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SORCERER & STONES

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"Xian," or the "godly spirit," is the final form that a human can become through the act of training and enlightenment. A Xian is practically immortal, and possesses godly powers.

During the early Qin Dynasty, many Taoists were obsessed with the idea of Xian, and study the act of Xian intensely, looking for all possible ways to increase their chance of enlightenment. Many fascinating legends are the results of such obsessions. During the game, players will travel back to the ancient kingdom, and attempt to attain enlightenment by controlling spiritual stones and "Qi," the life energy. By studying under Taoism, players will race to see who can rise among their peers, and be the first one to become a Xian and achieve immortality.



Components

- ◆ 44 Magic Cards (11 for each player)
- ◆ 14 Artifact Cards
- ◆ 7 Objective Cards
- ◆ 4 Player Aids/Reference Cards
- ◆ 9 Alchemy/Element Zones (Alchemy on the front side and Element on the back side)
- ◆ 56 Qi Refining Stones (point markers)
- ◆ 16 Elemental Runes (3 each for metal, wood, water, fire, and 4 for earth)
- ◆ 1 Spirit Stone Refill Marker
- ◆ 40 Spirit Stones
- ◆ 8 Player Markers (2 each for red, blue, yellow, and green)



Game Elements

◆ Magic Cards



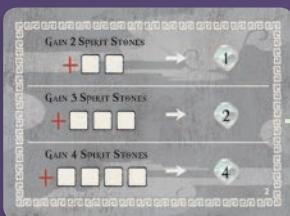
◆ Ability players use to cast magic, manipulate the Alchemy Zones, or move the Taoists.

◆ Artifact Cards



◆ The elements needed to craft the artifact.

◆ Objective Cards



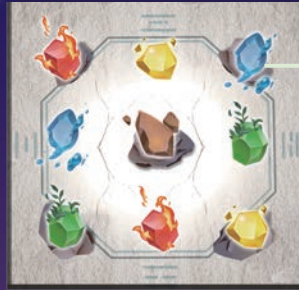
◆ Extra rules and bonuses for the current game.

◆ Alchemy Zone



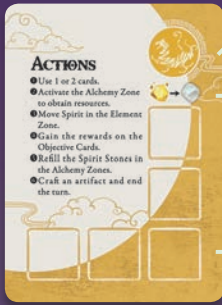
❖ Taoist
❖ Spirit Stone Slot


◆ Elemental Zone



❖ Element locations for Spirits to move along

◆ Reference Cards

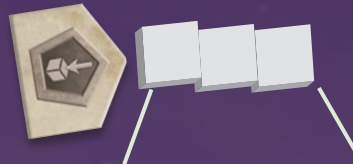


❖ Starting Rune 

❖ When you receive a Spirit Stone matching your player color, receive an extra Qi Refining Stone

❖ Personal Spirit stone reservoir.

◆ Spirit Stone Supply Refill Marker



❖ The marker indicates where to draw.

❖ Put used stones back into the supply at the opposite end of the marker

 Symbols



Move the Taoist to...



Move Spirit one element space.



Move the Alchemy Zone...



Gain Qi Refining Stones.



Rotate the Alchemy Zone...



Plant element



Fire element



Water element



Metal element



Earth element



Exchange the Spirit Stones...



(Green Spirit Stone)



(Red Spirit Stone)



(Blue Spirit Stone)



(Yellow Spirit Stone)



(Brown Spirit Stone)




Refill the Spirit Stones on the Alchemy Zone

Goal of the Game

- ◆ In Sorcerer and Stones, players take on the role of Taoists who are attempting to achieve enlightenment. Enlightenment can be gained through collecting Spirit Stones, Qi Refining Stones, crafting Artifacts, and utilizing magic cards to manipulate the Alchemy Zones.
- ◆ By manipulating Alchemy Zones, players will move their Spirits on the Elemental Zones and obtain Elemental Runes
- ◆ Once a player manages to collect each type of Elemental Rune, not including their own, or the supply of Qi Refining Stones is depleted, the game will end. The player who has the most victory points will be the winner!

Introductory Game

For your very first game, we recommend playing an Introductory Game. For an Introductory Game, follow setup and rules as normal, but skip sections of the rules that have this symbol: 

An Introductory Game ends as soon as a player crafts their fourth Artifact Card, winning them the game!

