

# Alchemists Solo Variant

## The Copycat

You must face the famed wizard Gilderoy Lockhart in a battle of wits and intellect. This is no easy task. Lockhart has made it his life's goal to be the master of Academia and will not be easily outdone by a young upstart such as yourself.

### Setup

- Setup a normal 2 player game
- Remove the **Periscope** artifact from play

### Round Summary

#### a) Select Turn Order

Place Lockhart's vial on the '2 ingredients' space - it will remain here for the rest of the game. Place your own vial on any other remaining space and take the indicated Ingredient / Favour cards.

#### b) Place Action Cubes

Place all of your action cubes first. Lockhart will perform **exactly** the same actions as you - place his cubes before or after yours, depending on player order.

#### c) Resolve Actions

Resolve your actions as normal. Lockhart will perform special actions, described below:



#### 1) Forage for Ingredients

Lockhart randomly selects and removes one ingredient from the card row.

#### 2) Transmute Ingredient

Lockhart does nothing (*professional wizards transmute their own ingredients after all!*)



#### 3) Sell Potion

During rounds 1-3 / 4-5 / 6, Lockhart bids -1 Gold / -2 Gold / -3 Gold respectively (i.e. every time you switch Artifacts, Lockhart increases his bid). If Lockhart outbids you, you cannot sell a potion this round.



#### 4) Buy Artifact

Lockhart randomly selects and removes one Artifact card from the card row.

#### 5) Debunk Theory

- Lockhart will attempt to debunk one of your **hedged** theories; perform the most logical test you can think of using **your notes** (*Lockhart is not above rummaging through someone else's trash and acquiring some of their laboratory notes*). If successful, you lose reputation as normal and Lockhart will immediately publish his own theory (minus alchemical marker) - this does not take an action cube.
- You, however, **cannot** debunk Lockhart - you may only debunk an **incorrect** theory which you have published or endorsed.

#### 6) Publish Theory

- Place one of Lockhart's seals on an ingredient (but do not place an alchemical token - see below). Choose by order of preference:
  - Meet Grant requirements
  - Next to one of your seals to beat you to getting a Grant
  - On a random ingredient without other publications
- Lockhart **will** endorse your theories, but will **not** pay you 1 Gold.
- Lockhart will take a Grant if he meets the requirements.
- If you wish to publish a theory which has Lockhart's seal on it, you must pay 2 Gold as normal (one to the publisher and one to Lockhart). Then you must select the alchemical you believe goes with this ingredient. (*In short, you do all the work and Lockhart gets all the credit - academia is so unfair!*)

#### 7) Test on Student

Lockhart always mixes a negative potion (*he detests students*). When you perform this action after Lockhart you must pay 1 Gold.

#### 8) Drink Potion

Lockhart does nothing. (*He's not so desperate that he would actually test a potion on himself!*)

#### 9) Exhibition (Round 6 only)

In order of preference, Lockhart will exhibit:

- A potion you intend to exhibit (priority to potions you where you can show both signs)
  - A potion with the opposite sign to one you have successfully exhibited
  - A random potion
- Lockhart always succeeds in his exhibitions and occupies the +1 spot.

#### d) End of Round

As normal.

#### Final Scoring

As normal, then determine your level of success:

Points	Outcome
0 - 30	Better luck next time...
31 - 35	Showing improvement
36 - 40	Has potential
41 - 45	Top of the class
46 - 50	Prodigy
51 - 55	When can you start?
56 - 60	Full tenure
61+	Elected Dean of the School of Magical Arts

#### Changing the Difficulty

- Place Lockhart's vial 1 or 2 spots higher / lower on the turn order track in order to increase / decrease the difficulty, respectively.

#### Grand Master Variant

- Add the 6th Adventurer to the bottom of the Adventurer stack - you will now play 7 rounds (the Exhibition will still only take place in the final round). Take an extra set of '3' seals.
- Your goal is to publish a **correct** theory for **every** ingredient (these may be hedged, but the alchemical formula must still be correct).
- If you succeed at this, score an extra **+5 points** at the end of the game (*Congratulations on completing your Doctoral thesis!*).



# Quick Reference card

## Solo Variant - The Copycat

**Setup**

- Setup a normal 2 player game (remove Periscope)

**Turn Order**

- Copycat always on the '2 ingredients' space

**Place action cubes**

- Copycat always performs the **exact same** actions as you (in normal turn order)

**Final Scoring**

Points	Outcome
0 - 30	Better luck next time...
31 - 35	Showing improvement
36 - 40	Has potential
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## Resolve Actions

- 1) Forage for Ingredients
- 2) Transmute Ingredients
- 3) Sell Potion / /
- 4) Buy Artifact
- 5) Debunk Theory /
- 6) Publish Theory / /
  - i. Take Grant
  - ii. Compete for your Grants
  - iii. Random unpublished ingredient
- 7) Test on Student
- 8) Drink Potion
- 9) Exhibit Potion
  - i. Potion you intend to exhibit
  - ii. Potion with opposite sign that you exhibited
  - iii. Random potion