

PHILOSOPHER'S STONE

AN ALCHEMIST'S JOURNEY

Philosopher's Stone: An Alchemist's Journey

1.0 Introduction

Before the emergence of modern science, great thinkers of the past believed that the elements of the natural world could be transformed through the process of alchemy from base metals to the noble metals such as silver and gold. The key to accomplishing these transformations was the discovery of the fabled philosopher's stone. In *Philosopher's Stone: An Alchemist's Journey*, your goal is to become the first alchemist to transmute lead into gold by unlocking the secrets of the philosopher's stone.

2.0 Game components

2.1. Element Cards

Element cards represent the specific elements used to concoct the formulas which transmute Lead into Gold. These elements can be used in other formulas as well. One or more Element cards are combined with a Process to concoct a specific formula. There are three types of Elements. Pure Elements, Mundane Elements and the Philosopher's Stone. All element cards are shuffled randomly to form the Elements Pile.

Mundane Elements – There are 4 types of Mundane Elements, each represented by a unique symbol:

Arsenic 

Magnesium 

Sulfur 

Zinc 

Specific Mundane Elements are required when transmuting metal. When concocting formulas from the Formula List, they are interchangeable.

Pure Elements – There are 4 Pure Elements that are required to concoct the formulas to transmute Lead into Gold. They can also be used in other formulas and each element produces a specific type of effect.

Fire  which causes other alchemists to lose cards

Air  and **Water**  which generally help you gain cards and

Earth  which cancels the effect of being targeted and provides a beneficial result instead.

Philosopher's Stone – The Philosopher's Stone  is the rarest element and is required to make the final metal transformation to gold. It can also be used as a substitute for any Mundane Element when concocting a formula.

2.2. Process Cards

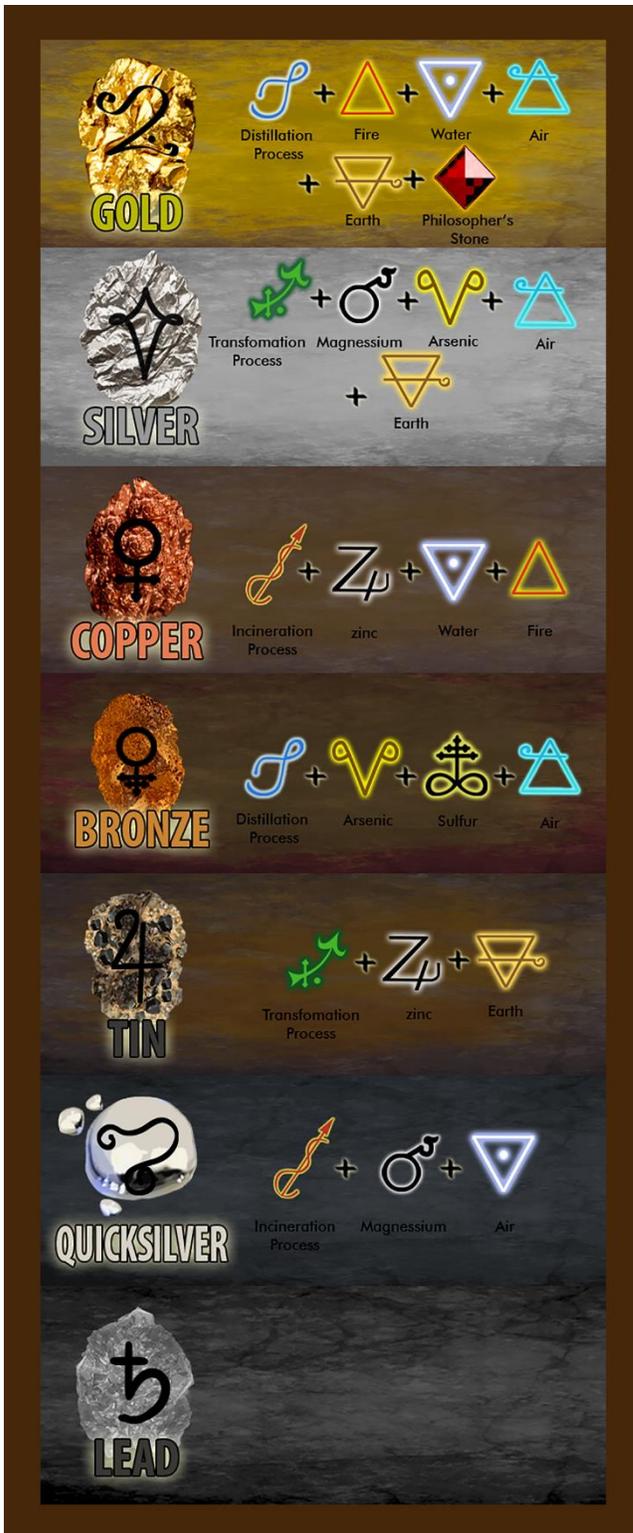
There are 3 types of processes represented by the Process cards. Each type of process is represented by a unique symbol and has a specific type of effect:

Distillation  Formulas using the Distillation process allow you to draw a specific card from a group of cards

Incineration  Formulas using the Incineration process allow you to force an opposing Alchemist to lose cards

Transformation  Formulas using the Transformation process generally transform the available cards or player's hands; such as replacing the face up cards, passing cards to other Alchemists, redrawing a hand, etc.

2.3. The Transmutation Tracker



The Transmutation Tracker is used to track each Alchemist's progress in transmuting Lead to Gold. It outlines the 6 stages of transmutation required to change Lead into Gold. Each metal also defines the Transformational Formula needed to transmute from the previous substance. For example, you will need to use the Incineration process  with the elements Magnesium  and Water  to transmute Lead into Quicksilver.

2.4. The Player's Aid

Each player receives a copy of the Player's Aid. This helpful aid shows the transformation sequence, the turn sequence and the formulation list, which outlines all possible card combinations that can be used during the Formulation Phase

Transmutation sequence:

Transmutation Die results:

- Draw a card
- Each opponent discards a card
- Replace the face up cards

Turn Sequence:

- 1) Draw Phase – draw 2 cards
- 2) Formulation Phase – you may play combinations of cards listed in the Formulation List to create the associated effect(s).
- 3) Transmutation Phase – you may place any number of cards in your laboratory needed to transmute to the next higher metal. If you complete the set, you may transmute your metal; empty the cards in your laboratory, move your marker to the next level on the Transmutation Tracker and roll the Transmutation die.
- 4) Discard Phase – If your laboratory is empty, you may place any number of cards in your laboratory needed to transmute to the next higher metal. You may not move up the Transmutation Tracker more than once each turn. If you have more than 7 cards in your hand, discard down to 7 cards.

Formulation List:

Element	Distillation	Incineration	Transformation
Mundane	Choose 1 card from the process deck.	Target player discards 2 cards	Each player takes random card from player on right.
Water	Choose 1 card from the elements deck.	Steal 1 card at random from target player's hand.	Replace face up cards. Draw 2 cards.
Earth	If targeted, cancel effect. Choose 1 card from the process discard.	If targeted, cancel effect. That player discards 1 card.	If targeted, cancel effect. Discard and replace any of cards from your hand.
Air	Choose 1 card from the elements discard.	Steal 1 card at random from target player's lab.	All players discard their hand and draw 7 cards.
Fire	Look at target player's hand. Steal 1 card.	Choose 1 or 2 cards from target player's lab. Discard them.	Target player discards the cards in their lab and draws that many cards.
Ultimate process	Discard 4 mundane elements. Take a random card from each player. Draw 2 cards.	Discard 4 mundane elements. Target up to 4 players in any order. 1st targeted player discards 4 cards from their hand and/or library. The 2nd discards 2 cards, the 3rd discards 2 cards, the 4th discards 1 card.	Discard 4 mundane elements. Replace face up cards. Draw 2 cards.

(this is where all game markers are placed at the start of the game)

2.5. The Laboratory



Each player receives a laboratory. If a player has cards in their hand that are needed to transform to the next metal, they may place those cards in their laboratory. (They may also choose to keep them in their hand). Cards that are not needed to transform to the next metal may not be placed in your Laboratory. Cards in your Laboratory are not in your hand and are immune to anything that effects your hand. However, there are also effects that specifically target cards in your library.

3.0 Game Setup

Each player chooses a color and selects the Laboratory and Marker that matches that color. Place your Laboratory and a copy of the player's aid in front of you and place your Marker on the "Lead" row of the Transformational Tracker.