Game Setup

(Example of a 4 player game)

- 1 Shuffle the 9 zone tiles and randomly place 5 Alchemy Zone side-up in the shape of a cross on the middle of the table. Place the remaining 4 tiles to the side.
- 2 Shuffle the 14 Artifact Cards to form a deck and place it face up on the table. Draw 3 cards and place them face up beside the deck. The 4 face up cards, including the top of the deck, form the Artifact Cards Supply.
- 3 Randomly place 4 Spirit Stones of different colors into the slots of each Alchemy Zone tile.
- 4 Each player chooses a color and takes the 2 player markers and 11 Magic cards of that color. Choose a start player using any suitable random method. (Only 1 player marker is needed for the Introductory Game)
- 5 Starting last player and going in reverse turn order, each player takes 1 of their markers and places it on the center location of 1 of the Alchemy Zones. This player marker is now their **Taoist**.

Note: During Game Setup only, each Alchemy Zone may only contain 1 Taoist.

- 6 Each player shuffles their 11 Magic Cards to form their personal deck and places it face down in front of them. Then, each player draws 4 cards from their deck and places them face up in their play area.
- 7 Arrange the remaining Spirit Stones into a straight line at random, and place the Spirit Stone Refill Marker at one end of the line, forming the Spirit Stone Supply.

Note: During Game Setup, 2 Spirit Stones of the same color may not be adjacent to one another in the Spirit Stone Supply.



8 Take the 4 remaining zone tiles and place them Elemental Zone side-up together in the shape of a square to form the Elemental Plane. Leave some space for Alchemy Zone tiles to move and shift.



9 Sort the Elemental Runes by type and randomly remove 1 from each group. Then stack each group face-up in order of their point values, with the lower value at the bottom of the stack and the higher on the top. Place the Earth rune stack in the center of the Elemental Plane, and the Plant, Fire, Water, and Metal stacks each in different corners of the Elemental Plane.



10 Each player puts their other unused player marker on the Elemental Rune stack matching their color, acting as their Spirit.

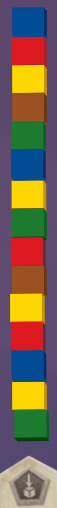


11 Randomly select 3 Objective Cards and place them next to the Artifact Card Supply. Put the rest back in the box, they will not be used this game.



12 Depending on the number of players, take out a number of Qi Refining Stones to form the Qi Refining Stone Supply. Put the extra stones back in the box.

Use 30/42/56 Qi Refining Stones for 2/3/4 players.



(Order of placement: Yellow>Blue>Green>Red)



7



Fourth ← Third ← Second ← Starting player

(Reverse turn order)

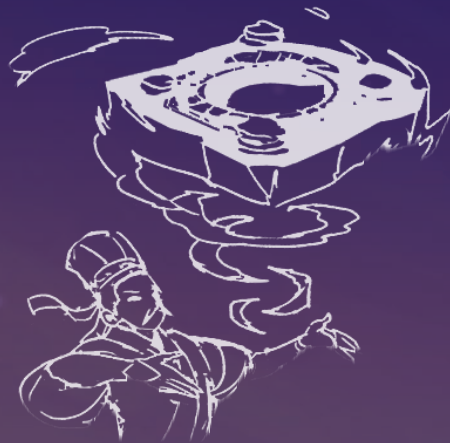
6



Starting with the first player and proceeding clockwise, players will take turns playing Magic Cards, collecting Spirit Stones, crafting artifacts, and gathering Rune Stones.

During a player's turn, they must take the following actions in order:

- 1 Play 1 or 2 Magic Cards
- 2 Activate the Alchemy Zone to obtain Spirit Stones
- 3 Move Spirit in the Elemental Plane
- 4 Gain any rewards on the Objective Cards
- 5 Refill the Spirit Stones
- 6 Craft an artifact



Details for each step are as follows:

1 Play 1 or 2 Magic Cards

- ◆ A player must play 1 or 2 of the 4 Magic Cards in front of them to manipulate the Alchemy Zones and/or move their Taoist. After a Magic Card has been played, place it in a personal discard pile near their personal deck.
 - ◆ They then draw cards from the top of their personal deck to refill their face up Magic Cards back to 4.
- For more information about Magic cards, please see **Page 10. "Abilities of Magic Cards"**.

