

GUILD OF LOSER ALCHEMISTS

Objective: Be the first to reach the finish line on the score track by creating unstable potions.

1. Setup

- **Take a Seat:** Click on a colored circle (Seat) to join the table.
- **Decks:** Right-click on the Ingredient, Recipe, and Catastrophe decks -> select **Shuffle**.
- **Card Layout:** Place Ingredient cards on the designated spots (marked with a cross, arranged in a 4x2 grid). Also, lay out Ingredient cards to the right of the deck itself.

2. Gameplay

Players take turns. On your turn, perform the following actions:

A. Scavenge (Mandatory) Draw **2 cards** from the Ingredient Deck.

B. Brew Potion (Optional) Discard the required cards from your hand to brew a potion (see Recipes).

- Move your token forward by the indicated number of steps.
- **Movement:** Counting starts from the first tile (1 step = Tile #1).
- **Stacking:** If you land on a space with another player, place your token on top of theirs!

C. Hand Check (Mandatory)

- **Limit:** Maximum 7 cards.
- **If you have 8 or more cards:** Discard the excess cards. For **each** discarded card, draw **1 Catastrophe Card** and apply its effect immediately!

3. Special Rules

- **Screaming Mandrakes:** If you have exactly **2 Mandrakes** in your hand, they start screaming! Discard both immediately (no effect).
- **Unstable Crystal:** Replaces any ingredient (Wildcard). However, when using it, you must draw a **Catastrophe Card**.