Starting cards:

4 players – 10 of each Process card; 7 of each Mundane Element card; 7 of each Pure Element card, 4 Philosopher's Stone

3 players – 9 of each Process card; 6 of each Mundane Element card; 6 of each Pure Element card, 3 Philosopher's Stone

2 players – 8 of each Process card; 5 of each Mundane Element card; 5 of each Pure Element card, 2 Philosopher's Stone

Shuffle the Element and Process decks and place them face down within easy reach of all players. Each player is given 3 random Element cards for their starting hand. Reveal the top 3 Element cards from the Elements deck and place them face up on the table. Reveal the top Process card from the Process deck and place it face up as well.

Randomly determine who goes first.

4.0 Victory Conditions

The first player to move their marker to the "Gold" row on the Transformational Tracker wins the game.

5.0 Sequence of Play

Each player completes the following phases in sequence on their turn.

5.1. Draw Phase

Draw 2 cards on your turn. You may choose any face-up card or the top card of the Elements deck or the Process deck. If a face-up card is chosen, replace that card from the corresponding deck before the next card is selected.

5.2. Formulation Phase

You may concoct a single formula from the Formula List using cards in your hand. You may choose not to concoct a formula if you wish.

If you concoct a formula from the Formula List, discard the required cards and resolve the effect.

Example 1: You choose to discard a *Distillation*  process card and a Zinc  element (Mundane) card. You may look at the Process deck and choose a card. Put that card in your hand and shuffle the Process deck.

Example 2: You choose to discard an *Incineration*  process card and an Air  Element card. You decide to target the Red alchemist, who currently has Magnesium  and Water  Element cards in their laboratory. You choose to take their Water  Element card and put it in your hand.

Example 3: You choose to discard a *Distillation*  process card and a Fire Element  card. You decide to target the Green alchemist for the effect. Before you resolve the effect and look at the Green alchemist's hand, he plays a *Transformation*  process card and an Earth  Elements card. This cancels the effect of the *Distillation*/Fire formula and you do not get to look at the Green alchemist's hand. Instead, the Green Alchemist chooses to discard 3 cards from his hand and draws 3 new cards.

Note: you can only play an Earth Element to cancel effects that specify you as the "Target Player". There are other scenarios where you are effected, but do not specify a "Target Player". The Earth Element cannot cancel these effects.

5.3. Transmutation Phase

You may place any number of cards from your hand to your laboratory in preparation for transforming metal. The cards in your laboratory are limited to the cards required to transmute to the next metal on the Transmutation Tracker.

For example, if you currently have "Lead", you can play *Distillation*  in the process slot in your laboratory and Magnesium  and Water  in any of the element slots.

If your laboratory has all the cards needed to transmute to the higher level of metal, discard the cards in your laboratory and move your marker to the next metal on the Transmutation Tracker.

When you move up the Transmutation Tracker, roll the Transmutation die to determine following effect:

Distillation  - Draw a card

Incineration  - Each opponent discards a card

Transformation  - Replace the face up cards

5.4. Discard Phase

If you moved up the Transmutation Tracker this turn, you may now play any cards in your laboratory needed for the next level.

For example, if you just moved to Quicksilver this turn, you may place in your laboratory Transformation , Zinc  or Earth  cards.

Note: You can only move up the Transmutation Tracker once per turn, even if you have all the cards needed to move up again during the Discard Phase.

If you have more than 7 cards in your hand, discard down to 7 cards. Play then passes to the player on your Left.

6.0 Optional Rule: The Alchemists

As an optional rule, each player plays a specific alchemist from history. As part of game set-up, each player randomly selects an alchemist card. Each alchemist has a unique ability only available to them.

During the Formulation Phase, you can play a philosopher's stone  as your formulation. By doing so, you may use your alchemist's unique ability.

7.0 Advanced Rule: 5 or 6 players

There are enough process, element and alchemist cards to play with 5 or 6 players. However, be warned that this will add to the duration of the game and make it more challenging to win.

5 players – 11 of each Process card; 8 of each Mundane Element card; 8 of each Pure Element card, 5 Philosopher's Stone

6 players – 12 of each Process card; 9 of each Mundane Element card; 9 of each Pure Element card, 6 Philosopher's Stone

8.0 Advanced Rule: Cutthroat

In the Cutthroat variation, players may play any number of formulations during the Formulation Phase. While this is an exciting variation that opens up some interesting combinations, be forewarned; this may significantly add to the play time and make winning the game much more difficult.