

御石仙人傳 SORCERER & STONES



"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 are 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 for metal, wood, water, and fire and 4 for earth)
- ◆ 1 Spirit Stone Refill Marker
- ◆ 40 Spirit Stones
- ◆ 8 Player Markers (2 for red, blue, yellow, and green)
- ◆ 2 Rulebooks (Mandarin and English)



Game Elements

◆ Magic Cards



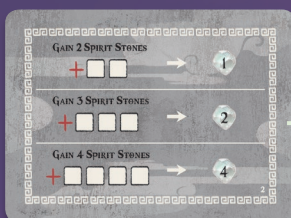
※ Used to cast magic, manipulate the Alchemy Zones, or move the Taoists.

◆ Artifact Cards



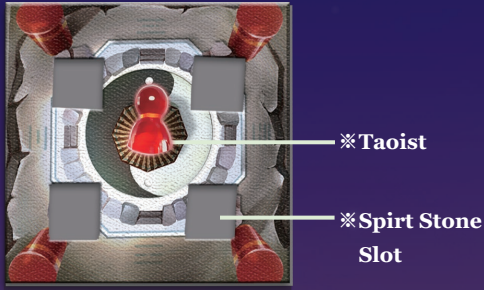
※ The elements needed to craft the artifact.

◆ Objective Cards

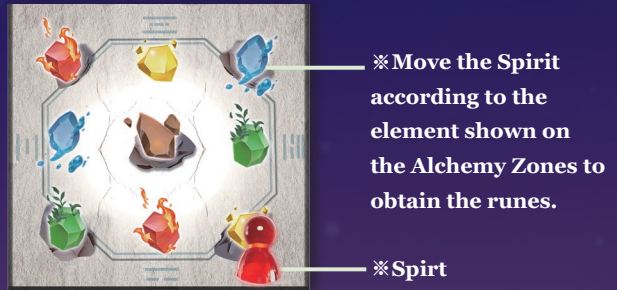


※ Extra rules and bonuses of the current game.

◆ Alchemy Zone



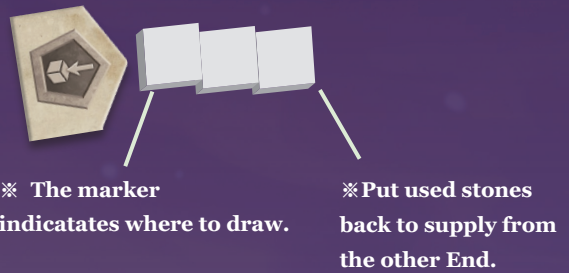
◆ Element Zone



◆ Reference Cards



◆ Spirit Stone Supply Refill Marker



 Symbols



Move the Taoist to...



Move Spirit one space.



Move the Alchemy Zone...



Gain Qi Refining Stones.



Rotate the Alchemy Zone...



Wood 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 from...

Goal of the Game

- ◆ In Sorcerer and Stone, players take on the role of a Taoist who attempts to achieve enlightenment through the means of collecting Spirit Stones and Qi Refining Stones, crafting artifacts, and utilizing magic cards to manipulate the Alchemy Zones.
- ◆ By manipulating the Alchemy Zone, players can then move their Spirit on the Elemental Zone and obtain the Elemental Runes.
- ◆ Once a player manages to collect all types of runes, or the supply of the Qi Refining Stones is depleted, the game will end and whoever has the highest amount of victory points will be the winner!

Game Setup

(Example of a 4 player game)

- 1 Place the 5 of the Alchemy Zone tiles (front side up) in the shape of a cross on the middle of the table. Place the 4 remaining Element Zone tiles (back side up) in the shape of a square on the side of the table, forming the Element Zone.
- 2 Shuffle all 14 Artifact Cards, place the deck face up, draw 3 cards and place face up beside the deck. The 4 face up cards form the Artifact Cards Supply.
- 3 Randomly take 4 Spirit Stones of different colors and place them on the slots of one of the Alchemy Zone tiles. Repeat this process for the other Alchemy Zone tiles as well.
- 4 Each player chooses a color, and takes the 2 matching player markers as well as the 11 Magic Cards. Choose a starting player randomly.
- 5 Starting with the player sitting to the right of the starting player. Going counterclockwise, each player takes one of their marker and place it in the center of the Alchemy Zone, as the **Taoist**.

