

STUDIES ⁱⁿ SORCERY

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It's your final semester at the Academy of the Dark Arts, and it's time to finish your degree. Earn enough credits to graduate by finishing your Master's Thesis and completing projects in Alchemy, Sorcery, Reanimation, and more. Whoever completes the most impressive projects will be named First in Class. Time is precious so make the most of it while you still can!



GAME OVERVIEW

In Studies in Sorcery, you will gather materials which will be used to either buy new projects or complete your current projects. Once completed, the projects will give you either instant or ongoing benefits in addition to credits towards your degree.

TABLE OF CONTENTS

Game Objective	2
Projects and Materials	3
Game and Player Setup	4
Action Step	6
Commit Step	9
Project Example	9
Complete Step	10
Advance the Moon Step	11
End of the Month	11
End of the Game	11
Appendix	12



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GAME OBJECTIVE

Over the course of the semester you will acquire materials used to complete projects and satisfy your thesis. You will earn credits based on the projects you are able to complete on time. On your turn, you will search for materials, buy new projects, perform unique actions based on your completed projects, even cramming to complete one in a hurry.

Moon token



First Player token



Credit and Demerit tokens



Familiar tokens



CONTENTS

- 58 project cards
- 15 thesis cards
- 24 stock material cards
- 70 grave cards
- 4 research grant cards
- 2 moon track cards
- 4 turn reference cards
- 1 term track card
- 1 first in class card
- 1 singleplayer rules and materials reference card
- credit and demerit tokens
- familiar tokens
- 2 moon tokens
- 1 first player token

SCHOOL SUPPLIES

Players start the game with a research grant; then they choose a thesis and initial project.

- Thesis cards allow players to gain several credits at the end of the game, if the thesis is completed.
- Research grant cards allow players to buy a few initial stock cards and projects.
- Projects are usually bought in the market, but each player gets to start off with one for free.

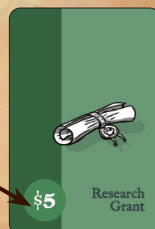
Thesis card



Thesis Objective

Credits for Completion

Research Grant card

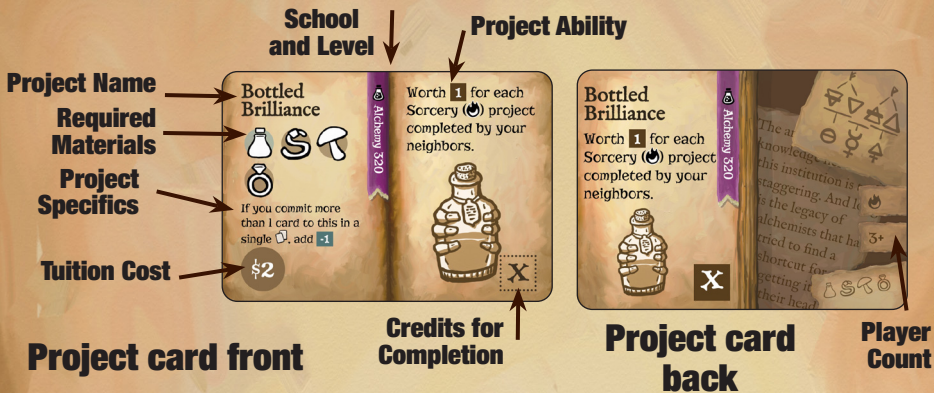


Trade Value

PROJECTS

You'll complete projects to earn credits, and some of them will even reward you with powerful ongoing abilities to help you complete other projects. In the top left of the card, you'll see the materials needed to complete it (in the case below, a vial, night crawler, mushroom, and a valuable). In the bottom left, you'll see its cost to buy. The bookmark shows the school and level of the project. On the right hand side of the card, you'll see the ability you'll earn once completed, if any, as well as its point value in credits.

Once you complete a project, flip the card over. This will remind you of the ability you now have, if any, as well as the credits you earned.



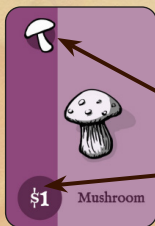
MATERIALS

Material cards are used to complete projects. Each material card has one or more icons (top left) that can be used on projects and a trade value in the bottom left.

There are two types of materials:

- Grave cards are gained primarily through the dig action.
- Stock cards are purchased from the market with the buy action.

Grave card



Stock card



Material Type

Trade Value



GAME SETUP

1. Place the 2 moon track cards next to each other (1-2 on the left, 3-4 on the right) in the middle of the table, with the semester track to the right.
2. Add a moon token to the 1 spot of the semester track and another to the action icon () under the 1 spot of the left moon track.
3. Remove all project cards that are not for the current player count. Player count is shown on the right side of the back of the projects.
4. Shuffle the 100-level projects and place them above the left moon track.
5. Shuffle the 200-level projects and place them above the right moon track.
6. Shuffle the 300-level projects and place them above the semester track.
7. Lay out a 3x2 project market using two cards from the 100-level deck in the 1st column, two cards from the 100-level deck in the 2nd column, and two cards from the 200-level deck in the 3rd column (a reminder of this layout for each month is shown on the semester track).
8. Place the candle and vial stock material cards in separate stacks next to the project market.
9. Shuffle the grave cards to create a face-down grave deck, leaving room for a discard pile. Then deal out a row of three stacks of two grave cards each.
10. Form a supply of credit tokens near the market.

