
SORCERER
CITY
A GAME BY SCOTT CAPUTO
DRUID CITY
GAMES
SKYBOUND
GAMES

SORCERER CITY

A game by Scott Caputo


1-6 players


Ages 14+


45-60 minutes

Contents

Introduction 2
Game Components 3
Identifying and Sorting Tiles 4
Game Setup 5
Round Overview 6
Round Phases in Detail 7
Glossary 10
Influence Rewards in Detail 12
Spells in Detail 13
Monsters in Detail 15
Artifacts in Detail 21
Solo Mode 22
Quick Reference 24

Introduction

Every year, Sorcerer City is built and rebuilt in magical new ways, with city blocks moving and rotating in crazy directions.

You and your fellow players are rival wizard architects in charge of building the same district over five years, expanding and rebuilding to gain the most Money, Influence, Raw Magic, and Prestige. Unfortunately, Sorcerer City has a bit of a monster problem, so you must work hard to mitigate the effects of marauding creatures that attack your district.

Architects compete against each other for the title of Head Wizard.

Goal

To be crowned Head Wizard you must possess the most Prestige after five rounds, each round being one year passing in Sorcerer City.

Game Credits

Design: Scott Caputo

Additional development: Tim Eisner, Ben Eisner, Doug Butler

Illustration: Damien Mammoliti

Box illustration: David Kegg

Additional illustration: David Kegg, Mr Cuddington, Justin Chan

Graphic design & layout: Kate Finch, Joel Finch

Rulebook: Kate Finch, Joel Finch, William Sobel

Druid City Games

Director: James Hudson

Staff writer: Derek Funkhouser

Thanks

The game designer would like to thank the following people for their help in playtesting this game: his wonderful wife, Melissa Caputo; his parents, Stephen and Sharon Caputo; as well as Dedan Anderson, Nick Brown, Jennifer Bautista, Jon Leupp, Babak Namaziyan, Sam Holzman, Stephen Edwards, Michael Shorrock, Ben Zoltewicz, Colin Ferris, Shara Miller, John Thompson, Robert Weaver, Seokjune Hong, Luke Laurie, Candy Weber, Teale Fristoe, Andrew McLennan, Linda McLennan, Kevin Russ, Jay Vowles, and folks at Prototype Night in San Jose.

With thanks from James: Oscar Valera, Axel Wittenstein.

Game Components



6 sets of
12 Starting tiles



115 Market tiles across
4 Vendor tiers



102 Monster tiles
- *60 Tier 1 tiles*
- *42 Tier 2 tiles*



12 Rainbow
Vendor tiles



12 Artifact tiles

Influence Rewards board



24 "+30"
Annual Progress tokens



6 sets of
3 Magic Transformation cards





15 Influence Reward
cards

24 Annual Progress
markers



Market board



80 Prestige tokens





6 Annual Progress
tracks





14 Monster Randomizer
cards



Sand timer



5 sets of
3 Mystery Player cards

Identifying and Sorting Tiles

Tile backs

All tiles have an identifying code on the back, and each type of tile has a unique icon on the back in the lower left corner.

The code is unique to that particular tile type, and the number after the dot tells you how many copies of that tile are in the game.



Starting tiles

Starting tiles are a special set of twelve that all share the same symbol on the tile back. Each symbol is used to mark one complete set of Starting tiles. No symbol is better than any other since each set of Starting tiles is the same.



Market tiles

Market tiles are marked with a Money bag icon, and separated into four Vendor tiers by the number on the bag.



Monster tiles

Monster tiles have one or two swords to show their tier.



Rainbow tiles

Rainbow tiles have a rainbow icon. *Note: not all tiles with a multi-colored front are Rainbow tiles.*



Artifact tiles

Artifact tiles have a wooden chest icon.

Anatomy of a Tile Back



The ID code is 284, and there are 4 copies of this tile in the game.

This is a Tier 1 Monster tile.

Tile faces

Different types of tiles have different features on their faces (the front side of the tile).

Market tiles always have a gold Money bag in the top right corner that shows the price to purchase that tile at the Market.

Some Market tiles have Goals which are shown on a colored shield. Some Market tiles contain Spells which are depicted with a scroll and an icon to tell you when the spell activates. Other Market tiles may contain a Goal *and* a Spell, while yet others may contain neither of these things.

Monster tiles always contain a Monster illustration. See page 15 for more information about Monsters.

Rainbow tiles always show a multi-colored swirl over the entire tile background. Some Rainbow tiles are also available in the Market, and these can include Spells or Goals. See page 15 for more information about Rainbow tiles.

Anatomy of a Market Tile



Game Setup

1. Give each player a set of twelve Starting tiles (A), a set of Raw Magic Transformation cards (B), an Annual Progress track (C), and four Annual Progress markers to place one per row on the Annual Progress track at the 0 position (D).
2. **To set up the Market, place the Market board in the center of the table (E).** Take each set of Vendor tiles and shuffle them independently to form four Vendor decks. There are five Vendors on the Market board. Reveal three tiles at the bottom of the first, second, third and fourth Vendors (F). Place each Vendor deck face-down above the Market board (G). Place the stack of twleve Rainbow tiles costing 7 Money at the bottom edge of the fifth Vendor. (H).
3. Place the Influence Rewards board (I) near the center of the table. Take the Year 5 Infuence Reward card from the deck of Influence rewards and place it below the Year 5 position (J). Shuffle the Influence Reward cards and reveal cards one at a time to fill the positions on the Influence Rewards board labeled Year 1 through Year 4 (K). *Note that some Influence Rewards cannot be used in the 1st Year of the game: if one of these cards is revealed for Year 1, return it to the bottom of the deck and reveal another in its place.* Return the unused Influence Rewards cards back to the game box.
4. **For a 2-player game only**, randomly select one Mystery Player card from each Year, being sure to keep the cards face down. Place these five cards (not shown in illustration below) at the bottom edge of the five Influence Reward cards.



Mystery Player cards used in a 2-player game.

5. **To set up the Monsters (L)**:
   a. Shuffle the Tier 1 Monster Randomizer cards and reveal one to use as the Monster at the conclusion of Year 1. Place the stack of Monster tiles that match the revealed Monster next to the Year 1 position of the Influence Reward board. The Monster Randomizer card contains a summary of that Monster's ability so place the card at the side of the playing area for reference during the game.

