

Steve Finn

# School of Sorcery



Collect powerful magical items and build friendships to bolster your reputation at the *School of Sorcery*.

## Components



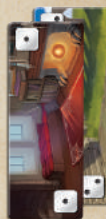
35 Sorcery Cards



12 Cast Cards



1 Portal Card



6 Location Tiles



2 Player Boards



6 Dice



1 Wizard



60 Crystals



8 Reroll Tokens



2 Score Markers

## Overview

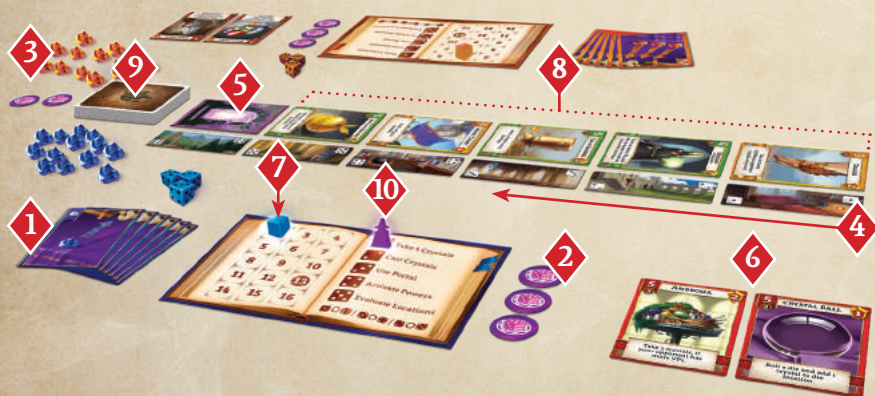
The object is to **score 13 victory points** (VPs). You compete against your opponent to win sorcery cards, which provide both VPs and special powers, by casting your crystals onto the cards.

## Setup

1. Both players choose a color and take 6 cast cards, 1 player board, 1 scoring marker, and 3 dice in that color.
2. Both players take 3 reroll tokens; place remaining tokens off to the side in a general supply.



3. Separate the crystals by color and place in the general supply.
4. Place the 6 location tiles, in numerical order, in a row.
5. Place the portal card next to location 6.
6. Find all the sorcery cards with permanent powers (**red borders**). Shuffle them and deal 2 to each player, face-up.
7. Players score VPs based on the cards received (upper right icon). Place the score markers on player boards accordingly. See “Sorcery Cards”, p. 4.
8. Shuffle the unused **red-bordered** cards with the remaining sorcery cards and then place 1 sorcery card, face-up, next to each location except location 6.
9. Place the deck of sorcery cards (face-down) in a draw pile near location 6.
10. The oldest player takes the wizard and places it on the “1-pip” space on his player board.



## Advanced Setup

You may choose your starting sorcery cards (steps 6-7). To do so, deal 3 **red-bordered** cards to each player; each player chooses 1 card to keep, 1 card to give to the other player, and 1 card to return to the deck.

## Sorcery Cards

Players compete to win sorcery cards, which give both VPs and special powers. There are 3 types of cards, based on power types: **permanent** (used once per round), **one time** (used once per game), and **immediate** (used once when acquired). Details about the cards are provided later.

**Cost / Margin**

**Cost** is the number of crystals required to win the card.

**Margin** is how more crystals you need than your opponent.

**Power Types**

The border color shows the power type:

**Red:** Permanent  
**Yellow:** One Time  
**Green:** Immediate

**Name**

The name has no function for the game play.

**Victory Points**

This is the number of VPs the card scores.

**Power**

The text describes the specific power granted by the card.

## The Player Area

Keep an area in front of you open for rolling dice and placing cast cards. Put the player board to the side. Keep your personal supply of crystals and reroll tokens near the player board. To the far left, place “inactive” sorcery cards (i.e., those with powers that can no longer be used). To the right, place “active” sorcery cards, i.e., those with **permanent** powers or with **one-time** use powers not yet used.



## Playing the Game

Play the game in a series of repeating rounds (each with five phases) until the game ends:

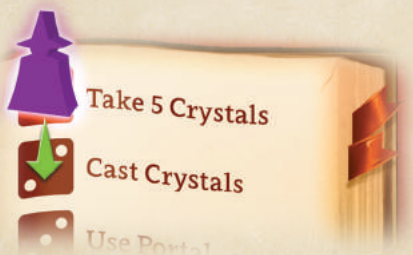
**I: Take 5 Crystals**

**II: Cast Crystals**

**III: Use Portal**

**IV: Activate Powers**

**V: Evaluate Locations**



The player with the wizard uses it to track the phases, moving it on her player board after each phase is completed.

### **Phase I** Take 5 Crystals

Both players take 5 crystals from the general supply and add them to their personal supply.

