

# THE POTIONS PRACTICE

## THE GAME RULES

As you open the game box a lesson of potions begins. At the end a student of The Sorcery College who manages to make more magical elixirs and powders than the others or even proves his ability to summon magical creatures or create enchanted talismans will be rewarded with the highest mark.

A player earns victory points for every element he «collects» and for every alchemical formula he «completes» successfully. More complex formulas bring more points. When the game ends a player who earned maximum points wins.



The game of «Potions» is played with «enchanted» cards. Their total number is 76. Each card is splitted into two parts: an «element» and a «formula». **Therefore you may play it as an element or as a formula but not both.**

**Elements.** Element is shown in a frame at the bottom part of a card. Each element has a name and description. There are 16 elements in the game. When element is being played it should be placed to the center of the playing table, which is called «The Desk of Elements» — this represents elements «collected» by players. Any player may use elements from the Desk to compose a formula and this is the ONLY source of elements for playing formulas. You can't use cards in your hand for this purpose.

**Formulas.** A formula is what you see at the upper part of a card. At the very top there are a formula title and a number of points earned by a player who manages to compose it. Components, which are necessary to compose this formula, are shown below, and an icon to the right of them represents a «result». Depending on the formula there may be different results: a simple elixir (composed of two elements); a complex elixir (composed of three elements); a Great Elixir (composed of two simple elixirs); a powder (composed of one simple elixir and one element); a Talisman (composed of a simple elixir and a complex elixir); a creature (composed of a simple elixir and a powder or complex elixir); The Supreme Talisman (composed of any two of Talismans); The Supreme Elixir (composed of any two of Great Elixirs). A player may compose a formula only on his turn if he can spot all its components on the playing table.



### How to play

When the game starts each player should choose a colored mark from the game box. He will use it to check his points on the scoretable (a ruled cardboard sheet with numbers and arrows). During the game players move their marks between scoretable fields from «1» to «30» according to the number of points they earn. A player who earns more than 30 points turns his mark to indicate that and keeps moving it, now from «31» to «60».

To start playing assemble all cards into a single deck and shuffle it thoroughly, then put it face down. After that each player should draw four cards and four cards should be also put to the «Desk of Elements» their face up. The latter ones may be used to compose formulas from the very first turn of the game.

The player who moves first is determined by random — you may use any conventional way such as rolling a die or casting lots. Other players get their turns in clockwise order.

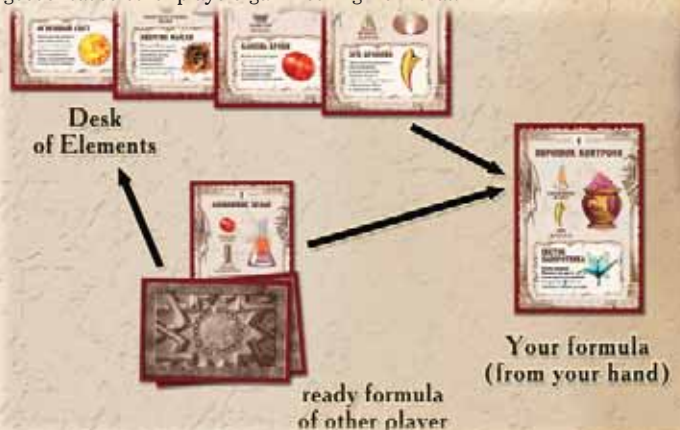
Each player must take two obligatory moves during his turn: **draw one card from the top of the deck and play one card from his (her) hand.** There may be other moves, which will be described later. Any card in a player's hand (in except for spell cards) may be played as an element or as a formula but **no cards may be played during another players' turns.**

When you play an element, place its card to the Desk of Elements. If another card of that element is already here, put yours over it, now

there is a pile of identical elements in the Desk. If an element you just played was missing in the Desk, put it apart from other elements here and gain 1 point.

When you play a formula, place its card on the table in front of you and put all cards that you use as components face down over its bottom so that other players could see all formulas you composed. To compose a formula you may use cards from the Desk of Elements (but only as elements, not as formulas) as well as formulas already composed by other players or by yourself (quite the reverse, these are used only as formulas — elixirs, potions, powders and talismans). When a previously composed formula is used to make a more complex one, return all cards that were its components to the Desk of Elements, but no player gain points for them.

A player who composes a formula earns a number of victory points indicated in a small frame on the top of that formula card. If another player's composed formula(s) is used as a component, that player also gains half the number of points earned by a player who uses his formula(s). Several formulas at once may be taken from the same player to use them as components but that player would still gain only half the number of points. To compose formulas of your own components only is much more advantageous 'cause other players gain nothing from that.



As we mentioned above usually the turn passes after player has drawn one card and played one card. However, if he plays a spell, it allows him to play more cards this turn

### Spell cards

There are three types of spell cards: «Eureka!» Spell, Decomposition Spell and Transformation Spell. These cards do not bear any formula and may be played only as elements or as spells. When played as a spell such card is placed to the Desk of Elements without giving a player any points but it allows him to perform actions described in its text. If the Desk already contains an element represented by a spell card this card should be placed to the bottom of this element pile.

**«Eureka!» Spell.** Using a «Eureka!» spell a player can choose and take to his hand a card with a formula on it (i.e. not another spell card) from the Desk of Elements. The chosen card must be on top of the pile of its element. After playing this spell and taking chosen card player must play another card, which may be a formula (even the one just taken), an element or another spell.