Table setup for a 4-player game



b. Reveal a second Tier 1 Randomizer card to use as the Monster at the conclusion of Year 2. Place the stack of Monster tiles that match the revealed Monster next to the Year 2 position of the Influence Reward board. Place the card at the side of the playing area for reference during the game. Put the remaining Tier 1 Monster cards and tiles back in the box.

c. Shuffle the Tier 2 Monster Randomizer cards and reveal one to be the Monster at the conclusion of Year 3. Place the stack of Monster tiles that match the revealed Monster next to the Year 3 position of the Influence Reward board. Place the card at the side of the playing area for reference during the game.

d. Reveal a second Tier 2 Monster Randomizer card to be the Monster at the conclusion of Year 4. Place the stack of Monster tiles that match the revealed Monster next to the Year 4 position of the Influence Reward board. Place the card at the side of the playing area for reference during the game, and put the remaining Tier 2 Monster cards and tiles back in the box.

Notes on Monsters: If playing with 3 or fewer players, you may choose the same Tier 1 Monster for both Year 1 and 2, and/or the same Tier 2 Monster for both Year 3 and 4. Don't choose both the Skeleton and the Lich for the Tier 1 Monsters when playing with 5 or 6 players.

6. Place Prestige tokens conveniently within reach of all players Ⓜ.

7. Each player shuffles their starting City deck tiles and keeps that deck face down. Each player should make sure they have enough room in front of them to build their district, and store their Annual Progress markers, Raw Magic Transformation cards, and Annual Progress track off to one side.

8. Give the timer Ⓝ to the player who most recently saw a fantasy movie or TV show to indicate they are the current starting player.

After a few games: Artifact tiles

Once you are comfortable playing Sorcerer City, consider playing with Artifacts. During Game Setup, randomly deal each player two Artifact tiles.

Round Overview

Each round follows the same mandatory phases:

Prepare phase 

1. Each player shuffles their tiles and places them face down as their new City deck for the next round.

Build phase 

2. The player who has the timer starts it and everyone simultaneously builds their district.

3. Monsters marked with the Build phase icon (hammer, pictured above) activate immediately when they are built. You must resolve them before building another tile.

4. Once built in your district, all non-Monster tiles (including Artifacts) marked with the Build phase icon may be used at any point until the timer runs out.

5. Once the timer runs out, all players must stop building. Any tiles not placed in their districts do not count toward scoring.

Score phase 

6. **Monsters** marked with the Score phase icon (color swirl, pictured above) activate now. They may be used in any order you choose.

7. Each player scores their own district on their Annual Progress track.

8. **Spells** marked with the Score phase icon activate now. They may be used in any order you choose.

9. Raw Magic points are transformed into another form.

Influence & Buy phase 

10. **Step 10 contains 3 substeps that are completed by a single player before passing to the next player. The player who has the greatest Influence begins the phase, and when they complete all 3 substeps, it passes to the next player in order of descending Influence.**

    a. Influence Rewards are awarded to the players with the most Influence. Rewards marked with the Reward phase icon (wax seal, pictured above) activate now.

    b. Players may buy up to two new tiles from the Market (see page 10).

    c. **Rewards** and **Spells** marked with the Buy phase icon (coin, pictured above) activate now. They may be used in any order you choose.

Prestige phase

11. All players determine the quantity of Prestige they have and take Prestige tokens equal to that amount.

Cleanup phase

12. Shuffle the Monster deck for the next round face-down and give one to each player.

13. Each player dismantles their district and returns all their tiles to form their City deck for the next round. All Annual Progress tracks are reset to zero.

14. Pass the timer to the next player on the left ready for the next round.

Each player chooses one Artifact tile to keep and one Artifact tile to return to the box. All unused Artifact tiles are also returned to the box. Each player shuffles their chosen Artifact tile into their Starting tiles so they start with thirteen tiles. Details about the Artifacts can be found on page 21.

Artifact tiles show the unique ability that Artifact bestows when played.

Round Phases in Detail

Prepare phase

Each player shuffles their tiles and places them face down as their new City deck for the next round.

Some players may have abilities that allow them to place tiles during this phase.

Build phase

Place Tiles to complete Goals

Each round, players are trying to build their district in order to satisfy as many Goals as possible to score Money, Influence, Raw Magic, and Prestige. Players' districts are not connected to each other.

Each player reveals one tile at a time from their personal City deck. They can place the first tile as they wish to start their district, and all tiles after that must be placed adjacent (with one or more sides touching) to a tile already placed. Once a tile is placed, it cannot be moved or rotated. Also, players may stop building their district at any time, so they are not forced to keep drawing tiles if they don't want to keep going. Note that once a tile is revealed, it must be placed in your district.

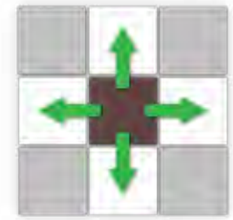
Goals are represented by a shield, and each Goal contains two parts: the resource produced (Money, Influence, Raw Magic, or Prestige) and the structure needed to complete the Goal.



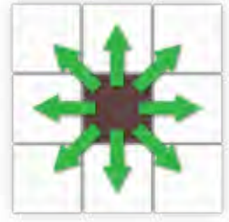
The icons for Money, Influence, Raw Magic and Prestige.

Adjacent Tiles and Neighboring Tiles

If a tile is adjacent to another tile, it is immediately above, below, or to the left or right of the other tile. It is not diagonal to the other tile.



If a tile neighbors another tile, it is in one of the eight possible positions around the other tile.



Group Goal



To complete this Goal, you must create a **group of 3 or more** connected tiles of the **marked** color. This group of connected tiles can be any shape, not just the L-shape shown on the Goal. To work out the score, simply count the number of tiles in the group. *Note: just having a group of connected tiles of the same color does not score any points unless it includes a tile with a Group Goal shield of that color.*



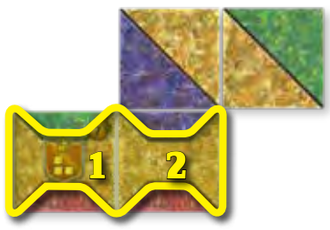
This scores 3 Money.





This does not score because the yellow section has no Goal in it.





This does not score because the section containing the Goal only includes two tiles.

