

Sorcery, Inc.

2-4 players, 15 minutes/player

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Magical technology is about to come into its own. Garage tinkerers have discovered how to isolate magical resources and how to build engines to transmute one resource to another. However, most of the magical resources only seem to affect each other, which has left most people wondering if there is any point.

But that is about to change, because a seventh magical resource has just been identified, and it is the ideal of Prestige. With enough prestige, anyone can rise to power, glory, and wealth.

Now the race is on. You and the other magitech pioneers are all seeking to be the first to transmute the magical resources you have into the prestige that will make you a world leader. The puzzle of fitting your resources into engines that will give you that prestige - with enough complexity that your opponents can't easily use your hard work - is one that you are determined to crack first. You will show the world the true worth of magitech and usher in the age of Sorcery, Incorporated.

Build engines that produce more resources than they take in and then convert those resources into other resources. The winner is the first person to reach 20 *Prestige*.

Game Pieces:

Name	Count	Image
Part Cards	63 (9 each of the following)	
Engine Cores	9	
Universal Machine Mat	1	
Resource Storage Tracks	4	
Resource Storage Tokens	4 sets of 7	
Multiplier Tokens	4 sets of 4	

Setup:

Set the Universal Machine mat in the center of the table. Give each player one Resource Storage Track, one set of Resource Storage Tokens, and one set of Multiplier Tokens. Separate the Engine Core cards and the Part Cards. Shuffle the deck of Part Cards and deal each player seven Part Cards and one Engine Core. Place the Engine Cores and the Part Cards deck in the center of the table.

Place three random Part Cards on the Universal Machine. Beginning with the dealer and proceeding clockwise, each player must swap one card from their hand with one card on the Universal Machine.

The Universal Machine:

The Universal Machine is a mat that provides resources for every player at the start of every turn. The Universal Machine can be set up in different ways (by adding different resources to it) and can be added to during the game (See **Phase 2**), so each game it will be different. Each turn, the Universal Machine provides each player with all resources from all of the cards on and beside the mat.

The Universal Machine starts with one *Growth* card printed onto the mat and has a place for additional cards to be added. The first card is added to the edge of the mat and all subsequent cards are placed beside the first.



The sample Universal Machine above provides each player with the following resources each turn: one *Growth*, one *Justice*, one *Time*, and one *Change*.

Next, build a starting engine using your Engine Core and up to two Part Cards from your hand (placing one as the input and one as the output). You may place your 2 Multiplier Token on a part of the engine if you desire to. You do not have to balance this starting engine with *Justice* (see **Phase 2** for info about balancing engines).

Building an engine:

You build engines from an Engine Core and Part Cards. Engines allow you to change resources into other or more resources. This note will explain Resources, Part Cards, and Engines.

Resources:

Resources are currencies that are used in the game to perform game actions. You receives resources as the output of engines, from the Universal Machine, or by

discarding a Part Card of the resource. Resources have a name, a symbol and an associated action. The resources that exist are:

- Growth (acorn) - draft (draw) a card from a pool of visible cards. See **Phase 1** for more info.
- Love (heart) - gain access to use another player's engine. See **Phase 1** for more info.
- Time (hourglass) - run an engine. See **Phase 1** for more info.
- Duration (diamond) - store a resource for future use. See **Phase 1** for more info.
- Change (butterfly) - modify the cards and tokens on one engine. See **Phase 2** for more info.
- Justice (balance/scale) - build an engine with more outputs than inputs. See **Phase 2** for more info.
- Prestige (wreath) - win the game by having 20 *Prestige* at one time. See **Winning** for more info.

Resources that are not used or stored on your storage track (by using a *Duration* resource) are lost at the end of each turn.

Part Cards:

Part Cards have a name and a symbol that identify what type of resource they produce. They also have rule text which explains the effect of using that resource. Part Cards can be discarded for one unit of the resource on the card, or they can be used as pieces of engines.



Engines:

Engines are groups of cards that you build in order to change resources into other resources. You may have multiple engines. All engines have an Engine Core card. Any cards placed right of the Core are output cards. Any cards placed left of the Core are inputs. If an engine has outputs it must have at least one input. If an output or input card has a Multiplier Token on it, treat the card as if it were multiple copies of the card (for instance, an engine with an input of a *Change* card with a 3 token on it would require the use of three *Change* resources to run).

