

Potion-making. University course

Game rules

“University course” lets you really change the flow of “Potion-making”, make it more diverse and challenging while at the same time making it more interesting.

To play “University course” you will also need to use the core set - “Potion-making. Practice”.

The game is played by using two decks.

When playing “University course” the rules are the same as the starter game of “Potion Making” excepting the following additions and restrictions.

Game start. Shuffle and place both the “Practice” and “University” decks separately. During the game you can draw from both of these decks.

Before starting the game each player receives 6 cards: 4 from the core deck (Practice) and 2 cards from the add-on deck (University course). The top four cards from the “Practice” deck and the top two cards from the “University” deck are placed into the desk of elements; these will be your starting elements.

Winning conditions. The game is played until both the decks and the players’ hands are depleted. The one to gain the most points before it happens 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 of the phases except for the first one (if the player has 8 or more cards at the beginning of his turn or if there are no more cards in the decks).

Addition to the rules 2 When playing with the “University course” players place used spells on the top of elements (just like regular elements) in the desk of elements unlike “Practice”, where you had to place spells at the bottom of the pile.

Addition to the rules 3 When making the Supreme Talisman of Magic players may use the Talisman of Sorcery as a component. You may not use lesser talismans as components.

New Element – 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).



New Elixir – 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 an ingredient you don’t receive any points.



New Powder – Life powder – This powder can replace any other powder as an ingredient for creature formulas.



Talisman of Sorcery – can be made from ANY three lesser talismans but only from LESSER talismans.

Lesser Talismans. Lesser Talismans give their players certain bonuses. You may use their abilities starting from your next turn.



Lesser Talisman of Usefulness – You receive 1 point from any card you play as an element, even if the desk already holds that element. You even receive 1 point when playing an Elementary granum.

Lesser Talisman of University – You will receive half the points for EACH of your formulas used as an ingredient by another player. This way when a player takes two of your formulas at the same time, you gain as much points as the player who took them (if he takes three formulas, for example your lesser talismans, you will receive one and a half times the points). This rule even applies when one of the ingredients is this very talisman. You will also gain points for Elixirs of Omnitude and formulas completed by using an Elementary granum.



Lesser Talisman of Growth – If at the beginning of your turn any player has more points than you, you gain 1 point. This rule only applies to points at the beginning of the turn, before any cards are played. If a player has no cards in his hand (this may happen at the end of the game) he skips his turn and the talisman won’t have any effect.



Lesser Talisman of Income – If at the end of your turn another player has MORE completed formulas than you, you gain 1 point. The effect of this talisman only applies to the end of the turn, after a player has played his third phase. If by that time you lose your talisman, you won't receive any points. If a player has no cards in his hand (this may happen at the end of the game) he skips his turn and the talisman won't have any effect.

New Artifact – Scruple of Conscience

– You may play this card on your second or third phase. This is considered as playing a card. Give this card to any player who currently has more points than you. The player who receives the Grain of Conscience adds it to his hand and loses 5 points. So a player who has the most points at the moment cannot play this card. If the Scruple of Conscience is the last card in your hand, you may only play it as an element.



New spells – when playing a spell, first show it to the other players, and then work out its effect. The spell card is then placed into the desk of elements.



Spell of Universal Knowledge – Draw any card from the desk of elements. You may only take the top card from an element stack. You may not draw "Spell of Universal Knowledge" and "Spell of Magical Insight".



Spell of Magical Insight – Take any spell card from the desk of elements. You may play another card this turn. You may only take the top card from an element stack. You may not draw "Spell of Magical Insight".



Subversion Spell – Destroy a formula (your own or someone else's): a creature, Supreme Elixir, Talisman of Sorcery or the Supreme Talisman of Magic. You may take any ingredient card from the destroyed formula (but not the formula itself) and add it to your hand. Return the remaining cards to the desk of elements.



Transfiguration Spell – You must immediately (during this phase) complete a formula from your hand - one of the ingredients of this formula can be replaced by any formula card from the desk of elements. You gain points for completing this formula.



Diversity Spell – Draw 3 cards from any deck. You may draw cards from different decks, but no more than 3 cards. You may have more than 8 cards.



"Forbidden Forest" Spell – Can be played if two or more creatures have been created. Destroy any two creatures. All cards are returned to the desk of elements. Receive 10 points; players, whose creatures were destroyed, gain 2 points for each of their destroyed creatures (even the player who played this spell).

Haste Spell – Play two cards in a row. This is considered as one turn phase.



Necessity Spell – Name any element. The player to the left of you must add that element to the desk of elements. If he doesn't have the required element, then the next player must place the element (clockwise). This goes on until the element is placed in the desk or until it is revealed that no one has the element in his hand. This rule applies to cards that have three elements on them ("Supreme Talisman of Magic" and the "Supreme Elixir"). You may play another card this turn phase.



Spell of Creation – Play any formula from your hand or desk of elements. This formula is considered completed. You don't receive any points.

Magic Vortex – ALL ingredient cards of ALL completed formulas are placed to the desk of elements. Formula cards remain on the table and are still considered completed. Players take turns in placing their element cards to the desk clockwise, starting with the player who played this spell.



We think the game is too long. How can we speed things up? If you don't have a lot of time to play the game you can put a restriction on points. The first person to gain the required amount of points wins the game. You can restrict it up to 40, 60 or 80 points.

Team Play

If you have an even number of players (4 or more) you can play with teams of two. Team members need to be seated next to each other, first of all so as to have one go straight after the other by helping each other out with elements and formulas, and secondly, so they can discuss their Sneaky Plan that will lead them to Victory. When playing in a team a player may pass one of his cards from his hand to another player. This can be done on the second or third phase and is considered as playing a card. You can't give cards to someone who already has 8 or more cards. The winning team is the one who has the player with the most points at the end of the game.

Have a nice game!

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