Line Goal



To complete this Goal, you must create a *horizontal* or *vertical* line of three or more connected tiles of the marked color regardless of the angle of the line. To work out the score, simply counta the number of tiles in the line.

If a Line Goal is in both a horizontal and vertical line, it still only scores once, but the player may choose which line to score.

Simply having a line of connected tiles of the same color does not score any points unless it includes a tile with a Line Goal shield of that color.



This scores 3 Money.

This example shows the right-most line at an angle, but **the tiles themselves are horizontal** which completes the Goal!

Shield Goal



To complete this Goal, the tile with this Goal must have **at least two neighboring tiles with a shield of any type or color** on them.

To work out the score, simply count 1 for each shield on the center tile and add 1 for every shield on a neighboring tile. If a tile has two Goals of this type on it, score each Goal separately.



This example contains two Shield Goals.

The upper left Shield Goal scores 3 Influence.



The center Shield Goal scores 6 Prestige!



In this example, there are five Shield Goals:

The Prestige Goal on the center tile would score 6 Prestige: 1 Prestige for the Goal, and 5 for the other Goals neighboring the Goal.



Goal on the Double Goal tiles would score 5 each of their respective types: 1 Prestige for the Goal, and 4 for the other Goals neighboring the Goal.



In this example, neither Shield Goal scores since they are only neighboring one other shield and a minimum of two is required.

District Disconnection

Watch out for disconnection. Some effects can remove or destroy tiles, which could lead to your district becoming disconnected. When placing tiles, it's possible for you to replace these spaces and reconnect your district.

Abilities: Monsters, Spells and Artifacts



Some Monsters, Spells and Artifacts have extra abilities. Each is marked with an icon showing the point during each round it takes effect: Prepare, Build, Score, Influence Rewards, or Buy.

If a tile is not built in your district, its ability does not activate unless it activates during the Prepare phase.

Refer to the Monster Randomizer Card for details on the various Monsters during play. See “Monsters in Detail” on page 15 for complete information.

Score phase



Scoring Your District

Each player scores their district on the annual Progress track to see how much Money, Influence, Raw Magic and Prestige they produced. See “3” on page 8 for more details. Use the markers on your Annual Progress tracker to keep track of how much Raw Magic, Money, Influence, and Prestige you have earned this Year.

Flip the matching Annual Progress token to the “+30” side if you exceed 30 points on a track.

During the scoring phase, players may not score higher than 60 in any Annual Progress category. Any excess points are lost.

Annual Progress scores are public information so everyone can figure out if they have a chance to have the most Influence that round.

In a 2-player game, each player must also consider how much Influence the Mystery Player might have, which is represented by the Mystery Player card for that Year. The three possible Influence values are shown on the front of the card.

Raw Magic Transformation

After scoring, each player has Raw Magic recorded on their Annual Progress track. Each player transforms all of their Raw Magic into one resource of another type: Money (yellow), Influence (red) or Prestige (green).

To do this, each player looks at the other players’ Annual Progress track, and then secretly chooses the Raw Magic Transformation card matching the resource they want to convert their own Raw Magic into.

All players reveal their Raw Magic Transformation cards simultaneously and adjust their Annual Progress tracks accordingly.

Example: if you have 5 Raw Magic and 5 Money and decide to transform Raw Magic into Money, you would then have zero Raw Magic and 10 Money.

Influence & Buy phase

Awarding Influence Rewards



1st Place:

- The player with the highest Influence (red) wins both the Prestige and Influence Reward shown on the Influence Reward board for the current Year.

2nd Place:

- The player with the next highest Influence chooses to take the Prestige OR the Reward shown on the Influence Reward board for the current Year.
- If there is a tie for 2nd Place, no 3rd place is awarded.

3rd Place:

- If there are 3 or fewer players then the player with the next highest Influence points may choose to take 5 Money or an extra buy. See “The Mystery Player” on page 9 for more information on how this affects 2-player games.
- If there are 4 or more players then the player with the next highest Influence points gains the effect that the 2nd place player did NOT choose unless there was a tie for 2nd place.

4th - 6th Place:

- All remaining players may choose to take either 5 Money or an extra buy.

If there is a tie for any place, all tied players receive the effects listed for that place.

	2 players *(Mystery Player as 3rd player)*	*3 players*	*4-6 players*
1st place	Influence Reward + Prestige for that Year		
2nd place	Choice of Influence Reward OR Prestige for that Year		
3rd place	5 Money OR +1 Buy		Whatever was not chosen by the 2nd place winner
4th - 6th place	N/A		5 Money OR +1 Buy

The Mystery Player

In a 2-player game, there is still a 1st and 2nd place, but the Mystery Player’s card is revealed which represents the Mystery Player’s Influence. The Mystery Player could end up winning 1st or 2nd place. However, the Mystery Player performs no other tasks besides vying for the most Influence. For 3rd place in a 2-player game, you may choose to either take 5 Money OR an extra buy (i.e. buy up to three tiles).

As Influence Rewards are awarded, each player adjusts their Prestige Annual

Progress track to record Prestige earned from an Influence win (if any) and their Reward (if any).

As with all Annual Progress tracks, a player may not earn more than 60 Prestige in a round.



The Mystery Player is represented by a random card each year. The card back shows the possible values of Influence scored by the 3rd player in a 2-player game. Once flipped, the actual amount is revealed.

Buying Tiles

Going in order from most Influence to least, each player may spend their Money to buy tiles from the Market. All players may buy up to two tiles, and some spells and Influence Rewards give the ability to purchase additional tiles also.

If a player scores more than 20 Money in a round, they are also awarded an additional buy at the Market.

In case of ties, the player closest to the timer, going clockwise, buys first. Once a tile is purchased by a player, it is added to that player's deck.

As each tile is bought, a new tile is revealed immediately from that Vendor's deck.

Additionally, some Spells marked with the Money icon activate during this phase, such as "Gain a tile costing up to 6 for free".

Once per round, a player may pay 1 Money to discard a tile to the bottom of that Vendor's deck and reveal the next tile from that same deck.

Once bought, all tiles are discarded to be shuffled into the player's deck during the Prepare phase.

Collecting Prestige

After all players have bought their tiles, all players collect Prestige tokens equal to the Prestige score on their Annual Progress track.

