

Potion-making. Guild of Alchemists.

Game rules

"Guild of Alchemists" is a new expansion for the game "Potion Making". The players – guild members, – are trying to create The Philosophers Stone by collecting formulas and completing The Magnum Opus. To play the "Guild of Alchemists" players need the starter set of "Potion Making. Practice". The game is played by using two decks.

The "Guild of Alchemists" uses the same rules as the starter game of "Potion Making" except for the following additions and restrictions.

Getting started. The decks of "Practice" and "Guild of Alchemists" don't need to be mixed together, they are placed as two separate decks on the playing field. Players will choose from which deck they draw cards.

Before the beginning of the game players are given 6 cards: 4 cards from the starter deck ("Practice") and 2 from the expansion deck ("Guild of Alchemists"). After this is done take four of the top cards from the "Practice" deck and two cards from the "Guild of Alchemists" deck and place them in the desk of elements, these will be your starting elements. Lastly, players draw one random Magnum Opus card each.

Winning conditions. The game lasts till all cards from both decks and players' hands are depleted or until one of the players finishes his Magnum Opus by creating The Philosophers Stone. **The player with the most points wins the game.**

Addition to the rules 1 Each player's turn now consists of 3 phases:

1. The player must draw a card from one of the decks. If the player has less than 6 cards at the beginning of his turn he must draw the necessary amount of cards needed to have 7 cards in his hand. He may draw from any deck as he sees fit. If the player has 8 or more cards at the beginning of his turn he skips this phase completely.
2. The player must either draw a card or play a card. It's up to the player if he wants to draw a card this phase or to play one. If the player has 8 or more cards in his hand he cannot draw a card and can only play one from his hand.
3. This phase the player cannot draw any cards and must play a card from his hand.

To make it simple the phases look like this: draw – draw – play or draw – play – play. Players cannot skip any phases except for the first one and only if they have 8 or more cards.

Addition to the rules 2 The Supreme Talisman of Magic can use both the Kybalion Talisman and the Smaragdium Talisman as its components. The supreme Elixir of Magic can use Aqua Regis as its component.

The Magnum Opus

Each player has three paths to choose from on his Magnum Opus card. Each path consist of 7 stages and ends with the creation of one of the three Philosophers Stones. To complete the Magnum Opus a player must place formulas in succession (from the top - down), the needed formulas are shown (in the paths) on the Magnum Opus card. Players can't skip any stages of The Magnum Opus. Players can place formulas created by themselves or other players and **(important!) straight from the hand**. When a player places a card in the Magnum Opus it is considered that he played an entire phase. For each new stage of the Magnum Opus players get points shown on the Magnum Opus card. If a player places a formula created by another player in his Magnum Opus, the player from who it was taken also receives points but half of what the player making the Magnum Opus gets. When a composed formula is placed in the Magnum Opus all it's components are returned to the desk of elements.

Players can try to complete more than one path of his Magnum Opus card at the same time just not the same one.

The stage cards are placed horizontally in front of the player face up. New stages are placed over the previous ones and a little lower so it's possible to see the formula underneath it (see image).



Formulas in the Magnum Opus are considered complete and may be used as components for other formulas or placed in other Magnum Opus. Any player can take formulas from the Magnum Opus of another player. **The only card that can't be removed from the Magnum Opus is the one that is currently considered the last stage of the Magnum Opus.** If the formula is

taken by another player to create a formula of his own or to add to his Magnum Opus, the player from who the card was taken will receive half the points the player who took it will receive.



The Philosophers Stone

The last stage of the Magnum Opus is the Philosophers Stone. There are three types of Philosophers Stones. If a player has completed all the stages of any path of the Magnum Opus and he has the necessary Philosophers Stone **in his hand, he can play it to his Magnum Opus.** The player receives 10 points and the game ends immediately. The Philosophers Stone is not considered a Formula card.



Elementary granum.

When this component is placed in the desk of elements it doesn't add points to the player. Elementary granum may be used as any ELEMENT when creating Formula. When completing a formula ONLY ONE element may be replaced by the Elementary granum. If a formula created by using an Elementary granum is taken by another player to complete a formula the player from who it was taken doesn't receive points (half the points for the completed formula of another player).

Elixir of Omnitude can be made by using any two ELEMENTS. The Elixir of Omnitude can be used as a component to replace any simple (two-component) elixir. If ANOTHER PLAYER uses your completed Elixir of Omnitude as a component in his Formula or adds it to his Magnum Opus you don't receive points. The Elixir of Omnitude cannot be used to replace a stage in the Magnum Opus.



The Pheonix - to complete the formula "Pheonix" a player must use "Alkahest" and either "Elixir Rubedo" or "Elixir Nigredo".

New spells - When playing any spell card the player first shows it to the others then does what the card says. After this the spell card is placed in the desk of elements.



Transmutation Spell - by using this spell, a player can skip one of the stages of his Magnum Opus and place the required formula for the next stage. The player receives points for this stage but not for the one he skipped. Playing this spell and placing a card are considered one phase. Players cannot play this spell twice in a row to skip two stages. Players may not use this spell to skip the final stage - The Philosophers Stone.



Trismegistus Spell - the player draws five cards from the deck. The cards can be from one or both decks. Players can draw one card at a time and check them before drawing a new card. The player then returns two cards from his hand to the deck. These cards can be both the ones he just got and ones he had before. Cards are returned to their respectful decks, which are then shuffled. When playing this spell, players can have more than 8 cards in their hand. After playing this spell players can play another card in the same turn.



Atanorum Spell - when playing this spell, players can take any formula card from the desk of elements and place it in front of him. This formula is considered complete but the player doesn't receive any points for its completion. At the same time a player must place a formula card from his hand to the desk of elements.

Playing with the "University course"

You can play "Potion Making" using both expansions at the same time: "University course" and "Guild of Alchemists". This way the game will be played using all three decks. At the start of the game players draw 4 cards from the "Practice" deck, 2 from "University" deck and 2 from the "Alchemists" deck. The same amount of cards is placed in the desk of elements before the game.

When playing with both expansions players can't draw cards in the draw card phases if he has 10 or more cards in his hand. If on the first draw phase the player has 8 or less cards, the player may keep drawing cards till he has 9 in his hand.

Also when playing with both expansions:

- **Lesser Talisman of University** can be used on formulas in a player's Magnum Opus
- When summing up the total number of formulas by using **Lesser Talisman of Income** formulas in a player's Magnum Opus also count towards that total
- The **Spell of Universal Knowledge** can be used to get the Philosophers Stone card
- The **"Forbidden Forest" Spell** cannot be used on creatures in a player's Magnum Opus.

Have a nice Game!

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Special thanks: I. Gambashidze, D. Gorunov, A. Gorunova, L. Machina, S. Medvedko, A. Mironov, D. Shahmatov, O. Shahmatova, I. Tulovskiy.