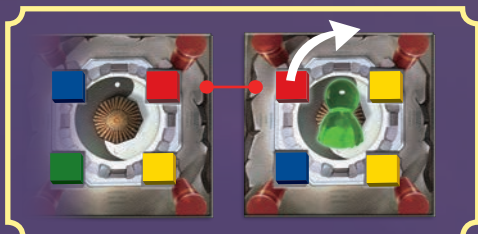
2 Activate the Alchemy Zone to Obtain Spirit Stones

- ◆ Activate the Alchemy Zone the player's Taoist is currently located in. Take any Spirit Stones on the activated tile that either **A. share the same color with an adjacent Spirit Stone on another tile**, or **B. form a straight line of 3 Spirit Stones of identical colors** (take only 1 of them if 2 stones of same line are on the same tile).

Note: Players may only take Spirit Stones from the Alchemy Zone where their Taoist is located.

Note: When players receive a Spirit Stone that matches their player color, they receive an extra Qi Refining Stone.

Example A: 2 adjacent stones of the same color

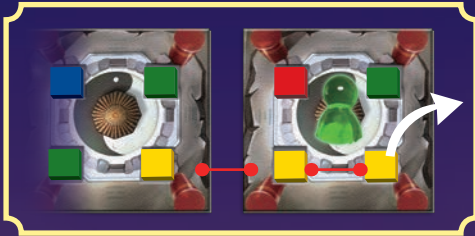


On Green player's turn, the Alchemy Zone in which Green Player is on has a Red Spirit Stone that is connected to another Red Spirit Stone on the adjacent Alchemy Zone. The Green Player gains 1 Red Spirit Stone and places it on their Personal Spirit Stone Reservoir. (They do not receive the Yellow Spirit Stone because both stones are on the Alchemy Zone the Player's Taoist is on.)

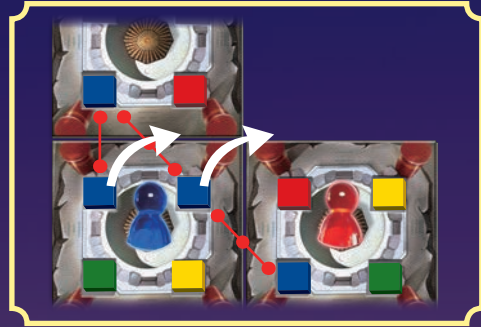


On Green Player's turn, the Alchemy Zone in which Green Player is on has the Red, Blue, and Yellow stones all connected to adjacent Alchemy Zones. They receive 1 Red, 1 Blue, and 1 Yellow Spirit Stone, placing the stones on their Reservoir. (They only receive the stones on their Alchemy Zone, therefore only 1 Red Spirit Stone.)

Example B: 3 of the same color in a line



On Green Player's turn, in the Alchemy Zone that they are on, the Yellow Spirit Stones form a line of 3. The Green Player receives 1 Yellow Spirit Stone and places it in their reservoir. (Players may choose maximum one of the two Yellow Spirit Stones on their Alchemy Zone)



On Blue Player's turn, in the Alchemy Zone that they are on, the Blue Spirit Stones form a line of 3, diagonally. The Blue player receives 2 Blue Spirit Stones, and places them in their reservoir – one from the pair and one from the line of 3.

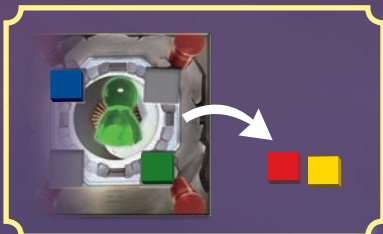


③ Moving Spirit in the Elemental Plane

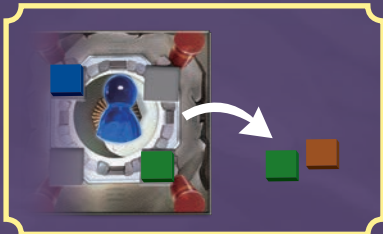
Skip this step if playing the intro game or co-op.