The player who scored the least Prestige on their Annual Progress track that round receives a Market tile for free:

- Year 1: from the top of the Vendor 1 deck.
- Year 2: from the top of the Vendor 2 deck.
- Year 3: from the top of the Vendor 3 deck.
- Year 4: from the top of the Vendor 4 deck.
- Year 5: no tile is given away since there will be no more building.



Glossary

Ability: Certain Market or Artifact tiles with Spells, and Influence Rewards give players an ability to perform a particular action.

Adjacent: Immediately above, below, or to the left or right of a tile. Not diagonal.

Annual Progress: The measurement of how well you did during each round of the game which is a Year in the life of Sorcerer City.

Artifact: A set of optional tiles that give each player a unique ability.

District: The region of Sorcerer City built by each player.

Collect: Take Prestige tokens equal to the quantity of Prestige gained during a round and marked on your Annual Progress track.

Deck: A set of tiles that is randomized and kept face-down, revealed one at a time.

Destroy: Remove a non-Monster tile permanently for the rest of the game and return to the box.

If multiple players tie for the fewest points earned that round, each of those players receives a tile for free.

If a player is supposed to receive a tile for free from a given Vendor, but no more tiles are available from that Vendor, then no tile is given out for free.

Cleanup

Discarded tiles

Return all discarded tiles to players' decks.

Monsters

Monsters are selected before the game begins and are added to the game at the end of Years 1, 2, 3, and 4.

Shuffle the stack of Monsters to be dealt and turn the stack face down. Deal a Monster from the stack to each player, with the following exceptions:

a. If the Monster is the Skeleton, deal two Skeletons to each player.

b. If the Monster is a Lich, also make the stack of Skeletons ready for use. Put the stack of Skeletons face down in the middle of the table within easy reach of all players.

Variations for Round 5

The rules for the 5th round vary slightly:

- There is no Influence Reward. Only the player(s) with the most Influence wins the Prestige.
- There is no 2nd or 3rd place.
- Players do not buy any more Market or Rainbow tiles.
- Players do not acquire a new Monster.
- There is no additional end game scoring beyond what players normally receive in a given round.

At the end of the Year 5, count up all Prestige earned during the game to determine the winner!

In the event of a tie on Prestige, the player with the most Money is the winner.



Discard: Discarded tiles are not destroyed; they return to your deck during Cleanup and are shuffled in in preparation for the next round.

Gain: To receive Money, Influence, Raw Magic, or Prestige during a round. Also refers to tiles received for free through a Spell or Influence Reward.

Goal: Goals are shown on tiles by a large Shield with a symbol on it. Goals may be Line, Group, or Shield.

Influence: Produced by tiles with stone towers and blocks, colored red.

Influence Reward: Awarded to the player with the greatest amount of Influence at the conclusion of each round.

Kill: Remove a Monster permanently for the rest of the game and return to the box

Market: A collection of Vendors, each selling a stack of city tiles of a particular value.

Money: Produced by tiles with Market stall tents, colored yellow.

Monster: A tile with a negative effect. That effect takes place either when the tile is played, or at the end of the round as shown on each Monster tile. Monster tiles show the Monster in a frame with the name of the Monster printed on it.

Neighboring: A tile that is neighboring is in one of the eight possible positions around the other tile, orthogonally or diagonally.

Prestige: The highest form of income in the game. Shown on tiles in green with trees and statues.

Rainbow: Rainbows are wild tiles that match any color.

Rainbow Vendor tiles: Tiles with a Rainbow icon on the back. These are only sold by the Rainbow Vendor.

Raw Magic: Produced by tiles with glowing crystal towers and trees, colored purple. It must be transformed into either Money, Influence, or Prestige each round.

Raw Magic Transformation: The process of changing Raw Magic into either Money, Influence, or Prestige.

Round: One round of the game covers six phases: Prepare, Build, Score, Award Influence Rewards & Buy Tiles, Collect Prestige, and Cleanup. Each game has five rounds.

Score: The individual quantities of Money, Influence, Raw Magic, or Prestige attained by a player.

Shield: Shows that the tile has a Goal on it.

Shuffle: Randomize a set of tiles or cards.

Spell: An ability bestowed by a tile. Presented on a scroll image on the tile.

Stack: A set of tiles kept face-up.

Tier: Levels of power across Monsters are broken into two tiers.

Token: Used for tallying Prestige attained during each round of the game.

Vendor: Sells a stack of tiles all of the same type and range of values.

Year: One round of the game.

Influence Rewards in Detail

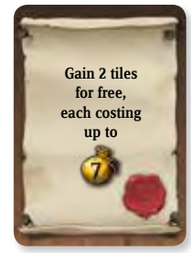
Influence Rewards are chosen randomly at the start of the game. Some Rewards cannot be used in the first round of the game. These are noted at the bottom of the card itself. If one of these is drawn in Year 1, simply discard and replace it with the next card. Rewards not selected for the game are returned to the box and are referred to as "Unused Rewards".

Kill 2 Monsters in your district. Only visible Monsters in your district can be killed. Killed Monsters are removed from the game.

If this Reward is drawn for the Year 1 Reward, discard it and draw a different Reward.



Choose 2 tiles from the Market, each of which would normally cost you no more than 7, and add them to your district deck for free. Any discounts still apply, such as "All tiles cost 2 less".



Gain 1 tile of any cost from the Market for free.



For all buys you have this round, you may buy tiles at 2 less than the normal price. This discount happens first before any other discounts. The minimum cost of any tile is 1. Additionally, you may buy 1 more tile than normal.

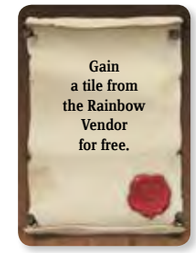


For all buys you have this round, you may buy tiles at half price rounded up. This discount happens first before any other discounts. If a player receives this Reward twice, all tiles would be quarter price rounded up. The minimum cost of any tile is 1.

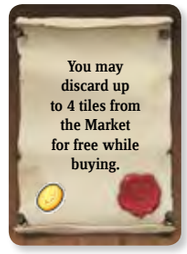


Gain a Rainbow tile from the Rainbow Vendor.

Rainbow-patterned tiles from the other Market vendors do not qualify.



While buying tiles from the Market, you may discard up to 4 tiles from the Market for free. These tiles can be from the same or different vendor, and you may discard before or after buying a tile.



Give a Monster from your district to any other player. Only visible Monsters in your district can be given away.

