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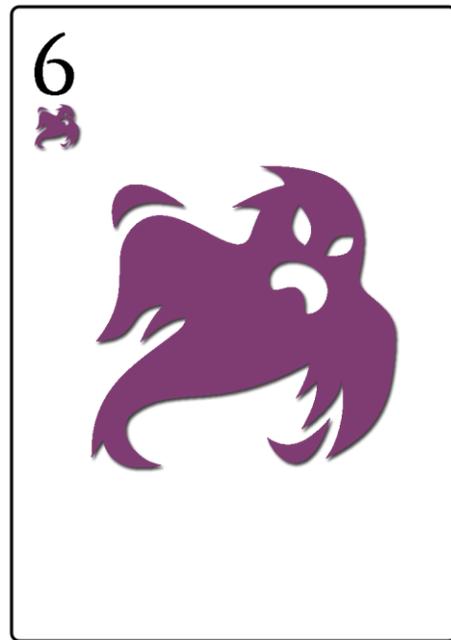
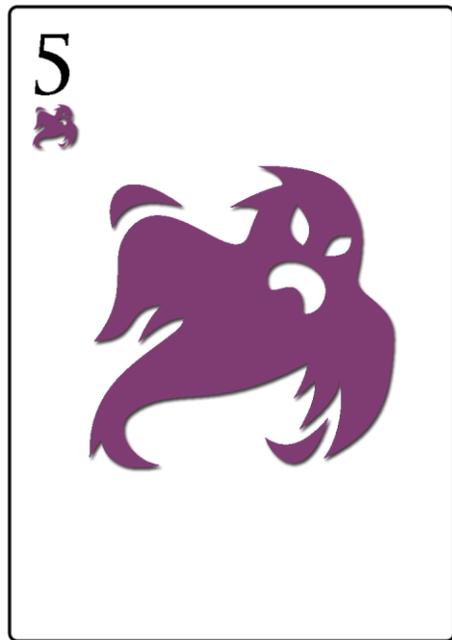
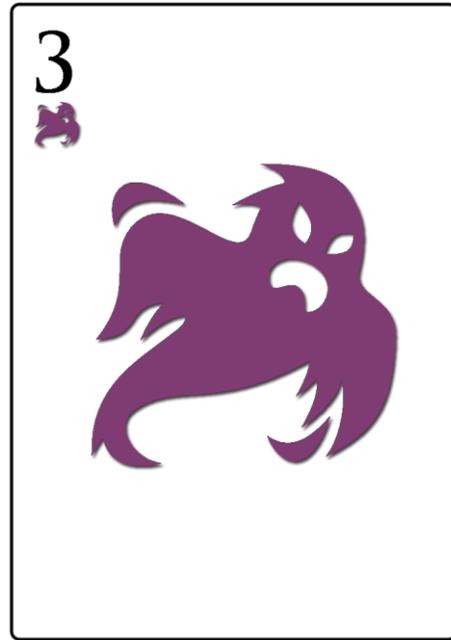