Engines are owned by the player that built them. You may not modify another player's engine, but it is possible to gain access to it through use of a *Love* resource. You may modify your engines through use of a *Change* resource (See **Phase 2** for more info).

During Phase 1 of your turn, an engine can be activated through use of one *Time* resource. After providing one *Time*, you must use up the resource(s) indicated by the Part Cards on the input side of the engine to run the engine. These resources are

consumed in running the engine without giving you any other benefit. You then receive the resource(s) from the Part Cards on the output side of the engine. Output resources may be used for the actions they provide or as inputs for another engine, or they may be stored for future use. You do not receive actual Part Cards when you activate an engine, only resources.



When the engine above is activated (by using one *Time* resource) it converts one *Duration* resource into one *Duration* resource and two *Time* resources. The *Duration* resource could be used to fuel this engine again or to store a resource. The two *Time* resources could be used to activate two engines or could be stored using two *Duration* resources. The engine has one input and three outputs and a balance score of two (three outputs minus one input). See **Phase 2** for info about balance scores

After all players are done building a starting engine, the player that built their starting engine first (by being fastest) takes the first turn and play proceeds clockwise.

Taking a turn:

A turn is divided into two phases. During your turn you may do either or both of the phases, but they must be done in the correct order.

- Phase 1: Reveal draft cards, use *Growth* to take cards, use *Love*, *Time* and other resources to activate engines, use *Duration* to store resources.
- Phase 2: Use *Change* to modify engines, use *Justice* to balance modified engines.

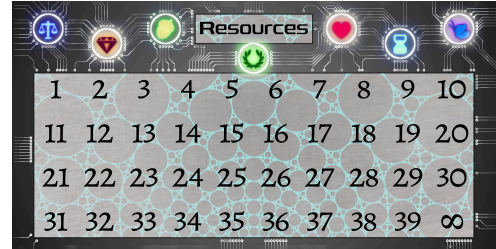
Phase 1:

Begin each turn by placing five cards from the deck in front of you to form the draft. You gain the resources that the Universal Machine produces for use during the turn. The remaining parts of Phase 1 are optional, and may be done in any order and any number of times.

- You may use a *Growth* resource to take any draft card into your hand or to place an Engine Core in front of you (if you do not already have an empty Engine Core in front of you).
- You may use a *Love* resource to gain access to another player's engine for one turn. You may activate the engine as if it were your own as many times as you want to during the turn. This can be repeated on additional players, but you cannot use *Love* twice on any player in the same turn. If an opponent has two engines that work in concert, *Love* can only access one of them, not both.

You still have to pay *Time* and the inputs each time you use the engine, and any time that you activate an engine that another player owns, the owner may store one *Time* on their resource storage track.

- You may use a *Time* resource to activate an engine. If you use the resources that the engine takes as inputs, then you get the output resources that the engine produces. Note that you do not gain the benefit of using the input resources; they are just consumed by the engine.
- You may use *Duration* resources in order to store other resources generated during that turn. To store the first resource of a given type, add that token with the appropriate symbol to the 1 space of the Resource Storage Track. When storing or removing resources, move the token on the track. If an infinite amount of a resource is stored, place the token at the end of the track on the infinity symbol. Once the token is on the infinity symbol you may use the resource without moving the token.



At the end of Phase 1 of your turn, discard any remaining draft cards.

Concerning Infinity

Some engines not only can produce the inputs necessary to run them, but also produce their own time stream in which to run. These engines can change the way that the owner plays the game. While building such an engine is not strictly necessary to win the game, it does expedite the process.

If you run an engine that produces the same resources that it takes as input, one *Time*, and also produces one or more extra resources, you may declare that you have infinite of the extra resources that the engine produces for that turn. A series of engines may also be declared infinite as long as you can clearly show how your resources would grow without bound by running them repeatedly.

Example: Alison built an engine that takes one *Change* resource and puts out two *Changes* and one *Time*. She has one *Time* and a *Change* to start up the engine. Each time she runs the engine she gets the resources necessary to run the engine and one extra *Change*. Alison may declare that she has infinite *Change* for this turn.

She may then add or remove any number of cards from her engines. She is

still limited to only adding cards that she has in her hands and she still has to pay *Justice* as usual, but as long as she has run her Change engine she may effectively ignore the requirement to use up a *Change* to play a card.