If this Reward is drawn for the Year 1 Reward, discard it and draw a different Reward.



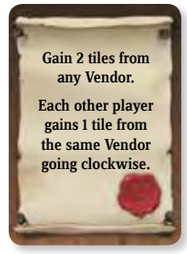
Score 5 Prestige per Monster in your district (not in your City deck).

If this Reward is drawn for the Year 1 Reward, discard it and draw a different Reward.



Gain 2 tiles from any single Vendor, including the Rainbow Vendor. In turn order, each other player gains 1 tile from the same Vendor.

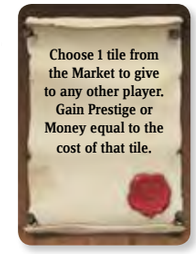
Fill the vacant spaces in the Market as soon as they are created.



Each other player must destroy a non-Monster tile in their deck of tiles. Destroyed tiles are removed from the game.



Choose 1 tile from the Market to give to any other player. Gain Prestige or Money equal to the cost of that tile.



At the end of the current Year, pick any 2 tiles from your deck and place on the table before the next round begins.

If you play any Monster tiles in this way, ignore the effects of those Monsters.

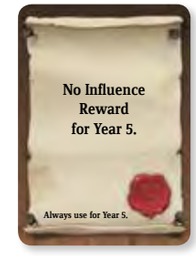


You may kill 1 Monster in any other player's city to gain either 10 Prestige or 10 Money.

If this Reward is drawn for the Year 1 Reward, discard it and draw a different Reward.



This card is always used for Year 5 - there is no Influence Reward awarded at the conclusion of the final round.



Spells in Detail

As soon as you place a Spell tile in your district you may use it. However, only Spells with the hammer-shaped Build phase icon (shown to the right) may be used during the Building phase. Any Spells still in your City deck once the timer runs out cannot be used this round. Each Spell may only be used once per round. However, if you have multiple Spells of the same type, you receive the benefit multiple times.

Purple: Raw Magic



Once per round, you may move a Monster tile to a new location in your district. You may disconnect your district when you use this Spell. You may move a Monster off a tile.



Every time you buy a tile with any purple on it (including a Rainbow tile), gain 3 Money on your Annual Progress tracker.



Once per round, you may move a tile with purple on it to a new location in your district. You may disconnect your district when you use this Spell. You may not move a purple tile that is covered by a Monster.



Once per round, you may kill a visible Monster in your district. Killed Monsters are removed from the game. You may disconnect your district when you use this Spell.



Before your Magic is transformed this round, you may transform 3 Magic into 3 Money, 3 Influence, and 3 Prestige. Then transform your remaining Magic as normal.



Before your Magic is transformed this round, you may transform 5 Magic into 5 Money, 5 Influence, and 5 Prestige. Then transform your remaining Magic as normal.

Green: Prestige



Once per round, you may move a tile with green on it to a new location in your district. You may disconnect your district when you use this Spell. You may not move a green tile that is covered by a Monster.



Once per round, you may move a tile with Goal on it to a new location in your district. You may disconnect your district when you use this Spell. You may not move a Goal tile that is covered by a Monster.



Gain 1 Prestige per two Goals anywhere in our district. This Prestige is in addition to any Prestige scored from the Shield Goal on this tile.



Yellow: Money



Once per round, you may move a tile with yellow on it to a new location in your district. You may disconnect your district when you use this Spell. You may not move a yellow tile that is covered by a Monster.



Gain a free tile costing up to 6. This triggers before you buy tiles. You are not allowed to use any discounts such as "All tiles 2 cheaper" when using this Spell.



While you are buying, you may discard 2 Market tiles for free. Discarded tiles go on the bottom of each Vendor's stack. The 2 tiles you discard can be from the same Vendor or different Vendors. You may choose to discard in between buys: you could use one free discard, buy a first tile, and then discard again.



For all of your buys, the cost is 2 cheaper. The minimum cost of any tile is 1.

An extra buy means you can buy up to 3 tiles on your turn.



Before your Magic is transformed this round, gain 1 Prestige for every 3 Money you have. You still keep all of your money.



Gain a tile costing up to 10 for free. This triggers before you buy tiles. You are not allowed to use any discounts (for example, "All Tiles 2 Cheaper") when using this Spell.

Red: Influence



Once per round, you may move a tile with red on it to a new location in your district. You may disconnect your district when you use this Spell. You may not move a red tile that is covered by a Monster.



When you gain an Influence Reward, you may choose any of the 4 Rewards including Rewards from previous or later Years.



Gain the Influence Reward for the current round even if you would not normally earn it from being in 1st, 2nd, or 3rd place. You only gain the Reward, not the points. If you gained the Influence Reward by being in 1st, 2nd, or 3rd place, you may gain the Reward again!



Before your Magic is transformed this round, gain 1 Prestige for every 3 Influence you have. You still keep all of your Influence.



Take the stack of unused Rewards (those not used during game setup) and choose one Reward to activate. This Reward activates before you buy tiles. You may choose to use it either before or after you receive any other Reward(s) this round.

Once a Reward is used in this way, it is discarded and may not be used again this game. If multiple players have this tile in their city, then the stack of unused Rewards is passed between players as each player takes their turn.

This tile is not recommended for new players.

Wild/Rainbow

A Rainbow tile counts for every color and all colors, so it can be used to complete multiple Goals at the same time.



The entry level Rainbow tiles are only available from the Rainbow Vendor.



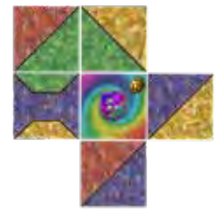
Gain a Rainbow tile costing 7 for free. This activates before you buy tiles.



Once per round, you may move any Rainbow tile (including this one) and place it on top of any tile in your district including on top of a Monster. You may disconnect your district when you use this Spell. You may not move the Rainbow tile if it is covered by a Monster.



A Group Goal of all four types at the same time. It's possible to score any one of the four colors with this Goal but **you may only use it to score for a single color each round**.



In this example, the player could choose to score Group Goal as Green to gain 4 Prestige, or as Purple to gain 3 Raw Magic. There are not enough adjacent red or yellow tiles to score the Group Goal as red or yellow.

Monsters in Detail

While Monsters have negative effects on your districts, you still get to count any colored districts that are part of their tile.