### **Phase II** Cast Crystals (simultaneous)

The following applies to both players:

- Roll your dice.
- Return a reroll token to the general supply to reroll any number of your dice one time. There is no turn order for re-rolling. If you want to re-roll, you announce it and do it.
- Next, assign cast cards to dice by placing 1 cast card of your choice, face-down, next to each die.
- Place the unused cast cards aside until next round.
- You must always use 3 of the 6 cast cards in this phase and all 6 cards are available every round.
- After both players finish assigning cast cards, reveal the cast cards.
- Both players cast crystals from their personal supply to the cards at the locations, as described below.

### Standard Cast Cards:

With a standard cast card, you move 1, 2, or 3 crystals from your personal supply to the sorcery card (or portal card) at the location designated by the assigned die.



**Example:** You placed a cast 2 card next to a 4-pip die, a cast 1 card next to a 3-pip die, and a cast 3 card next to a 3-pip die. So, you move 2 crystals from your personal supply to the sorcery card at location 4 and 4 crystals to the sorcery card at location 3.

### Flip Cast Cards:

With a flip cast card, you **must** flip the assigned die over to its opposite side (e.g., from 2 to 5) before casting. You then cast crystals to the card at the location of the new die result.



**Example:** Your opponent played a flip cast 1 card. After revealing the card, she flips the die from 3 pips to 4 pips. She now moves 1 crystal from her personal

### Additional Cast Rules:

- You are not required to cast all the crystals in your personal supply, but may save some for future use.
- If you try to cast more crystals than you have, your opponent decides which of your assigned cast cards are in effect. The opponent must choose your cast cards so that you cast as many crystals as possible.

**Point of Emphasis:** When casting crystals, place them on the cards at the locations, not on the location tiles themselves.



### **Phase III** Use the Portal (simultaneous, if both players)

If only 1 player has 1 or more crystals on the portal, that player moves all the crystals on the portal to a sorcery card at one other location.

If both players have 1 or more crystals on the portal, they decide simultaneously where to move the crystals:

1. Take a die in one hand.
2. Take a cast card and use it as a shield to block the other player's view and turn the the die to a location number of your choice, but not the portal's location.
3. When both players are ready, reveal the choices and cast the crystals to the chosen location.

***Example:** Both players have 2 crystals on the portal at location 6. They simultaneously and secretly choose where to move the crystals using a die and a card as a shield. One player chooses location 4 and the other chooses location 5.*

### **Phase IV** Activate Powers (in turn order)

In this phase, players use their sorcery cards with permanent powers (**red bordered cards**) according to these rules.

- The player with the wizard uses her permanent powers first.
- The player performs the action(s) of any or all permanent powers of sorcery cards possessed, in any order.
- Each permanent power may be used once per round.
- After the first player is done, the player without the wizard uses any or all of her permanent powers.

### **Phase V** Evaluate Locations

- In this phase, players check the sorcery card at each location, in order, from 6 down to 1 (ignoring the portal), to see if either player wins the card.

- To win a sorcery card, you must meet two requirements:



- The **cost** is the minimum number of crystals you must have on the card to win it.
- The **margin** is how many more crystals you must have than your opponent to win it.
- If you meet both requirements, you win the card.
- After you win a card, return your crystals on the card to the **general supply**, but your opponent takes crystals off the lost card (up to the margin number) and puts them back in his **personal supply**. Crystals exceeding the margin are returned to the **general supply**.
- Also, after you win a card, score the VPs indicated (upper right of card) by moving your scoring marker accordingly.
- Each sorcery card gives you a power that you may use (either immediately or later). See “Using Sorcery Cards” for more details about card use (p. 9).

***Example:** At location 6, there is a broken wand (Cost=3; Margin=2). You have 1 crystal on the card and your opponent has none, so no one meets the cost. Location 5 has a book of fate (cost=5; margin=2). Your opponent has 6 crystals on it and you have 3. Your opponent meets both requirements and wins the card. His 6 crystals are returned to the general supply and you take 2 crystals into your personal supply and return 1 to the general supply. Players then evaluate the remaining locations.*

## Passing the Wizard

- If the player with the wizard has more VPs than the other player, she keeps the wizard. Otherwise, she passes the wizard to the other player (who now tracks the phases and goes first in Phase IV, next round).

## Additional Rules for Phase V

- Check each location only once per round, even if a card’s power affects a card at a location already checked.
- Crystals stay on cards that are not won. However, if a sorcery card has 12 or more crystals on it and neither player meets



both requirements, return the crystals to the general supply and discard the sorcery card from the game.