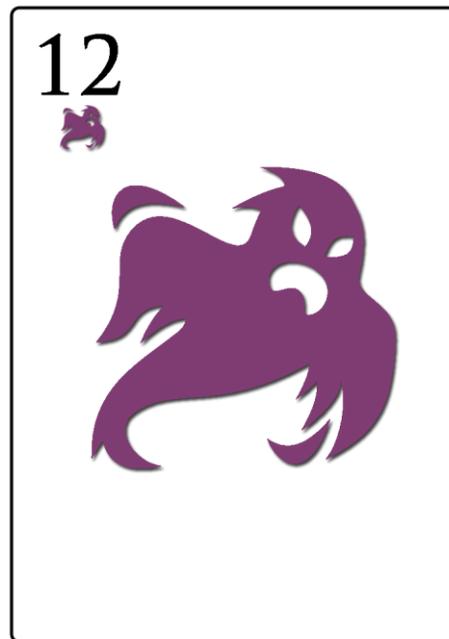
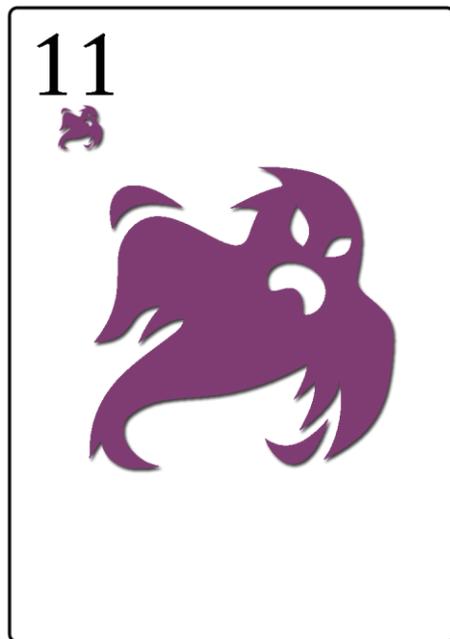
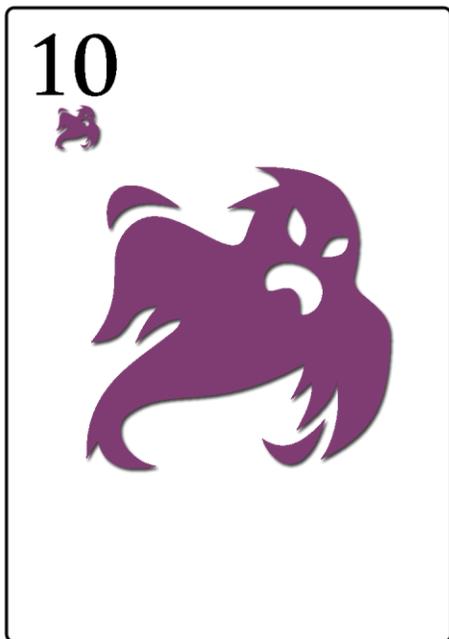
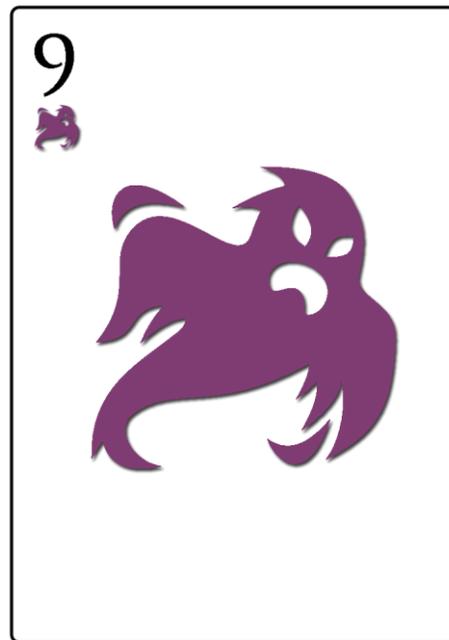
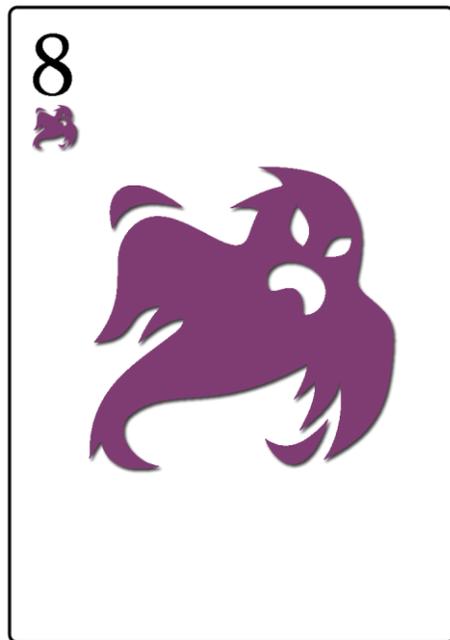
11



12











1

The Fool



Show.  
Name Strength. Choose  who must Discard **1** of named Strength from Hand if able.

2

The Empress



Show.  
At the end of the Round, Save **1** in your possession.

3

The Chariot



Show.  
Draw and Show **1**.

4

Jupiter



Show.  
Use one Spell in play without Paying .

5

Confusion



Show.  
Swap the Shown cards of any two .

6

Wheel of Fortune



Show.  
Discard all cards in your possession.  
Draw replacements.

7 Justice



Show.  
Choose a ☷ who must Pay **2** to The Void OR Discard **1** from Hand.