All Monsters have an icon that show you when their ability activates.

Four different Monsters are selected at the start of the game. Tier 1 Monsters are added to the game at the end of Years 1 and 2. Tier 2 Monsters are added to the game at the end of Years 3 and 4.

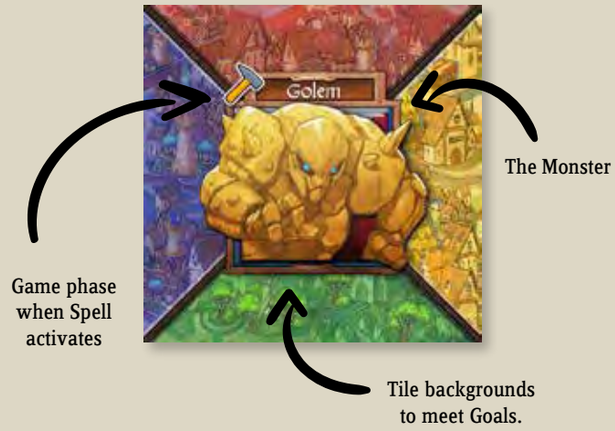
Monsters and District Disconnection

Watch out for disconnection. Some Monsters may remove or destroy tiles, which could lead to your district becoming disconnected. Keep in mind that all Goals only count tiles that are connected. When placing tiles, it's possible for you to replace these spaces and reconnect your district.

Some Monsters force you to remove or discard tiles from your district, and then place them at the bottom of your draw deck.

With quick play, you may get a second chance to place removed tiles back in your district.

Anatomy of a Monster tile



Level 1 Monsters



Dragon

Building phase:

As soon as the Dragon tile is placed in the district, it permanently destroys one city tile adjacent to it. Once the Dragon has destroyed the tile, your district may be disconnected.

The Dragon can be used to kill other Monsters.

In this example, the Dragon appears and must be placed in the district, though the player knows an adjacent tile will be destroyed.



The player must destroy the only tile adjacent to the Dragon. That tile is gone the rest of the game.



Dark Mage

Scoring phase:

When scoring your district, all Goals neighboring the Dark Mage are treated as if no longer present. They cannot be scored and they also no longer contribute to any neighboring Goals.

In this example, the Dark Mage effectively cancels the Influence and Raw Magic Goals above it.



In this example, the Dark Mage has no effect since there are no Goals neighboring it.



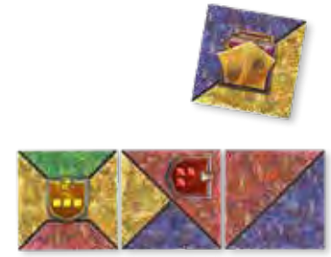
Gelatinous Cube

Building phase:

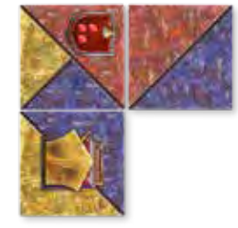
When you draw a Gelatinous Cube tile, remove one tile with a shield on it (if possible) from your district and put it on the bottom of your City deck. Then place the Gelatinous Cube in your district.

Once the Gelatinous Cube has removed the tile, your district may be disconnected.

In this example, the Gelatinous Cube tile appears and you must remove one shield tile from the district. Either of the two shield tiles may be chosen.



The player opts to remove the Money shield tile on the left side of the district and then places the Gelatinous Cube tile.



Level 1 Monsters (continued)



Building phase:

When you draw a Golem tile immediately determine the longest open straight line of the same color in your district and put the Golem at the end of that line. If you have several open lines, you may choose where to place the Golem. If you have no open lines, place the Golem anywhere in your district.

In this example, the Golem is drawn and the longest open line is the three long line of yellow.



The Golem is put at the end of the yellow line, effectively capping it.



Building phase:

As soon as you draw a Kraken tile, remove three tiles from your district and place them at the bottom of your City deck. Then place the Kraken in your district.

If your district has three tiles or fewer, then the entire district is put on the bottom of the City deck.

Once the Kraken has removed these tiles, your district may be disconnected.

In this example, the Kraken tile appears and you must remove three of the 5 tiles from the district.



The player opts to remove the three tiles on the left side of the district and then places the Kraken tile.



Building phase:

When you draw a Lich tile, place it in your district, and then draw one Skeleton tile from the middle of the table and immediately add it to your district. This Skeleton tile will stay in your deck for the rest of the game.

In this way, the Lich will progressively add more Skeletons to your deck over the course of the game.

In this example, the Lich tile is drawn and played in the district which means a Skeleton needs to be drawn too.



The player draws a Skeleton and adds it to the district as well.



Level 1 Monsters (continued)



Skeleton

Building phase:

You must place the Skeleton so that the jagged black sides are not connected to any other tile. You may not place any tile adjacent to one of the jagged black sides of the Skeleton.

If you notice later that you have mistakenly placed a tile next to a jagged black edge, discard the wrongly-placed tile.



Level 2 Monsters



Chimera

Scoring phase:

Before scoring your district, the Chimera destroys one city tile containing a Goal that is in the same row or column. Once the Chimera has destroyed the tile, your district may be disconnected.

If there are multiple such tiles, choose which is destroyed.

If there are no such tiles, no tile is destroyed.

In this example, the Chimera would destroy one of the two Goals in its same line. You could choose either Goal.



In this example, the Chimera would not destroy any tiles since there are no Goal tiles in its same lines.



Demon

Building phase:

When you draw a Demon tile, discard two tiles from your district with red on them, including Rainbow tiles. Then place the Demon tile in your district. Once the Demon has discarded these tiles, your district may be disconnected.

If there are no such tiles, then play the Demon normally. If there is only one red tile, then just discard that tile. You may discard Monster tiles with red on them.

In this example, the Demon appears and you must discard two tiles with red in them.



The player decides to remove the two tiles on the left and places the Demon in the district.



Level 2 Monsters (continued)



Scoring phase:

Before scoring your district, you must place all **visible** Monster tiles in your district (including the Genie) on top of other non-Monster tiles in your district. If a monster tile is uncovered by the Genie's action, move that monster also.

Skeleton tiles may be placed without restriction on top of other non-Monster tiles.

In this example, the Genie is drawn and placed in the district normally.



Later the player places some Monsters in positions that continue groups of yellow and red, and covers a Shield Goal with the Dark Mage saving the rest of the Shield Goals from the effects of the Dark Mage.



