

STUDIES in SORCERY

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EXTRA CHAPTER

This book contains the FAQ, solo mode, and more.

FAQ

Q: If I use a "Crawling Claw" to complete an Alchemy project does that add a demerit (-1) token?

A: No. Since the project is completed in place without requiring you to commit a material, it does not trigger the penalty on the Alchemy project.

Q: If I have an extra credit (+1) point token and demerit (-1) point token on the same project, do they cancel out?

A: The tokens remain on the project as there are cards that may manipulate specific token types (e.g. Cleansing Cauldron).

DIVINATION

The Studies in Sorcery: Divination expansion adds in the Divination project cards. The school of Divination has several major themes:

- Place watchful Fate tokens to prophesy your opponent's action and be rewarded for successful predictions.
- Manipulate perception, placing extra credit tokens and turning demerits into a positive.
- Increase knowledge of hidden information which you can use against your opponents.
- Be rewarded for surrendering yourself to fate and pushing your luck.

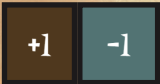
You can find out more on Studies in Sorcery: Divination here:

<http://weirdgiraffegames.com/divination>

SOLO MODE

The solo game is played against a Robot opponent. The game is setup as usual, but but with a few minor exceptions:

- During setup your player count is considered to be 1. Remove any projects that specify a player count greater than 1 (e.g. 2+, 3+).
- Reserve space for the Robot's pile, which will accumulate grave and project cards.
- When taking the Buy Action, you may discard a card from your hand to remove two projects from the Market. Place them at the bottom of their decks and replace the projects. You may buy the new projects, if you wish. You may do this multiple times during one Buy Action, discarding a card each time.
- After you complete each of your turns, you must reveal and discard the top card of the grave deck. Perform the following Robot Action based on the material icon of the discarded grave card:

Icon	Action
	Put the top row of projects on the bottom of their project decks, and replace with the top cards from each of those decks.
	Add the pile with the most cards in it (the leftmost pile if tied) to the Robot's pile. Add 1 grave card from the deck to that pile and each other pile to its left.
	Add the middle grave pile to the Robot's pile. Add 1 grave card from the deck to the left and middle piles.
	Add the left grave pile to the Robot's pile. Add 1 grave card from the deck to the left pile.
	Add the right grave pile to the Robot's pile. Add 1 grave card from the deck to each pile.
	Add the bottom row of projects in the Market on the bottom of their project decks, then restock the Market.

At the end of the game, calculate your credits as normal. The Robot's credits are the sum of the trade value of all cards (both grave cards and project cards) in the Robot pile divided by 2 and rounded up. If you have more credits than the Robot, you win!

SOLO DIFFICULTY LEVELS

The difficulty level of the solo game can be changed according to this table:

Difficulty	Changes
Easy	Instead of adding projects to the Robot's pile, return them to the bottom of their project decks.
Medium	No changes.
Hard	Every time the Robot takes a grave pile that is only one card, add an extra credit token (+1) to the Robot's pile. Each token adds 1 credit to the Robot's total.
Extra Hard	Use the changes from the Hard difficulty. Additionally, instead of adding the revealed Robot Action card to the discard pile add it to the Robot's pile.

NO ROBOT SOLO VARIANT

Instead of adding the grave piles into the Robot's area, simply discard them. At the end of the game, use the following chart to determine your score:

Grade	Credits
A+	40+
A	33-39
B	27-32
C	20-26
D	10-19
F	0-9



SOLO MISSION MODE

The Solo Mission Mode requires the player to beat a certain score AND meet a mission requirement. The player must do both to move on to the next mission.

The Robot still adds cards to their pile, but the player does not need to calculate the Robot's score.

SOLO MISSION MODE: HARD

In the Hard version of the Solo Mission Mode, the player must also beat the Robot's score to move on to the next mission.

MISSION MODE (SOLO OR MULTIPLAYER)

Instead of playing one game of Studies in Sorcery, players can play a series of games to try to meet certain criteria. Each mission has specific criteria to complete that is based on the projects players complete or the materials that players use. You do not use the Thesis cards in Mission Mode.

After each game, any player who completed the mission moves on to the next mission and any player that did not complete their mission stays on that mission to try to beat it again in the next game.

MISSION LIST

1. Complete 9 projects and score 20+ credits.
2. Complete 6 projects in the same department and score 21+ credits.
3. Complete 2 of the same project and score 22+ credits.
4. Complete 5 Alchemy projects and score 23+ credits.
5. Complete a Sorcery project with each moon phase (new, full, and half) and score 24+ credits.
6. Complete 3 projects with the same moon phase and score 25+ credits.
7. Complete 6 projects that need  or  and score 26+ credits.
8. Complete 4 projects that need  and score 27+ credits.
9. Complete 5 projects that have a demerit token (-1) on them and score 28+ credits.
10. Complete 4 projects with no effects and score 30+ credits.

MISSION TRACKING AND OPTIONAL SCORING

A Mission Campaign sheet is available to keep track of the mission each player is on and end game scores. At the end of each game, players fill out the Mission Campaign sheet to track additional scores and information there.

The Mission Campaign sheet can be downloaded here:
<http://weirdgiraffegames.com/studies-mission>