

# Nicolas Flamel's School

A game by Lalex Andrea, art by Valérianne Duvivier and Dominique Peyronnet

## About the Game

Congratulations! You have just been accepted to attend the school of the world-famous alchemist Nicolas Flamel. As a new student, your goal is simple: become the best disciple of the Master!

Who will be the first to complete three parts of a Great Work? Who will be the craftiest student, avoiding their classmates' tricks?

Each student will have access to their own Cauldron. With this prized possession, they will mix the ingredients they have collected - but be careful, if the ingredients are unstable, they might blow up inside the Athanor - the alchemist furnace!

*Nicolas Flamel was born around 1330 and died in 1417. He was a French scribe, a manuscript-seller, but mostly known as an alchemist. Flamel became famous for his research into the Philosopher's Stone, which was said to transform any metal into gold, as well as make one immortal. This discovery is called by the alchemists a Magnus Opus: The Great Work!*



# Game Components



1<sup>st</sup> player Card



66 Ingredient Cards



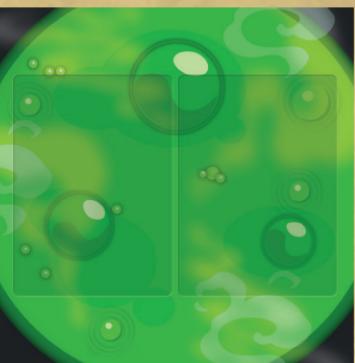
65 Trick Cards



42 Creation Cards



18 Great Work Cards



6 Cauldrons



12 Star Cards



# The Cards

Type of Ingredient:

- Mineral
- Animal
- Vegetal

Rarity of the ingredient:

- Gold (x4)
- Silver (x6)
- Bronze (x8)

Valid formulas

Card Ingredient



Creation Card



Transmuted Creations

Unstable Ingredient Card



Some Ingredients are unstable.

They have the symbol



When several of these ingredients are in the Athanor - the alchemist furnace - at the same time, it explodes, destroying all players' preparations.

# Setup

1. Make separate face-up piles for Creation Cards, Great Work Cards and Star Cards.



2. Make separate face-down piles for Ingredient Cards and Trick Cards.



4. Each player draws 5 Ingredient cards and 3 Trick cards



3. Each player takes a cauldron



5. The player who has most recently made Slime takes the 1<sup>st</sup> Player Card.



# Goal of the Game

Be the first to create the three parts of the Great Works to become the best disciple of Nicolas Flamel!

One of each kind:



## Turn Summary

### 1 - Cauldron Phase:

Players fill their Cauldrons successively.

The 1<sup>st</sup> player fills their Cauldron by playing 2 Ingredient Cards face down.

Then they draw Ingredient Cards until they have 5 in their hand.

Moving clockwise, the next player does the same and so on, until everyone has filled their Cauldron.



Trick Cards can be played at any time  
- regardless of a player's turn!

But playing Trick Cards is only  
possible during this phase.



## 2 - Athanor Phase:

Once all the players have filled their Cauldrons, they put them to stew in the Athanor, the alchemical furnace.

Every player reveals their **Ingredient Cards**. Now is the time to check the number of **Unstable Ingredients**:

With 3 or 4 players: 2 🔥 make the Athanor explode.

With 5 or 6 players: 3 🔥 make the Athanor explode.



If there are too many 🔥, the Athanor explodes.

All Ingredient Cards played are discarded.

The turn is over. **Go directly to step 4 - New Turn**



If there's are fewer 🔥 than the threshold, the Athanor doesn't explode.

**Continue to Step 3 - Transmutation Phase**

### 3 – Transmutation Phase:

#### A. Receipt of Creations

Players win a Creation Cards corresponding to their concoction. Afterwards, **all the Cards in the Cauldrons are discarded**. If 2 Ingredient Cards do not work together, the player takes a Failed Creation Card with a value of -1.



These Ingredients allow you to directly win a Great Work Card if played with the appropriate Ingredient Cards.