Building phase:

As soon as you draw a Giant tile, you must place the Giant on top of a bought tile (one with a cost value on it) of your choice. If there is no such tile, then play the giant tile normally.

In this example, the Giant appears and must be placed on top of one of the two tiles on the right that have costs on them.



The player opts to place the Giant on the Money tile and continues play.



Building phase:

As soon as you draw a Goblin tile, you must discard two tiles from your district with yellow on them of your choice. Then place the Goblin tile in your district. Once the Goblin has discarded these tiles, your district may be disconnected.

If there are no such tiles, play the Goblin normally. If there is only one yellow tile, then discard only that tile. You may discard Monster tiles with yellow on them.

In this example, the Goblin appears and you must discard two tiles with yellow in them.



The player decides to remove the two tiles on the right and places the Goblin in the district.



Level 2 Monsters (continued)



Invisible Stalker

Building phase:

When you draw an Invisible Stalker tile, place it in your district, and then place the next two tiles FACE DOWN without looking at their fronts.

Before scoring your district, turn over the face down tiles. You may orient the flipped tiles any way you wish. If a face down tile is a Monster, resolve its effect immediately.

In this example, the Invisible Stalker is drawn and placed in the district normally.



The next two tiles are placed face down.



At the end of the round, the face down tiles are flipped over.



The flipped tiles can be rotated in any way the player wants. The player rotates one of the tiles to make use of the yellow Group Goal.



Pixie

Building phase:

As soon as you draw a Pixie tile, place the Pixie on top of a Goal tile of your choice. If there is no such tile, then place the Pixie tile anywhere you wish.

In this example, the Pixie appears and you must place the Pixie on top of one of the three Goal tiles.



The player opts to cover the Prestige Goal.



Artifacts in Detail

When added to the game, Artifacts give each player a unique bonus ability.

Some Artifacts act as a partial rainbow or wild tile, matching to two specific colors rather than all colors.

This is shown with a swirl pattern in the colors it matches against.



The **Magic Boots Artifact** is both red and green on all sides. After you build this tile, you may move a tile with red or green on it to a new location in your district. Once you have used this ability, your district may be disconnected.



The **Armor Artifact** tile is both red and purple on all sides. It also contains a red Shield Goal.



The **Helmet Artifact** is both yellow and purple on all sides. It also contains a yellow Line Goal.



The **Amulet Artifact** is both green and purple on all sides. It also contains a green Line Goal.



The **Cloak Artifact** contains a purple Shield Goal.



The **Staff Artifact**: when choosing your Raw Magic Transformation cards, you may choose two cards instead of one. The number of cards you select is public knowledge. If you have an odd number of Raw Magic points, select one card to receive the leftover point.



The **Wand Artifact** gives a discount at the Market: all tiles cost 1 less Money to buy.

You also receive an extra buy at the Market.



The **Gem Artifact**: gain a tile costing up to 5 for free. This activates before you buy tiles. You may not use any discounts (for example, "All tiles 2 cheaper") when using this Spell.



The **Gauntlet Artifact** packs a mighty punch: after you build this tile, you may kill a Monster adjacent to this tile. That Monster is permanently removed from the game, and placed back in the box.



The **Golden Ring Artifact** is both red and yellow on all sides. When you receive an Influence Reward, you may choose any of the four Rewards including Rewards from previous or future Years.



The **Chalice Artifact** contains a green Group Goal.



The **Crown Artifact** makes all tiles with green on them cost 3 less Money to buy.

Solo Mode

All of the other wizards are away on travels when suddenly
a huge army of Monsters threatens to overrun Sorcerer City.
Can you keep the Monsters at bay long enough
until the other wizards return?

Setup

Follow the normal setup rules for 2 players with the following exceptions:

1. Only one player (you) needs four Annual Progress markers, a set of twelve starting City deck tiles, a set of three Raw Magic Transformation cards, and one Annual Progress track.
2. Randomly pick two Mystery Player cards from each Year, being sure to keep the cards face down. Put these ten cards below the five Influence Reward cards.
3. Remove the following Influence Rewards as they don't make sense for a single player:
   a. All players must destroy a non-Monster tile.
   b. Kill a Monster in another player's district.

Goal

The solo game can end in two ways:

1. If every Market tile (all thirteen tiles: every tile in the four Vendors and the Rainbow tiles) are covered by Monsters, then you lose immediately.
2. Or, if you have no valid place to place a Monster in the Market, you also lose immediately.

If you make it to the end of Year 5, you are ranked based on your final Prestige total.

- 0-50 points: Junior Wizard
- 51-100 points: Veteran Wizard
- 101-150 points: Head Wizard
- 151+ points: Legendary Wizard

Solo Mode Game Play:

Follow the normal game play rules with the following exceptions:

1. When determining if you have the most Influence each round, reveal both Mystery Player cards for that round and compare your Influence total to both of those Influence amounts. It's possible for you to be in 1st, 2nd, or 3rd place in Influence.
2. At the end of each buying round, distribute the remaining five Monsters for that round using the following method.
   a. Reveal each Monster and place the Monster on top of a tile in the Market that matches at least one color on the Monster tile. For example, a Monster with red/purple on it could be placed on top of a red tile, a purple tile, a red and purple tile, or a rainbow tile.
   b. Only one Monster may be placed on top of each Market tile. (It is suggested that Monsters are placed on top of Market tiles in an overlapping fashion so that part of the tile below it can still be seen.)
   c. If there is no valid place in the Market to place the Monster, then you lose immediately. If the Monster covers the last tile in the Market, then you lose immediately.
3. If you buy a Market tile with a placed Monster on it, gain the tile and the Monster, and include both in your deck.
4. If you discard a Market tile with a Monster placed on it, the tile is discarded to the bottom of its Vendor deck, and the Monster is destroyed (removed from the game entirely). Remember you can pay 1 Money to discard a Market tile once per round in the buying part of play.



As per Step 2 above, the player has selected the Dark Mage as the Year 2 Monster. They have dealt the first Mage to their deck, and the remaining five Mage tiles have been placed on top of Market tiles with matching colors.

Influence Reward Modifications

The effect of certain Influence Rewards are modified in a solo game:

1. **Give one Market tile to another player**: Choose one Market tile to discard and gain Prestige or Money on your Annual Progress tracker equal to the marked costs on the tile/s. Any Monsters on those tiles are also discarded.
2. **Give away a Monster:** Just discard a Monster from your district.