PLAYER SETUP

1. Give each player a research grant card, turn reference card, and two random thesis cards. Each player looks at their thesis cards and chooses one of them to work on, keeping it face-down in front of them and returning all unused cards to the box.
2. Deal two cards from the 100-level project deck to each player. Each player keeps one project face-up in front of them and returns the other to the bottom of the 100-level project deck.
3. Place the materials reference card in front of the player that cares about math the most.
4. Give the first player token to whomever most recently attended school.
5. Each player can take one set of 4 familiar tokens to use as helpful reminders - for example, a key moon phase, or grave pile.

FIRST TIME PLAYING?

You can remove the thesis cards with 7 credits to provide an easier experience or play without thesis cards entirely.



GAME SETUP, CONTINUED

IO

-1

+1

+1

-1

+1

4

Unearth



Secrets 102

Draw 6 cards, keep 4, then add the remaining 2 to any piles.

\$2

2

5

Unstoppable Bone Sphere



Secrets 102

For each material with a  to this project.

\$2

6

6

Bone Sculpture



Secrets 102

For each material with a  to this project.

\$6

3

1

2

I

3

4

2

2

1 FIRST QUARTER

2 FULL MOON







3

THIRD QUARTER

4 NEW MOON







2



1

2

3

4

8

Vial



\$2

1

2

Veil of Darkness



Secrets 102

After you take an  you may either draw 1 card or take 1 card from the discard.

\$2

2

7

Crawling Claw



Secrets 102

Un-complete this project to complete a project that is missing 1 material.

\$1

1

3

Shadow



Secrets 102

Once during each dig action you may exchange 1 card in your hand with 1 card in a pile that you are looking at.

\$3

3

8

Minor Rift



Secrets 102

After a neighbor completes a buy action, take a free Stock  card.

\$3

2

7

Spectral Sight



Secrets 102

Lock through all grave piles and take any 3 cards. Deal 1 card to each pile.

\$1

1

3

Inner Flame



Secrets 102

You may commit Candles  from the supply as if they were in your hand.

\$3

2

9





GET THE PLAYMAT TO MAKE SETUP EVEN EASIER!

5

GAMEPLAY

Studies in Sorcery is played over a 4-month semester, with each month having 4 weeks for a total of 16 weeks. Each week consists of four steps:

- I. Action
- II. Commit
- III. Complete Projects
- IV. Advance the Moon

I. ACTION STEP

The first player begins, and then play proceeds clockwise around the table. On your turn, you must take **one** of the following actions:

- A. Cram
- B. Project Action
- C. Dig
- D. Buy



A) CRAM

You may commit up to two materials to your projects (See the Commit Step on page 9). Complete any projects that have all required materials committed.

B) PROJECT ACTION

You may use an action from one of your completed projects. Those projects will have

the Action Icon () followed by the action you can perform.

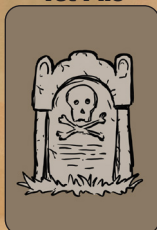


Some Project Actions can only be used during specific phases of the moon, such as Spectral Sight which can only be used in a full moon, while others can be used during any phase of the moon.

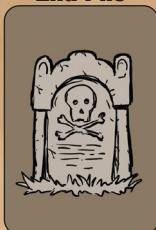
C) DIG

Digging lets you acquire new materials. Start by privately looking at all cards in the first grave pile, which is the left-most pile.

1st Pile



2nd Pile



3rd Pile



Deck



Look at These

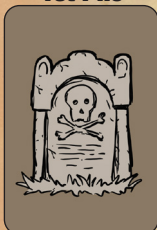
TAKE THE PILE

You may choose to take all of the cards in this pile into your hand. If you do, replace the (now empty) grave pile with a face-down card from the grave deck. You are then done digging.

KEEP LOOKING

Instead of taking a pile, you may look at the next pile in the row. If you do, add a card face-down from the grave deck to the pile you left behind. Then, move on to looking at the next pile.

1st Pile



2nd Pile



3rd Pile



Deck



**Add a card
from the Deck**

Look at These

After looking at all three piles, if you chose not to take any of them, you may instead do one of the following:

- Take the top card of the grave deck.
- Take a candle or vial stock material card from the market (for free).

If at any point a player needs to draw a card and the grave deck is empty, shuffle the discard pile of grave cards and use those cards to create a new face-down grave deck.

D) Buy

You may enroll in new classes and gain their associated projects to work on, as well as stock materials (that cannot be found in grave piles) from the Market.