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

- 6 Each player shuffles their own 11 Magic Cards face down and place them in front of them, forming the personal deck. Then, each player draws the top 4 cards from their personal deck and places them face up beside the deck.
- 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 Depending on the number of players, take out a number of Qi Refining Stones to form the Qi Refining Stone Supply.

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

- 9 Randomly remove 1 Elemental Rune of each type, and separate the remaining runes by their types into stacks of decreasing order of their point values from top to bottom. Place the metal, wood, water and the fire rune stacks on each of the corners of the Element Zone. Finally, place the earth rune stack in the center of the Element Zone.
- 10 Each player puts the their other unused player marker on the rune tile with the matching color, acting as the **Spirit**.
- 11 Randomly reveal 3 Objective Cards and place them next to the Artifact Card Supply. Discard the rest.
- 12 The game may now begin.

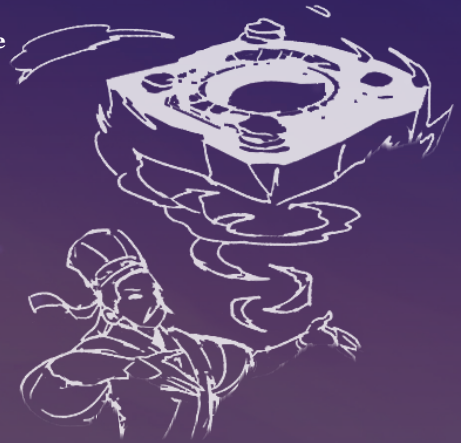


For your very first game, we recommend skipping steps 8 through 11, and play a modified game instead. See **Page.10 the variant: Novice Taoist**.



- ◆ The game will take several rounds. The starting player begins the game, and play proceeds clockwise.
- ◆ During a player's turn, she or he must take actions in the following order:

- 1 Play 1 or 2 cards
- 2 Activate the Alchemy Zone to obtain Spirit Stones
- 3 Move Spirit in the Element Zone
- 4 Gain the rewards on the Objective Cards
- 5 Refill the Spirit Stones in order
- 6 Craft an artifact and end the turn



Details for each step are as follows:

1 Play 1 or 2 cards

- ◆ The player must cast 1 or 2 of the 4 Magic Cards in front of him or her to manipulate the Alchemy Zones or move their Taoist. After a Magic Cards has been cast, place it next to the personal deck, forming their discard pile.
- ◆ Then draw cards from the top of the personal deck to refill their face up Magic Cards back to 4. About Magic cards, please see **Page 10. "Abilities of Magic Cards"**.

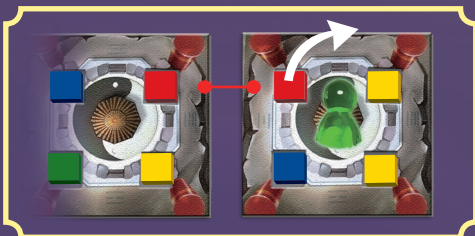
2 Activate the Alchemy Zone to obtain Spirit Stones

- ◆ Activate the Alchemy Zone where the player's Taoist is currently located. Take any Spirit Stones on the activated tile that **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 on the same tile form the same chain).

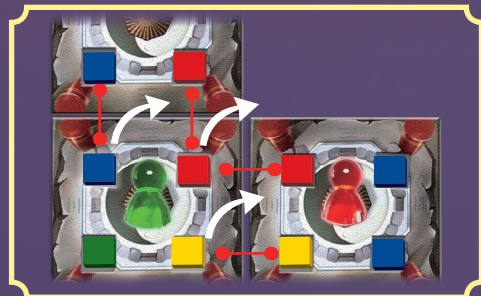
Note: Player may only take Spirit Stones from the Alchemy Zone where her or his Taoist is located.

Note: When player receives a spirit stone that matching with player's color, She or he receive an extra Qi Refining Stone.

Example a : 2 adjacent stones of the same color

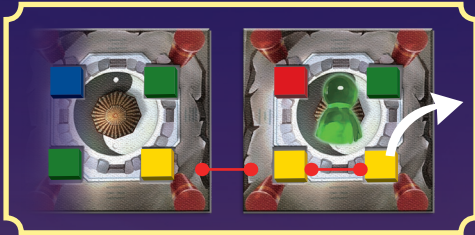


In Green player's turn, the Alchemy Zone in which Green Player is on has a Red Spirit Stone that is connected to another Red Spirit Stone on the adjacent Alchemy Zone. The Green Player gains 1 Red Spirit Stone and places it on their Personal Spirit Stone Reservoir. (player does not receive Yellow Spirit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

