



Quest for the Philosopher's Stone

A
game for 2 to 6
players aged 8+

Players are Alchemists who are looking for the Philosopher's Stone, the mythical stone that can cure diseases and transmute vile metals to gold.

Goal

In order to win, the Alchemists have 2 options: whether they can achieve the Philosopher's Stone or they can accumulate Alchemy Points making potions or summoning huge elemental monsters named Gigamons.

Components

The box contains the following components :

- A square game board 40 cm length
- 14 Gigamons with 14 stands
- 24 Potions of different levels
- 42 Elemon Cards
- 3 Memory aids
- 6 "Rock" tokens
- 18 "Flame" tokens
- 18 "Elemon" tokens
- 18 "Action" tokens
- 2 Potions
- 1 Philosopher's Stone
- 1 Rulebook
- 1 Foam Dice

Setting up (fast game)

Here's how to arrange the material before you start the game.



You are ready to play !

Turn sequence

The Alchemists take their turns in sequence. The youngest Alchemist starts the game, then one takes its turn clockwise. Each Alchemist's turn is divided into 3 phases :

1. The movement phase

The Alchemist rolls the dice, chooses one of the movement pawn and moves it clockwise by as many squares as the result. Then, the Alchemist triggers the power of the Elemon indicated on the square where it landed.

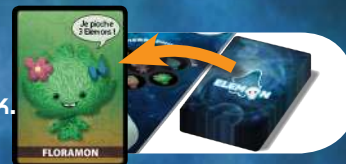


2. The action phase

The Alchemist takes 2 «Action» tokens. Each token must be used to perform an action among the followings (He can do the same action several times if he wants):

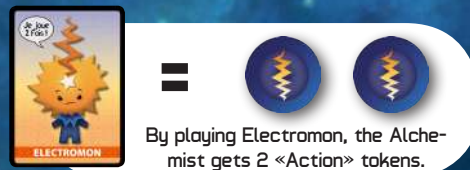
• Drawing an Elemon

The Alchemist draws the first card of the deck.



• Playing an Elemon

The Alchemist puts the card in front of him and triggers the power of the Elemon



• Summon a Gigamon

The Alchemist puts 3 identical Elemons in front of him and takes the corresponding Gigamon.



You cannot summon a Gigamon you have already summoned or summon a Gigamon which is no longer in the magma.

WARNING !

An Alchemist can use an Elemon whether triggering its power, or to pay the costs of potions, Gigamons or the Philosopher's Stone.

• Activate a Gigamon

The Alchemist triggers the power of one of its Gigamons if it's not burning (with a «Flame»).

A Gigamon can only be activated once per turn.



• Make a Potion

The Alchemist puts all the required Elemons to make the Potion in front of him. Then he takes the Potion, reads it and immediately applies the effects. He keeps the Potion that grants him points.



WARNING !

Each Potion has a cost. The cost of Potions and the Philosopher's Stone are indicated by the Elemon tokens shown on the right side.

• Achieve the Philosopher's Stone

The Alchemist puts all the required Elemons to make the Philosopher's Stone in front of him. Then, he takes the Philosopher's Stone.



WARNING !

To pay costs, an Alchemist can use a Gigamon to replace the Elemon of the same kind.

3. End of turn

At the end of his turn, the Alchemist can keep 4 cards in hand. He chooses 4 of his cards and discards all the rest along with the cards he has played this turn.

**It's now time for
the next Alchemist !**

End of the game

The game ends as soon as an Alchemist achieves one of the following goals :

- He achieves the Philosopher's Stone.
- He accumulates 9 Alchemy Points.

Alchemy Points are granted by Gigamons and Potions. Each Gigamon grants 1 Alchemy Points and each Potion grants an amount of Alchemy Points indicated on its back.

Advanced Version

As you set up the game, mix all the «Elemon» tokens and place them face down replacing the existing formulas of the Potions and the Philosopher's Stone. (Don't replace Polymon for the Philosopher's Stone)

At the beginning of its turn, the Alchemist reveals 3 tokens of its choice. As long as a formula isn't completely revealed, the Potion or the Stone can't be made.



Special Thanks

Thank you to all that helped me achieving this project and particularly my wife, H el ene Crespin-Aouidad, without whom I couldn't make this game.

Conception

Karim Aouidad-Crespin

Developpement

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Illustrations

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Corrections

H el ene Crespin-Aouidad

Packaging

Karim Aouidad & Origames

Tests

Emmanuel, Johann, Arnaud, Pif, St ephanie, Virginie, M elissa, P erine, Fred, Nathalie, Catherine, Eva, Alice, H el ene and many others.

Elemons & Gigamons

Gigamons have the exact same powers than the Elemons to which they are connected. On its turn, an Alchemist can activate a Gigamon whether to trigger its power, or to pay the costs of Potions or the Philosopher's Stone.



**Heliomon
& Pyromon**



The Alchemist can burn a Gigamon or destroy a «Rock» by melting it. When a Gigamon is burnt, he can't use none of its powers. The Alchemist places a «Flame» token on it.



**Terramon
& Geomon**



The Alchemist creates a Rock that is placed in front of him and its Gigamons. The Rock protects the Alchemist and the Gigamons from attacks. (Stealing cards, "Flames"). It doesn't protect the Potions. It doesn't protect from Potion effects.



**Meteoromon
& Electromon**



The Alchemist gets 2 additional «Action» tokens.



**Halomon
& Hydromon**



The Alchemist can recover the top 2 Elemons from the discard pile or extinguish the «Flames» from a burnt Gigamon (He removes the «Flame» token). If a Gigamon is not burning anymore, it can use its powers normally.



**Anemomon
& Aeromon**



The Alchemist can steal at random 2 Elemons from 1 Alchemist ou 1 Elemon from 2 different Alchemists.



**Biomon
& Floramon**



The Alchemist draws 3 Elemons.



**Supermon
& Polymon**



The Alchemist can use Polymon or Supermon to replace an Elemon to pay the cost of a Gigamon, a Potion or the Philosopher's Stone (like a wildcard).