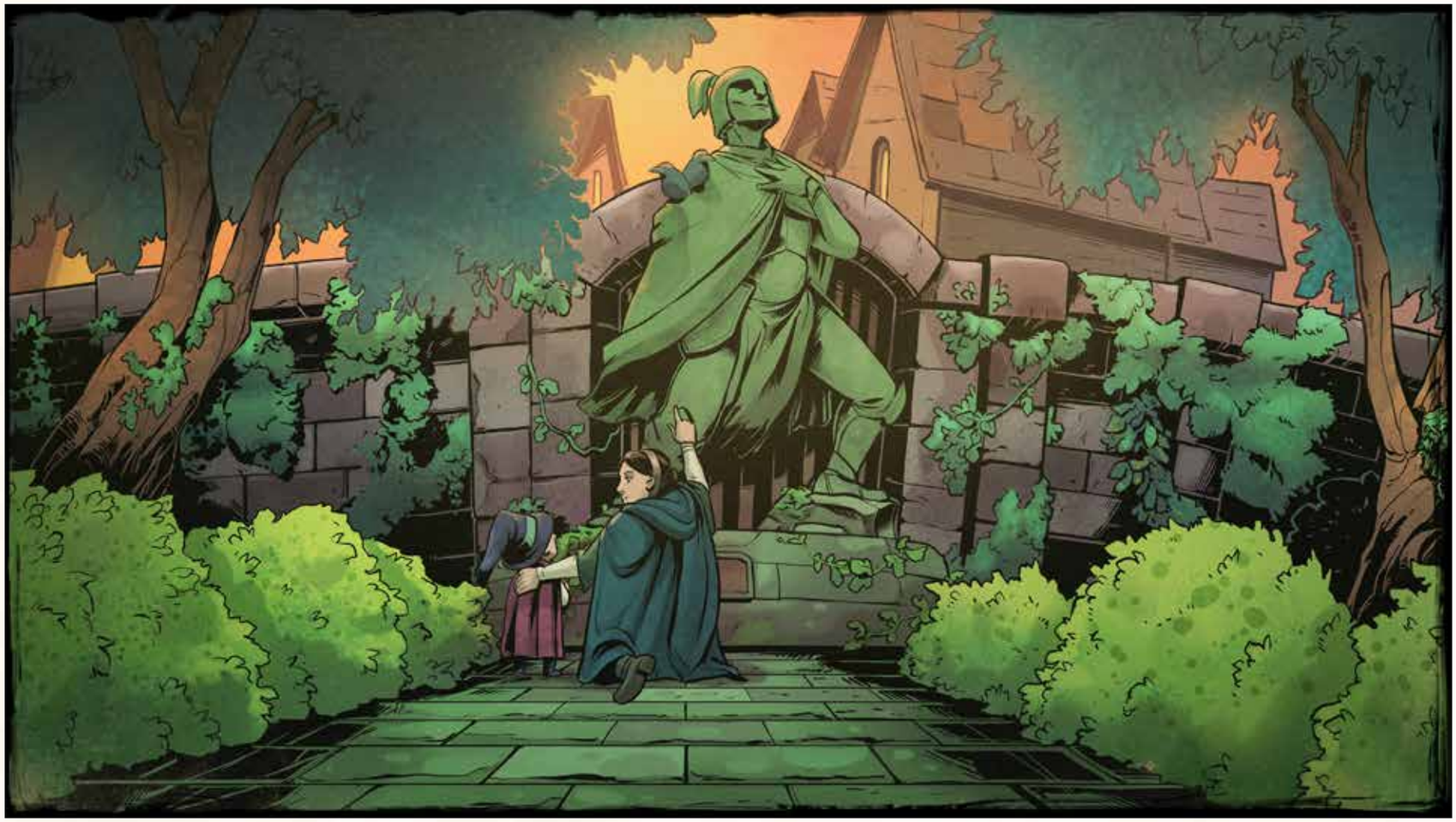
Expert Variant

If you have played the game many times and are familiar with all of the Monsters, try this challenging variant.

1. Take half the Skeletons and set them aside. Add the other half into Tier 1 Monster pile and shuffle well.
2. Shuffle all Tier II Monsters together well.
3. Draw six Tier I Monsters for Year 1 and six for Year 2. Whenever you draw a Skeleton, take a second Skeleton from the group set aside and place the pair together in the Market.
4. Draw six Tier II Monsters for Year 3 and six for Year 4.

One of the six Monsters each round will go directly into your district, while you will need to place the other five Monsters in the Market per the normal rules.

Good luck!



Round Overview

Each round follows the same mandatory steps:

Prepare 

1. Shuffle tiles; place them face down ready for the round.

Build 

2. Start the timer; everyone builds simultaneously.
3. Monsters marked with the Build phase icon activate immediately when they are built.
4. Market tiles and Artifacts marked with the Build phase icon may be used at any point until the timer runs out.
5. Once the timer runs out, all players must stop building.

Score 

6. Monsters marked with the Score phase icon activate now.
7. Score districts individually on Annual Progress tracks.
8. Spells marked with the Score phase icon activate now.
9. Raw Magic points are transformed into another form.

Award Influence Rewards & Buy Tiles

10. **Step 10 contains 3 substeps that are completed together, one player at a time beginning with the player with the greatest Influence and then going in descending order for each other player.**
    a. Influence Rewards are awarded to the players with the most Influence. Rewards marked with the Reward phase icon activate now. 
    b. Players may buy new tiles.
    c. Rewards and Spells marked with the Buy phase icon activate now. They may be used in any order you choose. 

Collect Prestige

11. Determine Prestige quantities; take Prestige tokens equal to that amount.

Cleanup

12. Shuffle the Monsters for the next round; give one to each player.
13. Dismantle districts. Reset all Annual Progress tracks to zero.
14. Pass the timer to the next player on the left.

Download on the App Store

GET IT ON Google Play

DRUID CITY Games

SKYBOUND Games

Copyright © 2019 Druid City Games®. © 2019 Skybound, LLC. All rights reserved. No portion of this document may be duplicated or copied without the express written permission of Druid City Games®. Google Play and the Google Play logo are trademarks of Google LLC.