#### B. Star Distribution

The player who wins the most Creation Points during this round earns 1 Star Card. Trick Cards that give bonus or penalty must be taken into account.

If players are tied, they all win 1 Star Card.



### C. Winning Great Work Cards

In addition to winning Great Works Cards directly with specific Ingredients Cards, there are two other ways to win the **Great Work Card of a player's choice**:

- Exchange 3 Star Cards.
- Exchange at least 9 points with the Creations Cards.

The exchange of cards can ONLY be done during the Transmutation Phase.

As soon as a player has 9 Creation Points, they have to exchange their Creation Cards. If a player has more than 9 points, the excess points are lost. However, a player can give away the Creations Cards of their choice to reach exactly 9 points and keep one or more Creation Cards.

*Example 1 :*



+



+



*The player has 10 points. They have to exchange all their Creation Cards to get the Great Work Card of their choice.*

*Example 2 :*



+



+



*The player has 11 points. They can reach 9 points by exchanging two Cards. The player swaps these two Cards for a Great Work of their choice. In this way, they can save their remaining Creation Cards for later.*

If a player has **one or more Failed Preparation Card**, they must include it in their Creation exchange. They need 1 Creation Point for each Failed Preparation Card in their possession.

*Example 3 :*



The player has 9 points. They also have a Failed Preparation Card which equals -1 point, they have only 8 points in total, and cannot choose a Great Work yet.

#### **4 - New turn:**

The 1<sup>st</sup> Player Card is given to the player left of the player currently holding the 1<sup>st</sup> Player Card.

Players fill up their hands until they have 3 Trick Cards.

At the beginning of each round, each player must have at least:  
**5 Ingredient Cards AND 3 Trick Cards**

## *End of the Game*

The game is over as soon as a player obtains their 3<sup>rd</sup> Great Work.

If more than one player gets the 3<sup>rd</sup> Great Work card in the same turn, the winner is the player with the most Star Cards. If they are still tied, the winner is the one with the most Creation Points in his possession. If the tie is perfect, there are several winners!



## Author's thanks:

Without these people, Nicolas Flamel's School would never have been the same (or even completed).

Above all, to Denis who knew how to make my ideas coherent, accompanying me from the very beginning of the development and supporting me in all my projects. I wish for him a personal life full of magic!

Then, to my beta testers, in alphabetical order: Alice, Anaël, Diane, Johann, Lysiane, N'Alain, Magali, Philippe and Stéphan "I'm-a-stickler-for-the-rules". I won't forget Caro, the first proofreader of the rules who knew when there was a risk of artistic blurring with the interpretation of the explanations.

Thanks to Aurélie and Richard, my friends, ready to sacrifice hours to track down the pitfalls that could have remained in the final prototype.

Thanks to Damien from the Sortilèges shop for the playtests done there, and to Adélaïde for the opportunity to demo the game at the festival Les Utopiales in Nantes.

Thanks to Erwan who made me meet my publisher and to Katell for his enthusiastic support.

And finally, thanks to my publishers: Julien who trusted me, and especially Lionel who did an incredible publishing job to make this game even more fun and playable.

And a last thank you to you, the players, who I hope will have fun playing this game!

# Summary of the rules

## 1- Cauldron Phase :

A- Players fill their Cauldrons by playing 2 Ingredient Cards face down.

Trick Cards can be played at any time during this Phase.

B- Players draw Ingredient Cards until they have 5 in thier hands.

## 2- Athanor Phase :

A- Players reveal their Ingredient Cards and check the number of total Unstable Ingredients.

A- The Athanor explodes, go directly to Step 4.

B- The Athanor doesn't explode, continue to Step 3.

## 3- Transmutation Phase :

A- Players receive Creations Cards.

B- The best player earns a Stard Card.

C- Players exchange Creation Cards and Star Cards for Great Work Cards.

## 4- New Turn :

A- The 1<sup>st</sup> Player Card goes to the player left of the current 1<sup>st</sup> player.

B- Players fill their hands to get 3 Trick Cards.

C- Continue to Step 1



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