Beware, however, of building a single machine that produces infinite *Prestige*. If you do so, other players will likely play a *Love* card and steal your victory by running the machine themselves before you have a chance to.

Phase 2:

You may use any number of *Change* resources. Each *Change* resource allows you to either add a Part Card from your hand to the Universal Machine or modify one of your engines.

Adding a part card to the Universal Machine allows you to change what resources the Universal Machine grants each turn. As a bonus, when you use a change this way, you may gain a stored resource of your choice on your resource storage track.

Modifying an engine consists of two parts (both optional):

1. Either add a Part Card to an engine, remove a Part Card from an engine, or move one Part Card to the other side of the same engine.
2. Either add, remove, or move one of your Multiplier Tokens on the same engine.

Any engine that is modified must then be balanced. Calculate the balance score by counting up the number of resources that are given as outputs and subtract the count of the input resources (remember to include Multiplier Tokens). If the balance score is positive, then you must use a number of *Justice* resources equal to the balance score. If you do not, you must discard cards and/or tokens from the output of the engine until the engine is balanced (with a balance score of zero or lower).

It is not necessary to balance an engine every turn, or every time it is used. You only have to balance an engine after you change it. That's just how magic works.

At the end of Phase 2, discard down to ten cards in hand.

Winning:

A player may win at any time during their turn by having 20 *Prestige*. This *Prestige* may be composed of any combination of resource sources: gained from the Universal Machine, engine outputs, resources from discarding cards, or stored on your Resource Storage Track. All of this *Prestige* must be present at the same moment to win.

Print and play: [Image Gallery](#)

Sample Turn:

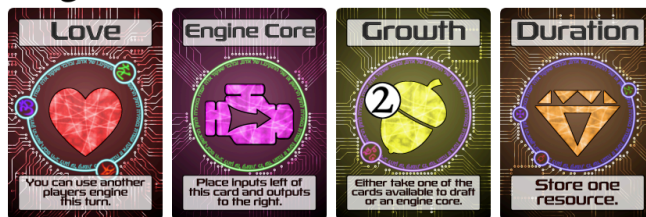
Here is the player's setup at the start of Phase 1:



Draft Cards



Engine 1



Hand



The player begins by using the *Growth* resource provided by the Universal Machine to take a *Love* card into his hand. He uses the *Time* resource provided by the Universal Machine to run his engine and discards the *Love* card he picked up to provide one *Love* resource as the input. He gains the output of the engine: two *Growth* resources and one *Duration* resource. He uses one of the *Growth* resources to take an Engine Core and places it in front of him to form a new engine. He discards the draft cards.

He finishes Phase 1 of his turn by using his *Duration* resource (generated by his engine) to store the one *Growth* resource (generated by his engine) that he did not use. He moves the *Growth* token on his storage track from the 1 to the 2. This ends Phase 1 of his turn.

Here is the player's setup at the start of Phase 2:



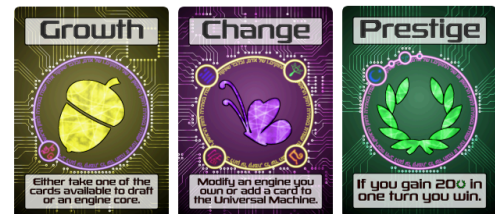
Engine 1



Engine 2



Hand



He begins Phase 2 by using one *Change* resource from the Universal Machine to place a *Growth* card from his hand on the input side of his new engine. He discards a *Change* card from his hand to put a *Prestige* card from his hand on the output side of the engine and places a 3 Multiplier Token on it.

He is done modifying the engine, and calculates that the engine is unbalanced by 2. The player uses the *Justice* resource provided by the Universal Machine and a *Justice* resource from his Resource Storage Track (removing the *Justice* token from the track to indicate 0) in order to balance it. This ends Phase 2 of his turn.

The player has just built a very useful engine. The new engine can turn one Growth into three Prestige. If the player gets seven Growth and seven Time stored up he can win the game by operating the engine seven times in one turn.

The player, however has bigger plans: He is going to try to draw a Time card and add it to the new engine as an output, making it so that it supplies its own Time, needing only 1 Time to start up. This will allow him to just have to supply seven

Growth to win (*a much easier thing to get in one turn*).