

A GAME EXAMPLE

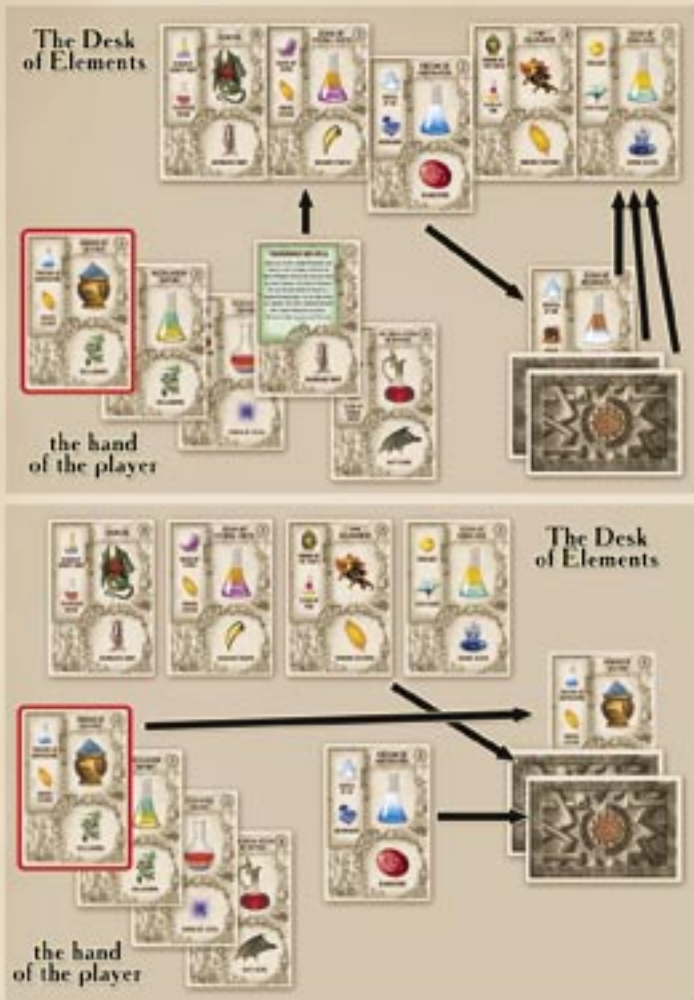
This example intends to illustrate game principles we described in the game rules. It represents only one player's moves (let's name him Dan) but implies other players too.

1st turn. Dan 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 Dan 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 counter on the scoretable. After this is done his turn ends.



2nd turn. Dan'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. Dan 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 Dan places it to the Desk he earns 1 point. Then his second turn ends.





3rd turn. Now Dan has “Polyglossum” Potion, “Telepathic potion”, “Transformation spell” and “The Great Elixir of Revival”. The Desk of Elements contains “Mandrake Root”, “Dragon’s Tooth”, “Bloodstone”, “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”. Dan needs some way to get it into possession. He does it using Transformation Spell on the “Elixir of Invis-

ibility” 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 Dan 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 Dan 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.