8 The Tower



Show.  
Add a Shown card in the Square to your Shown cards.

9 The Star



Show.  
Draw and View **4**, then put them back on top of the deck in any order.

10 The Moon



Show.  
Declare one Set that cannot be played during Release.

11 The Sun



Show.  
All ☷ must Show all cards in Hand. Then, all ☷ Draw **1**.

12 The World



Show.  
Copy the effect of any Shown Arcana.

## First Yield



You are out of Round.  
Save 1 from Hand.  
Discard other cards in  
possession. Flip Yield.

## Surge



Pay (2) divided any way  
you want on up to 2  
Spells. Flip Surge.

## Surged Void



Place on top of The Void.  
Pay (2) to remain in the  
Round.

## The Void



Pay (1) to remain in the  
Round.

## Yield



You are out of Round.  
Discard all cards in  
possession.

(1) **Cauldron**  
Draw 1 and place  
Shown in Square.

€29

### Summon

Draw **1**, then Show **1**.

€29

### Bog Sparks

Place **1** from Hand face down in Square. Show only in Release. Draw **1**.

€29

### Phoenix

Discard up to **2**. Draw replacements.

€19

### Arcane Gift

Draw **3** and Give **1** Shown to any three ☁.

€29

### Clairvoyance

Draw **2**. Discard **1**, place the other Shown in Square.

€19

### Abundance

Draw **2**. Add **1** of them and Give **1** of them to another ☁.

...

€19 Ghost Servant

Draw **1**. View and place face down in Square. Only Show during Release Phase.

€39 Meditate

Draw **3**. Add **1** to Hand. Discard the other **2**.

€29 Fireball

Discard 1 Shown card in the Square.

€29 Maelstrom

All  Discard **1**, then all Draw **1**.

€19 Donation

Give up to **2** from Hand to any 1 or 2 . Draw replacements to Hand.

€19 Gust

All  must Give **1** in Hand to the  to the left.

€29 Tidal Wave

Discard up to 2 Shown cards in Square. Replace them.

€29 Daemonus

Draw 2. Give 1 each to any 2 ☁, who must each discard a different card.

...

€39 Purge

Show all cards in Hand. Draw 2.

€29 Brawl

You and another ☁ must each Show 1 at the same time. Move lowest Strength card to Square. ...

€19 Mirage

Draw 1. Swap it with one Shown card in Square. Add swapped card to Hand.

€19 Vanish

Swap 1 from Hand with a Shown card in Square.

€29

### Phantasm

Show **2** and arrange cards stacked. Both cards share Suit of top card.

€19

### Slack Ally

☞ to your left Draws **3**, discards **1**, and passes others to you. Add **1**, discard the other.

€19

### Fissure

Redistribute up to €39 on The Void or any Spells onto any Spells.

...

€29

### Rattus

Draw **1** from deck or **1** at random from Discard pile. Discard **1**.

€29

### Embiggen

Show **2** and arrange cards stacked. Both cards share Strength of top card.

€29

### Polymorph

Draw **1**. Choose one Shown card to swap with drawn card. Add swapped card to Hand.

619

### The Troll

Show **1**. Other ☁ cannot use cards with matching Strength of shown card in Release.

620

### Swapsies

Steal **1** randomly from any Hand. Give that a different card from your hand.

639

### Stop Time

Finish the current Action Phase. Show all cards in Square. Proceed to Release Phase.

### Set Reference

**Straight Flush:** Ascending Strength sequence of five of the same Suit.

**4 of a Kind:** Four Spirits of the same Strength.

**Crossways:** Three Spirits in an ascending Strength sequence plus a 3 of a Kind using one of the cards in the sequence.

**Flush:** Any five Spirits of the same Suit.

**Straight:** An ascending Strength sequence of any five Spirits.

**3 of a Kind:** Three Spirits of the same Strength.

**2 Pair:** Two sets of two Spirits of the same Strength.

**Pair:** Two Spirits of the same Strength.

Sets ordered from best to worst.

629

### Vortex

All place **1** from Hand face down in pile. Add **1** to Hand and pass cards to the left. All add **1** and pass.  
...

629

### Twilight

Give a Shown card in Square to another ☁, who must replace card with another from Hand.

