

# Nicolas Flamel's School

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## 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!

## 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

## The Cards

### Ingredient Card

Type of Ingredient:

-  - Mineral
-  - Animal
-  - Vegetal

Rarity of the ingredient:

-  - Gold
-  - Silver
-  - Bronze

Valid formulas



### Creation Card



Transmuted Creations

## Setup

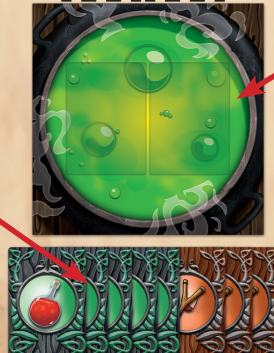
1. Make separate face-up piles for Creation Cards, Great Work Cards and Star Cards.



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.

# 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 alchemist furnace.

## 3 Transmutation Phase:

### A. Receipt of Creations

Players win the Creation Card 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 Preparation Card with a value of -1.



### B. Star Distribution

The player who wins the most Creation Points during this turn 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

There are two 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 to the left of the player who currently holds the 1<sup>st</sup> Player Card.

Players fill up their hands until they have 3 Trick Cards. **A new turn begins.**

**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 their 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 their possession.

If the tie is perfect, there are several winners!

## 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 their 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 1st Player Card goes to the player to the left of the current 1st Player.
  - B- Players fill their hands to get 3 Trick Cards.
  - C- Continue to Step 1.

## The full game

With the Nicolas Flamel's School game box, you will have all the component to play with 6 players.

You will also be able to discover new cards that will certainly animate your game sessions:

### Unstable Ingredients cards



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.

### Additional Trick Cards

Several other tricks are available.

You will be able to take advantage of Nicolas Flamel's absence to annoy your friends, lock a student in the toilet so that they miss their turn and many other bad tricks to do to win the game.

### Rare Ingredient Cards

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



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