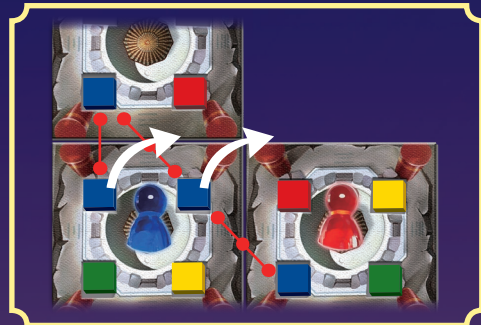


In Green Player's turn, the Alchemy Zone in which Green Player is on, the Red, Blue Yellow stones are all connected to adjacent Alchemy zones. Player receives 1 Red, 1 Blue and 1 Yellow Spirit Stone, places the stone on the Reservoir. (only receive the stones on player's Alchemy Zone, therefor only 1 Red Spirit Stone)

Example b : 3 of the same color in a line



In Green Player's turn, on the Alchemy Zone that she or he is on, the Yellow Spirit Stone forms a line of 3. The Green Player receives 1 Yellow Spirit Stone and places it on the reservoir. (Player may choose one of the two Yellow Spirit Stones on the Alchemy Zone that player is on)



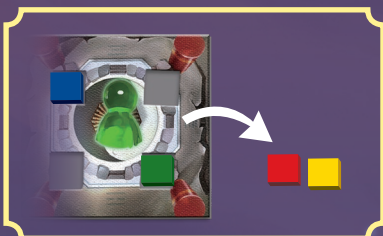
In Blue Player's turn, on the the Alchemy Zone that she or he is on, the Blue Spirit Stone forms a line of 3 (diagonally). The Blue player receives 2 Blue Spirit Stones, and places them in their reservoir.

3 Moving Spirit in the Element Zone

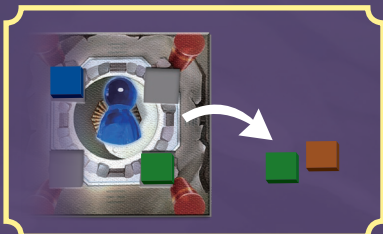
Skip this step if playing with any variants. ◆

- ◆ Player may choose to move their Spirit in the Element Zone. Each stone collected from the Alchemy Zone provides the ability to move the Spirit on to a symbol of the same color. The player can choose the order of colors to use for movement.
- Note:** Do not need to spend Spirit Stones for this action.
- ◆ The Spirit mat only move orthogonally, never diagonally, and may only move to empty spaces. After movement, the player may gain the Elemental Rune orthogonally adjacent to her or his Spirit. Player recieves Earth rune if their Sspirit is on one of the symbol in the middle of the Element Zone
- ◆ A Player may only claim 1 Elemental Rune of each type so a player may not take an Elemental Rune of a type that she or he already has, including the Starting Rune on the player's Reference card.

Example: Moving Sspirit after Recieving Spirit Stones



In Green Player's turn, she or he receives 1 Red Spirit Stone and 1 Yellow Spirit Stone.



In Blue Player's turn, she or he receives 1 Green Spirit Stone and 1 Brown Spirit Stone.



When Green Player moves their Spirit, they may move to Yellow and Red spaces. When Blue player moves their Spirit, they may move to the Green and Brown spaces, when the Spirit stops, player receives an Earth Runes because their Spirit occupies the space next to the stack.

④ Gain the rewards on the Objective card

Skip this step if playing with any variants.

- ◆ Gain or execute the rewards listed on the revealed Objective Cards of this game if the prerequisites are met. About Objective Cards, please see **Page 11. "Abilities of Objective Cards"**.

⑤ Refill the Spirit Stones in order

- ◆ Beginning with 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 referencing point, Refill the empty slots from left to right and going from top to bottom. 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

- ◆ A player may choose to craft one of the 4 revealed Artifact Cards if they have the necessary Spirit Stones. A player may craft 1 Artifact per turn.
- ◆ The player pays for the Artifact by placing the required Spirit Stones back onto the end of the Spirit Stone Supply, the order is determined by the player who spent them.
- ◆ Refill the Artifact Card Supply back to 4 revealed cards if necessary.
- ◆ Check your Personal Spirit Stone Reservoir, if it exceeds 5, return the extra stones back to the supply.



At the End of Green Player's turn, she or he chooses 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 Stones Supply and replenish the Artifact Card Supply to 4.