- After checking all locations, slide sorcery cards (and crystals, if any) and the portal card from higher-numbered locations to lower-numbered locations to fill in empty locations, if any.
- Then, use sorcery cards from the deck to fill in any remaining empty locations, from lowest to highest.
- **Important:** If the portal reaches location 1, place it aside, fill in the locations 1-5 (as needed), then place the portal back at location 6. The portal never stays at location 1.
- At the end of Phase V, each location should now have a sorcery card or the portal card next to it.
- In the very unlikely event the general supply has fewer than 5 crystals of one color, return to the general supply an equal number of crystals from the card with the most crystals so that there are at least 5 crystals of each color.

## Game End

The game ends immediately once a player scores 13 VPs and that player wins. For a longer game, try playing to 16 VPs.

## Using Sorcery Cards

Sorcery cards have three general power types: **permanent** (red bordered cards), **immediate use** (green bordered cards), **one-time use** (yellow bordered cards).

### General Use:

- You may choose not to use the card's power or to its full effect. For example, if the power is to "move 2 crystals," you may move only 1 or move none.
- If it is impossible to use a power, it is not used.
- If a power includes a die roll, a player may use a reroll token

to reroll the die in an effort to gain a better result.

- A power may affect the portal. For example, if the portal is at location 4 and a power allows you to add a crystal to location 4, you may do so. Crystals placed on the portal remain until the next Phase III, when they will be moved.

### Rules for Permanent Powers

- Place sorcery cards with permanent powers in your active card area.
- Use these powers during Phase IV, according to the rules already explained.

### Rules for Immediate Powers

- Use these powers immediately upon winning the card in Phase V.
- After use, place the sorcery card in the area for inactive cards.

### Rules for One-time use Powers

- When won, place in the area for active cards.
- Anytime, you may stop the game to use the card's power.
- After use, put the card in the inactive card area.
- If both players wish to use a one-time use card at the same time and the timing is important, the player with the wizard acts first. This scenario is very unlikely.

### Clarification on Card Terminology

- The “location” means “the sorcery card at” the specified location, not the location tile itself.
- “Add a crystal” means taking a crystal from the **general supply** and adding it to a sorcery card at a location.
- “Shift a crystal” means moving a crystal from a sorcery card at one location to another location, as specified.



- “Remove a crystal” means removing a crystal from a sorcery card (unless otherwise specified) and returning it to the general supply.

### **Clarification on Characters**

- 7 cards are “characters” (identified by the question mark in the VP icon). When you win a character, you score 1 VP and take 1 crystal for each character card you have, including the one just taken.

### **Clarification on Specific Cards**

- “Ring of Influence”: You may remove up to 2 crystals if both dice match location(s) with opponent crystals.
- “Spear of Destiny”: You may use the power of any face-up **red-bordered** card, including those at locations.

## **Dr Finn's Games**

Dr. Finn’s Games is an independent game publishing company that relies on the support of crowdfunders to publish games. If you’ve enjoyed this game, please visit [www.doctorfinns.com](http://www.doctorfinns.com) to learn more about the other great games in the line of Dr. Finn’s Games.

## **Thanks**

Dr. Finn’s Games would like to thank all of the Kickstarter backers who’ve made this game, and many other Dr Finn games, possible. Thanks also goes to all of the play testers of this game, as well as its earlier version, The Institute for Magical Arts. These play testers include: Michael, Anthony, Aaron, Seamus, Orion, members of the NYC-playtest group, Becca, Seth, Brown. There were also a variety of people, who visited Dr Finn’s Games at conventions, to try this game and others. Thanks to them for stopping by and offering their views as well. Thanks also to all the reviewers of my game, who took the time to make the videos of this game and others. Thanks also to you for playing this game! I hope you enjoy it.

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## Game Summary

### **Phase I: Take 5 Crystals (simultaneous)**

- Take 5 crystals from the general supply and add to your personal supply.

### **Phase II: Cast Crystals (simultaneous)**

- Roll dice (pay token to reroll any or all dice).
- Assign a cast card to each die.
- When ready, reveal cast cards.
- Cast crystals to sorcery cards at locations.

### **Phase III: Use Portal (simultaneous, if both)**

- If one player has crystal(s) on the portal, she moves all of them to one other location.
- If both have crystal(s) on portal, shield die with a card and choose a location.
- When ready, reveal location choice and move crystal(s) to chosen location.

### **Phase IV: Activate Powers (take turns)**

- Player with the wizard activates permanent powers.
- The other player then activates permanent powers.

### **Phase V: Evaluate Locations (in order from 6-1)**

- Check each location from 6 down to 1.
- Player wins card if meeting cost and margin.
- Winner of card returns crystals to general supply.
- Loser of card takes crystals into personal supply equal to the margin (or fewer).
- The first player keeps the wizard if she has more victory points. Otherwise, she passes the wizard.
- A player wins by reaching 13 VPs during Phase V.