**Decomposition Spell.** With this spell a player can destroy one of the formulas he composed earlier in the game. You cannot destroy other players' formulas. When you destroy a formula with Decomposition you may choose one of the formula cards it consists of (it may be the card, which represents the decomposed formula or any of its components but cannot be a card with a spell on it). Put chosen card in front of you together with your composed formulas and treat it now as a composed formula too (note that you don't gain any points for this formula). Return all other cards from the decomposed formula to the Desk of Elements. Thus, this spell allows you



to drop components you need for a new formula, to the Desk of Elements without losing a composed formula they already constitute. Or you may use it to gain a new formula, which you need to compose a more complex one. After playing this spell you must play another card (if you have any). Note that unlike the «Eureka!» spell this one decreases the number of cards in your hand, therefore at the beginning of your next turn you should draw one more card from the deck (if there are any here).

**Transformation spell.** This spell transforms one of its player's composed formulas into a formula, which he chooses from cards in the Desk of Elements. A player may choose only a card that is on top of its element pile. The chosen card should be placed together with that player's other composed formulas and treated as a composed formula too (but it doesn't give any points). Return all cards constituting the previous formula that was transformed to the Desk of Elements. After playing this spell a player must play another card. This would also decrease the number of cards in your hand and at the beginning of your next turn you should draw one more card.

It may occur that player plays more than one spell on the same turn. In this case at the beginning of his next turn he draws cards until he has five in hand (or until the deck ends).

**The Supreme Elixir and The Supreme Talisman of Magic.** There are unique copies of these cards in the deck. To compose these powerful artifacts you do not need fixed components. The Supreme Elixir may be composed of any two of the Great Elixirs and the Supreme Talisman of Magic — of any two Talismans.

Another special feature of these cards is bearing three elements at once. A player who plays them as elements gains from 0 to 3 points according to the number of elements, which are missing at the Desk of Elements but are presented on the card he plays. These cards should be placed at the Desk separately from other elements but all elements they bear are considered as being presented at the Desk. A player who wishes to use one of these cards while they are at the Desk of Elements should claim which one of the three elements depicted on the card he uses (not two or three).

If two or more cards representing the same element are to be returned to the Desk simultaneously (this may happen when someone plays a spell or composes a complex formula from more simple ones), a player who plays current turn may arrange their order in a pile of this element but spell cards should nevertheless be put to its bottom.

When the deck ends the game should still continue until no player have cards in his(her) hand. Then it's over. Each player checks points he or she earned and the one who has more points than the others claims victory. If there is more than one player with the same maximum number of points, they are all considered as winners.

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## A GAME EXAMPLE



This example intends to illustrate game principles we described above. It represents only one player's moves (let's name him Carlos) but implies other players too.

**1st turn.** Carlos holds «Polyglossum» potion, «Fire Salamander», Transformation Spell and «The Great Elixir of Revival» in his hand. The Desk of Elements contains «Bat's Wing», «Energy of Mind», «Fern Flower» and «Crystal of Air». Now Carlos draws a card; it happens to be «Elixir of Invisibility». He plays this card as a formula — places it in front of himself, then takes «Energy of Mind» and «Crystal of Air» from the



Desk and puts these cards over the formula card face down. For composing the «Elixir of Invisibility» he earns 2 points, which he indicates by moving his mark on the scoretable. After this is done his turn ends.

**2nd turn.** Carlos's hand holds the same cards that were here on the previous turn. But now the Desk of Elements contains «Mandrake Root», «Bloodstone», «Dragon's Tooth» and «Mushrooms». He draws «Telepathic potion» from the deck. Now he must play one card. Carlos cannot spot on the playing table any components necessary for playing formulas he has in hand therefore he plays «Fire Salamander» as an element. This card represents «Phoenix Feather» which is missing at the Desk of Elements. When Carlos places it to the Desk he earns 1 point. Then his second turn ends.



**3rd turn.** Now Carlos has «Polyglossum» Potion, «Telepathic potion», «Transformation spell» and «The Great Elixir of Revival». The Desk of Elements contains «Mandrake Root», «Bloodstone», «Dragon's Tooth», «Phoenix Feather» and «Spring Water». He draws «Powder of Destiny» which gives him an opportunity to play an intricate combination. The card in the Desk of Elements that represents «Bloodstone» also bears a formula of «Tincture of Soothsaying» which is necessary to compose the «Powder of Destiny». Carlos needs some way to get it into possession. He does it using Transformation Spell on the «Elixir of Invisibility» that he has composed on his 1st turn. He announces a spell and puts its card to the Desk of Elements as a «Mandrake Root». «Mandrake Root» is also present at the Desk therefore the spell card is put to the bottom of a card pile representing this Element (as should any Spell card). Then Carlos exchanges «Elixir of Invisibility», which lies on the table in front of him as a composed formula, with the «Tincture of Soothsaying». He returns all cards that constituted the «Elixir of Invisibility» and «Elixir of Invisibility» card itself to the Desk of Elements. He doesn't gain any points for all this manipulations. But he just has played a spell and may play another card this turn. Now Carlos composes a «Powder of Destiny» using a «Phoenix Feather» from the Desk of Elements and a «Tincture of Soothsaying», which he obtained as a result of previous Transformation spell, and it earns him 4 victory points.