### **Initial Mana**

2 or 5 Wizards take 8 Mana, 3 Wizards take 9 Mana, 4 Wizards take 10 Mana

### **Round Setup**

Shuffle all Spirit cards.

Deal 1 Spirit face up and 2 face down to the Square.

Deal 2 Spirits face down to each Wizard.

Draw 2 new Advanced/Basic Spells and place face up in the middle of the table.

Flip the Yield card to the First Yield side and Surge to the Surge side.

### **Round Play**

Action Phase, Reveal 1 in Square

Action Phase, Reveal 1 in Square

Action Phase

Release: Reveal Sets simultaneously

Rewards: Winner takes Mana, Buys Runes (1 Mana per Wizard), Discard Basic/Advanced Spells, Pass Arch Wizard

Thank you for trying the Hocus Poker prototype!

Find the rules here:

<http://tinyurl.com/HocusPoker>

You'll need Mana and Rune tokens. Poker chips, pennies, and cubes work well!

Please send feedback to:

[Grant@hyperbolegames.com](mailto:Grant@hyperbolegames.com)

Find us on Twitter at:

<https://twitter.com/HerrohGrant>

<https://twitter.com/JoshuaBuergel>

Check out the Blog at:

<http://hyperbolegames.com/>

This is only a prototype.  
All art is placeholder.

We would love feedback on:

-Where were you confused?

-What was your favorite aspect? Least favorite?

-Favorite spells? Least favorite?

-Balance concerns.

-Things you'd like changed.

-Ideas to add to the game.

-Would you buy this game?

-Does the layout work? This is

less about aesthetics and more

about functionality.

Anything else you wish to tell us about your experience!

1

Transmutation



⚠ (Any 1)  
This Round is won by the worst Set. All ♀ must Release their best Set.

2

The Crucible



⚠ (One ♠)  
Draw 3. Add 2 and Discard 1.

3

The Ouroborus



⚠ (One ♣)  
Draw 5. Add 1 to Hand, then put other 4 at bottom of deck.

4

Aqua Regia



⚠ (One ♣)  
Gain 1 Rune and Draw 1.

5

The Burning Stone



⚠ (Any 2)  
Activate any 2 Spells in play immediately without paying their cost. Place ⚡ on each Spell.

6

The Homonculus



⚠ (Any 2 Suited Cards)  
Add any 2 from the Discard Pile to your Hand.

**7** Quicksilver




♠ (A Pair)  
Re-arrange all Mana on The Void and Spells as you choose. Draw and add **3**. Show **1**.

**8** The Alembic




♠ (One 8)  
Your Set counts as one level higher during Release.

**9** The Leaden Man




♠ (2 Sequential Cards)  
Draw **2**. Take one Bonus Action for free at end of Third Action Phase.

**10** Purification




♠ (One 10)  
Replace all Square cards while preserving their Shown status. Draw and add **2** to Hand.

**11** Philosopher's Stone




♠ (1 each of ♠ ♣ ♣)

Your Set is a Straight. You win all ties. You must use The Void for any remaining Actions.

**12** The Quintessence




♠ (One 12)  
You become Charged at the end of this Round.

1 The Crank



Build.  When a third  is Shown in the Square, Draw **1** and add to Hand.

2 The Whistle



Build.  When a third  is Shown in the Square, Draw **1** and add to Square face up.

3 The Blueprint



Build.  When a third  is Shown in the Square, Draw and Show **1**.

4 Breakdown



Build.  When a third  is Shown in the Square, Discard **1** Shown card from Square that is not .

5 The Replicator



Build.  Show a Pair from Hand. Draw **2**.

6 The Tinker



Build. Include this card with your Set during Release. Upgrade your Set by one Level.

7

Mass Production



**Build.** ↷

As your Action, you may activate one Spell in play by only paying its Base Cost.

8

The Spiked Wheel



**Build.** ↷

If you add a card to Square, you may swap one from your Hand with one Shown in Square.

9

The Invisible Door



**Build.** ↷

When you Show a third card, you may Discard **1** from Hand and Draw **1**.

10

The Gate



**Build.**

Win all ties. Ignore typical tie breaker rules.

11

The Combine



**Build.** ↷

When a card is Discarded, you may add it to the Square face up.

12

The Ornithopter



**Build.**

Before the first Action Phase, you may Swap one card in Hand with the Shown card in the Square.