled two fire (3 and 4), one earth (3) and one air (5). Now Dave who is not the lead player follows the same step and he chooses to roll one of each dice, an earth (6), a fire (4), a water (2) and an air (1). Now Jenny, being the lead player and having looked at all of the dice, plays two Imp cards from her pool face up on to the table. She has played Flicker to take advantage of her strong fire score, and Mulch to boost her weaker earth score. Dave now completes the same step and selects Puck as he is still confident he can win the earth trial and Zephyr to try and improve his score in the all-important air trial. As the lead player Jenny now may roll or re-roll two dice. She chooses to roll a water dice (3) and a further air dice (1). Dave now decides to roll an Air dice (4) and re-roll his original air dice which had a score of 1 now achieving a score of (3). Now that steps 1,2 and 3 are complete Jenny and Dave's 2 in-play Imps will compete against each other in the elemental trials.

ELEMENTAL TRIALS

The Elemental Trials are the core of the game. Predicting and controlling their outcomes is what will lead to victory. An Element Trial is when players compare the totals of all their Dice of that Element.

If the totals match this is a draw and nothing happens.

However, if one player's total is higher they have won the trial and they get to affect the other dice and imp **In-Play**. If they manage to beat the other player's total by double or greater they have

Elemental Trials - Winning and Double Winning

Winner

Double Winner



Earth Trial (Green Dice)

+1 to one of your own dice.

+2 to two of your own dice.



Fire Trial (Red Dice)

Re-roll any one opponent's dice.

Remove one of an opponent's dice & return it to their pool.



Water Trial (Blue Dice)

+1 to two Dice.

+1 to two Dice & then Roll or Re-roll any 1 Dice.



Air Trial (Clear/White Dice)

Banish one In-Play Imp.

Banish one In-Play Imp & one In-Play non Air Dice.

achieved a Double Win and get to affect the game in an even greater way.

Example of Play Continued.

Before the trials begin Dave declares that he will use Zephyr's first power to +1 to his Air dice, giving an Air score of (4) & (5). Dave has used this power of Zephyr's he will not be able to use Zephyr's other power. You may only use one of the imp's powers.

Earth Trial *Jenny and Dave now compare their scores. Jenny has (3) and Dave has (6), seeing that Dave is going to Double win this trial (he has his score of (6) double her score of (3)) she decides to use Mulch's power to re-roll her Earth dice. She scores a (4) which is enough to stop Dave from double winning, but not enough to beat him. So Dave wins the earth trial. This allows him to +1 to one of this dice. He chooses to increase his water dice from (2) to (3).*

Fire Trial *Jenny has a total of (7) and Dave only has (4). So Jenny has won, but it is not a double win, this allows her to re-roll one of Dave's dice. She chooses to re-roll his Earth dice now scoring only a (2). As Jenny has just won a Fire Trial she chooses to use Flicker's power to +1 each of her Air dice giving her a new Air score of (6) and (2).*

Water Trial *Both players have a water dice total of (3), so the Water Trial is a draw so nothing happens.*

Air Trial *Jenny has an Air score of $(6) + (2) = 8$ but Dave has an Air score of $(4) + (5) = 9$, so despite Jenny's efforts*

earlier Dave has beaten her in the Air Trial. This allows him to Banish one of Jenny's In-Play Imps. He chooses to Banish Flicker who is now removed from the game.

When the next round begins Dave will be the lead player, not because he won the Air Trial and banished Jenny's Imp, but because it is his turn.

IMP POWERS

Each imp card that is **In-Play** may affect the game with a Power. A Power is the card effect written on each imp card. Most Powers can either be conducted for the entire turn, before the Trials begin or during a certain Trial. If two or more powers are triggered at the same time, for instance during the same trial, then the player whose turn it is has their imp's Power happen first. An imp's Power is never mandatory, the player who's imp it is may always choose not to use the Power. Some imps have a choice of two powers. You may only use one of those powers in a turn.

VICTORY

As the turns progress players imps, and sometimes dice, will be banished as a result of losing the Air trial. The last player with any imps left, **In-Play** or in their **Pool** immediately wins the game.

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