

1



2



3



4



5



6



7



8



9



10



11



12



1



2



3



4



5



6



7



8



9



10



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.

629

Summon

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

629

Bog Sparks

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

629

Phoenix

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

619

Arcane Gift

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

...

629

Clairvoyance

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

619

Abundance

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

€1) Ghost Servant

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

€3) Meditate

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

€2) Fireball

Discard 1 Shown card in the Square.

€2) Maelstrom

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

€1) Donation

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

€1) Gust

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

629 Tidal Wave

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

629 Daemonus

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

...

639 Purge

Show all cards in Hand. Draw 2.

629 Brawl

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

619 Mirage

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

619 Vanish

Swap 1 from Hand with a Shown card in Square.

629

Phantasm

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

619

Slack Ally

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

619

Fissure

Redistribute up to 639 on The Void or any Spells onto any Spells.

...

629

Rattus

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

629

Embiggen

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

629

Polymorph

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

C19

The Troll

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

C20

Swapsies

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

C30

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.


C29

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.
...

C29

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

Find us on Twitter at:

<https://twitter.com/HerrohGrant>

<https://twitter.com/JoshuaBuergerl>

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.