

Alchemists Cooperative setup - Rules update

This document describes how you can update the standard rules to a cooperative mode of play.

General rule update

Goal of the cooperative mode:

- 1. Have a correct theory for all the ingredients.*
- 2. Maximise the group score as much as possible.*

Players may communicate with each other to discuss overall strategy (e.g. "I want to take this action ...").

They may not exchange specific information about cards they have, cards they want to retrieve or results they obtained from mixing.

Step 1 (Choosing play order) will be interchanged with step 2 (Declaring actions).

Standard rules can be applied unless a change has been described in this document.

1. Declaring actions

No specific changes - remember players may not exchange specific information!!!

2. Choosing play order

First player rolls a 1D6, the result will determine his position on the order track - starting to count from the top.

If he ends up in the first position (he has to pay 1 gold) and the player doesn't have gold, then he has to retrieve gold by choosing one of following actions:

- He has a cube on the Transmute Ingredient => no action needed*
- He has 2 cubes on the Sell potion space & will be the player who can sell => he has to take the 'retrieving 1 gold position' to be sure he will get the needed gold*
- He takes one cube from another action he chose and moves it to the Transmute Ingredient action.*

The second player rolls a 1D6. If he ends up on the same position of another player he can choose to position himself anywhere just next to the other player. If both spaces are already taken, he has to move up the Play order stack until he finds an empty space.

This means that the 7th position can only be occupied in a 3 or 4 player game if a player rolls a 6 when a previous player has already rolled a 6 ...

3. Resolving actions

a. Forage ingredients

- *1st Cube: players may choose between a faceup card or a random card from the stack*
- *2nd Cube: players must take a random card from the stack.*
- *3rd Cube: players may choose between a faceup card or a random card from the stack.*

b. Sell potion

Both players may position themselves on the 'Sell Potion' action. The play order (previous step) will determine who can actually sell a potion.

If the player who is not able to sell a potion really wants to be able to sell, he can interrupt the game - pay 1 gold - and is able to sell instead of the last player who normally would sell a potion. This must be decided without any consultancy / discussion with other players.

The player who is not able to sell can move his cubes to the Unused cubes space.

c. Publish theory

*When publishing a theory, players put their seals **face up**. This is the way players can help and learn from each other without discussing.*

***Only in the last round:** players can put a 2nd seal on their own published theory when there is only a seal without any stars on it. In this case the player must pay only 1 gold.*

4. Effect of reputation

The players can get more gold, by having positive reputation, when succeeding in selling potions:

- *Green area: +1 gold*
- *Blue area: +2 gold*

5. *Final scoring*

If players have a ?-seal and a star seal on an ingredient and it turns out to have the wrong element (also wrong colour of the ?-seal), they loose $2 \times 4 = 8$ victory points.

Individual scores are added. The group gets additionally 10 points for each correct determined ingredient.

<i>Level of success</i>	<i>2 pl</i>	<i>3 pl</i>	<i>4 pl</i>
<i>Apprentice</i>	<i>Less than 8 Ingredients identified & Group score <150</i>		
<i>Experienced Alchemist</i>	<i>8 Ingredients identified & Group score <200 OR Less than 8 Ingredients identified & Group score >150</i>		
<i>Expert Alchemist</i>	<i>8 Ingredients identified & Group score >200</i>		

I which you a lot of fun with this cooperative game play mode!

Ronny Frickx