- Players may choose to move their Spirit in the Elemental Plane. Each stone collected from Alchemy Zones provides the ability to move the Spirit on to a symbol of a matching color. The player can choose the order of colors to use for their movement.
- Note:** Players do not spend Spirit Stones for this action.
- The Spirit may only move orthogonally, never diagonally, and may only move to empty spaces. After they are done moving for the turn, the player may gain the Elemental Rune orthogonally adjacent to their Spirit. The player receives an Earth Rune if their Spirit is on one of the symbols in the middle of the Elemental Plane.
- A Player may only claim 1 Elemental Rune of each type. A player may not take an Elemental Rune of a type that they already have, including the Starting Rune on their Reference Card.

Example: Moving Spirit after Receiving Spirit Stones



On Green Player's turn, they receive 1 Red Spirit Stone and 1 Yellow Spirit Stone.



On Blue Player's turn, they receive 1 Green Spirit Stone and 1 Brown Spirit Stone.



When the Green Player moves their Spirit, they move to the Yellow and Red spaces. When Blue Player moves their Spirit, they move to the Green and Brown spaces. When the Blue Spirit stops, Blue Player receives an Earth Rune because their Spirit, occupies the space next to that rune stack.



4 Gain any Rewards an Objective Card

Skip this step if playing the intro game or co-op.

- Gain or execute the rewards listed on the revealed Objective Cards if their prerequisites are met. For more information about Objective Cards, please see Page 11. “Abilities of Objective Cards”.

5 Refill the Spirit Stones

- Beginning at the start of the Spirit Stone Supply (where the Spirit Stone Refill Marker is located), take a number of Spirit Stones equal to the number of empty slots in the Alchemy Zone and refill them.
- Using the Spirit Stone Refill Marker as a reference point, refill the empty slots of the zone starting from the top left, and proceeding counter-clockwise. After the refill is complete, adjust the Spirit Stone Refill Marker accordingly so that it is at the start again. See the example for more details.



6 Craft an artifact and end the turn

- The player pays for the Artifact by placing the required Spirit Stones back onto the end of the Spirit Stone Supply, in whatever order they choose.
- Refill the Artifact Card Supply back to 4 revealed cards if necessary.
- If the Spirit Stones in a player’s Spirit Stone Reservoir exceed 5, they must return stones to the supply until they have only 5.



At the End of Green Player’s turn, they choose to pay 1 Brown and 2 Yellow Spirit Stones to complete an Artifact Card (Nu Wa Rock). They then place the 3 stones at the end of the Spirit Stone Supply and replenish the Artifact Card Supply to 4.

End of the Game


The game may end in 3 ways:

❶ If a player obtains 5 Elemental Runes of different types, the game will end after the player to the right of the starting player completes their turn (each player will take an equal number of turns).

❷ If the Artifact Card Supply is depleted, the game ends immediately.



❸ If the Qi Refining Stone Supply is depleted, the game ends immediately. Any amount of stones that can't be paid will be credited to that player during scoring.

 Use 30/42/56 Qi Refining Stones for 2/3/4 players.

Note: The Introductory Game ends when a player crafts 4 Artifacts, winning them the game

Scoring

Each player calculates their score according to the following:

- ❶ Points indicated on their Elemental Runes.
- ❷ Points indicated on their Artifact Cards.
- ❸ 1 Point for each Qi Refining Stone.
- ❹ Each Elemental Rune may reward bonus points:
 1. Elemental symbols on the Artifact Cards: Each symbol that matches the color of an Elemental Rune that player owns is worth 1 point (this includes their Starting Rune).
 2. Remaining Spirit Stones: Each stone that matches the color of an Elemental Rune that player owns is worth 1 point.



◆ Total up the points above, and whoever has the most victory points is the winner!



At the end of the game, the Green player scores:

❶ 5 points for Elemental Runes, ❷ 6 points for Artifact Cards, ❸ 8 points for Qi Refining Stones, and from the Elemental Rune bonus ❹ 3 points for the remaining Spirit Stones and 4 points for Artifact Cards.