End of the Game

There are 3 ways to end the game:

- ❶ When a player obtains 5 Elemental Runes of different types, the game will end after the player sitting to the right of the start player gets to finish his or her turn (each player will take an equal number of turns).
- ❷ When the Artifact Card Supply is depleted, the game will end immediately.
- ❸ When the Qi Refining Stone Supply is depleted, the game will end immediately (any amount that can't be paid will be credited to that player.)



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

Scoring

Each player records his or her score on the paper according to the following:

- ❶ Points on the Elemental Runes.
- ❷ Points on the Artifact Cards.
- ❸ Each Qi Refining Stone is worth 1 point.
- 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 (including the Starting Rune) that player owns is worth 1 point.

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 highest amount of victory points is the winner!



At the end of the game, Green player scores the items in front of him or her:

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

Variant

If you are using this variant, please skip step 8 through 11 during Game Setup.

1 Novice Taoist:

The goal of the game changes to whoever crafts 4 Artifact Cards first will win the game!

2 Cooperative Game:

Cooperative game can be carried out by 1-4 players, The following rules are changed if the players desire to work together and play a cooperative game:

- ◆ When a Magic Card is cast, remove that card from the game. When all players lose all of their Magic Cards, the game ends. If a player loses all of her or his Magic Cards, she or he simply skips "Step 1: Play 1 or 2 Cards" during his or her turn, and the game will continue until the conditions is met.
- ◆ 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, and remove all of 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

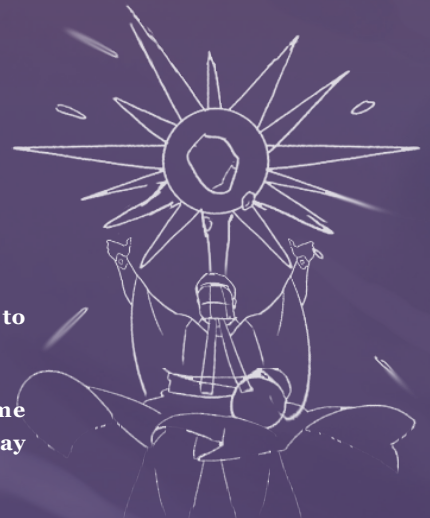
Choose any one of the Alchemy Zone and rotate it 90 degrees clockwise or counterclockwise.



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.



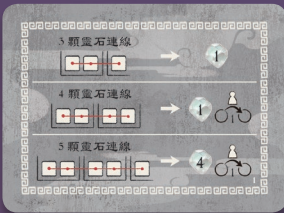
4 SHIFT

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 ().

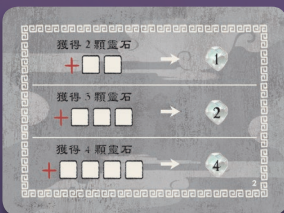


Abilities of Objective Cards



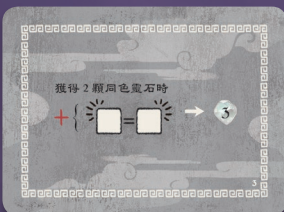
1 Spirit Stones in a line ...

- 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).



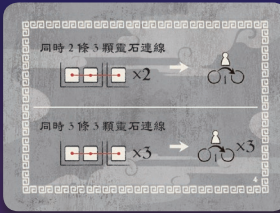
2 Gain Spirit Stones ...

- 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.



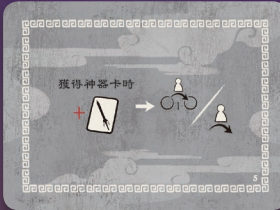
3 Gain Spirit Stones of the same color ...

- 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...

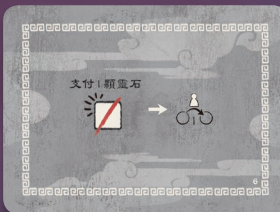
- When you have 2 lines of 3 Spirit Stones in a straight line: Move the Spirit 1 step (Spirit may move to Element Symbol with any color).
- When you have 3 lines of 3 Spirit Stones in a straight line: Move the Spirit 3 step (Spirit may move to Element Symbol with any color).



⑤ Craft an Artifact Card...

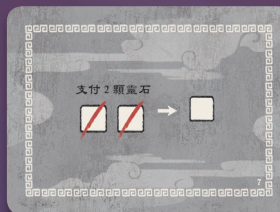
- When you craft an Artifact Card this game: Move the Spirit 1 additional step (Spirit may move to Element Symbol with any color).

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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