Market



To buy cards, you must discard material cards from your hand with a total value equal to or higher than the total price of the cards you wish to buy.

Place any bought projects face-up in front of you, and any bought stock materials (candles or vials) into your hand. Then restock the market by replacing any empty spots with new projects from the same level.

If the appropriate project deck is empty, use the next lowest level (e.g. if there are no 200-level projects use a 100-level project).

There is no limit on the number of projects you may have in front of you.

Research grants are returned to the box after being spent.

Buy Example



**Discarded;
worth \$5**

**Bought; worth 2 + 2 = \$4,
lost \$1**

II. COMMIT STEP

After everyone has taken their action, you now commit materials to projects. This step can be done by all players simultaneously.

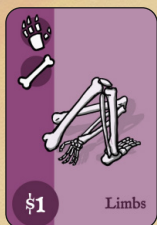


To commit a material card to a project, place it under the card so that the material's icon is showing. You may commit up to two cards total across all of your projects during this step.

- You may commit multiple cards to the same project or spread them across multiple projects.
- You may not commit a card to a project if there is no matching icon on the project card or if that icon has already been fulfilled.
- Material cards with multiple icons only count for one of their icons (you may decide which one).
- Some cards (e.g. Reanimate) let you commit additional materials.
- Some cards (e.g. Alchemy) have special rules for committing.

Once everyone has completed their Commit step, move on to the next step.

Project Example



The card on the right is a 200-level Reanimation project. It can be purchased from the market for \$2. To complete it requires a total of 5 materials: Candle, Skull, Rib Cage, and 2 Limbs. When completed, the card will be worth 4 credits and will give that player the ability to commit an additional card during the Commit step.

The grave card on the left would count towards one of the two needed Limb materials and as one of the five needed materials.

III. COMPLETE PROJECT STEP

If a project has materials committed to it that match the number and type needed to complete it, flip it over. Check all grave cards that were committed to the project for extra credits or demerits (see below), then place all grave cards into the grave discard pile and return any stock materials to the supply.

Once a project is complete, you gain its ongoing abilities, if any, as well as the credits shown in the corner and any *On Complete* effects.



On Complete effects have this icon:

CREDIT AND DEMERIT TOKENS

Some grave cards will assign credit modifier tokens (extra credits or demerits) to your projects. These tokens modify the point value of the project when it is completed (either +1 or -1) if you used the card for the material with the +1 or -1 beside it.

If you use the card for an icon without the +1 or -1, you do not get the modifier token.

Add a demerit token to the project if used for these materials.

Do not add a token to the project if used for this material.



IV. ADVANCE THE MOON STEP

After everyone has completed these steps, the round is over. Move the moon token to the next phase of the moon.

When the moon token would move off the end of the track (after the 4th week which is the New Moon), it is the end of the month.



END OF THE MONTH

When a month is over, do the following:

1. Pass the first player token clockwise.
2. Reset the moon token to the action icon () under the 1 spot of the moon track.
3. Advance the moon token to the next month on the semester track.
4. Add one card from the grave deck to each grave pile.
5. Update the Market.

UPDATE THE MARKET

At the end of each month (except the last, when the game is over), update the market with new cards as follows:

1. Return all projects in the leftmost column to the bottom of their respective decks.
2. Shift all the cards in the middle and rightmost columns one space to the left.
3. Deal cards into the (now empty) rightmost column of the market according to the current position of the semester token.

Month 2: 200-level projects

Month 3: 300-level projects

Month 4: 300-level projects

At the end of the fourth month, the game is over.

END OF THE GAME

It's time to total up your credits and see who will earn the title of First in Class!

- First, look at your thesis card. If you meet the criteria listed, flip it face-up: you earn the credits shown on the card.
- Next, add all the credits earned from your completed projects, including extra credits and demerits.
- Finally, every \$8 worth of unused materials in hand counts for 1 credit (as a Physical Education elective).
- Extra credit and demerit tokens on incomplete projects are not counted.

If there is a tie, whoever has the largest total of values on grave cards in their hand is the winner. If there is still a tie, the player who howls at the moon with the most werewolf authenticity is the winner. This is voted on by all other players and any neighbors that hear the howl.

APPENDIX: PROJECTS

Lunar Sorcery

Some projects have abilities on them that are accompanied by a phase of the moon. Those abilities can only be used when the moon token is on the matching phase (you can use your familiar tokens to remind you of key phases).

Alchemy

Alchemy projects usually have to be worked on gradually. The first committed material each turn on such a project has no negative effect. However, if you commit an additional material in the same commit phase or cram action you must add a demerit token to the project card.

Reanimation

Reanimation projects, if they have an effect, usually help in completing other projects. Sometimes a student takes one of these projects on just to prove it can be done. If they can actually pull it off, they're rewarded with credits, but the project itself does nothing useful.

Electives

There are a few elective projects you can take to get a taste of future Departments! These include Divination 221, Artificery 101, and Numerology 322.

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