Co-op Variant

If you are using this variant, please skip all 

Cooperative Game:

The cooperative game can be played by 1-4 players. The following rules are changed for the cooperative game:

- ◆ When a Magic Card is played, remove that card from the game. When all players lose all of their Magic Cards, the game ends. If a player loses all their Magic Cards, they simply skip “Step 1: Play 1 or 2 Magic Cards” during their turn.
- ◆ Whenever players receive Spirit Stones, they must place them on the leftmost Artifact Cards going from left to right. If a stone does not match the required stone of the Artifact card, it must be discarded. When the cost has been fulfilled, that Artifact Card will be crafted. Remove all the Spirit Stones on that Artifact and discard the used stones. Replenish the Artifact supply to 4 cards. (The order of cards may not be changed)



- ◆ At the end of the game, player(s) receive a title according to the number of Artifact Cards crafted:

6 Artifact Cards: Apprentice Xian
7 Artifact Cards: Novice Xian
8 Artifact Cards: Expert Xian
9 Artifact Cards: Master Xian

Abilities of Magic Cards



1 SPIN

Choose any one of the Alchemy Zones and rotate it 90 degrees clockwise or counterclockwise.

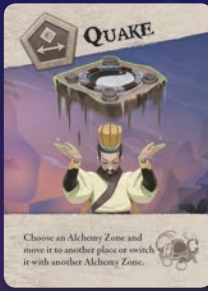


2 FLY

Move the Taoist that belongs to you to any Alchemy Zone.

Note: Players may occupy the same Alchemy Zone as other Players or stay on their current Alchemy Zone.





3 QUAKE






Choose an Alchemy Zone and move it to another place or switch it with another Alchemy Zone.

Note: When Swapping or moving Alchemy Zones, you may not rotate the Alchemy Zone or isolate any Alchemy zone.



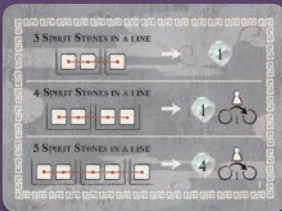
4 SHIFT

Choose a Spirit Stone of the designated colors and switch its location with a Spirit Stone of a different color.

Note: There are 5 designated colors, Metal Element (), Wood Element (), Water Element (), Fire Element () and Earth Element ().

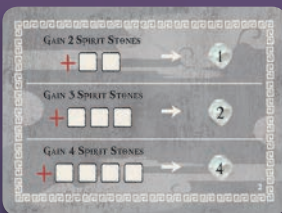


Abilities of Objective Cards



1 Spirit Stones in a line ...

- 3 Spirit Stones in a line: Gain a Qi Refining Stone.
- 4 Spirit Stones in a line: Gain a Qi Refining Stone, and move the Spirit 1 step. (Spirit may move to Element Symbol with any color).
- 5 Spirit Stones in a line: Gain 4 Qi Refining Stone, and move the Spirit 1 step. (Spirit may move to Element Symbol with any color).



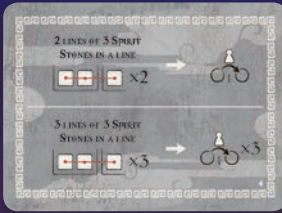
2 Gain Spirit Stones ...

- When you gain 2 Spirit Stones in a turn: Gain a Qi Refining Stone.
- When you gain 3 Spirit Stones in a turn: Gain 2 Qi Refining Stone.
- When you gain 4 Spirit Stones in a turn: Gain 4 Qi Refining Stone.



3 Gain Spirit Stones of the same color ...

- When you gain 2 Spirit Stones of the same color in a turn: Gain 3 Qi Refining Stones.



④ Three Spirit Stones in a straight line...

- When you have 2 lines of 3 Spirit Stones in a straight line: Move the Spirit 1 step (Spirit may move to Element Symbol with any color).
- When you have 3 lines of 3 Spirit Stones in a straight line: Move the Spirit 3 steps (Spirit may move to Element Symbol with any color).



⑤ Craft an Artifact Card...

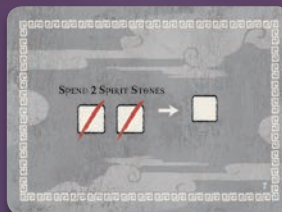
- When you craft an Artifact Card this game: Move the Spirit 1 additional step (Spirit may move to Element Symbol with any color).

Or execute the "Fly" action once.



⑥ Move the Spirit ...

- During this game, you may spend an additional Spirit Stone to move the Spirit 1 additional step (the Spirit may still only move onto the symbol with the matching color as the spent Spirit Stone).



⑦ Spend Spirit Stones ...

- During this game, you may spend 2 Spirit Stones as any 1 Spirit Stone.

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