

The Rules Book
for the Card
Game "Elixir"

ELIXIR™

A card game by
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Elixir is a magical card game
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Starting the
Splendid
Card Game

Elixir

GAME COMPONENTS

- 56 Spell Cards
 - 16 Level 1 Spells
 - 24 Level 2 Spells
 - 8 Level 3 Spells
 - 8 Level 4 Spells
- 112 Find Cards
 - 64 Ingredients (4 each of 16 ingredients)
 - 39 Objects (Magical or non-magical)
 - 9 Transactions (3 each of Auction, Fleamarket, and Market Day)



Spell Card

Find Card

OBJECT OF THE GAME

The winner of the game is the first player that no longer has any Spell cards in his hand.

SETTING THE SCENE

Elixir is a parlor game in which each player attempts to be the first to cast all of his spells. When each spell is cast, the resulting effects will cause great confusion and entertainment for all players.

First, divide the Spell Cards by Level (1 to 4) and place them in 4 piles. The level of each spell is indicated by the number on the back of the Spell Card, and by the number of bottles pictured at the bottom of the card.



A Spell

Setting the
Delightful Scene
for the Card
Game "Elixir"

Then, shuffle each pile and place them all face down in the middle of the table:

- Spell Level 1 — Requires 1 ingredient to cast the spell.
- Spell Level 2 — Requires 2 ingredients to cast the spell.
- Spell Level 3 — Requires 3 ingredients to cast the spell.
- Spell Level 4 — Requires 4 ingredients to cast the spell.

The first player is determined by the ancient magical ritual known as the «Am-Stram-Gram». One player recites the entire formula. "Am-Stram-Gram, pick and pick and pick again, who will be the chosen one, Am-Stram-Gram" while pointing to a different player successively around the table with each syllable pronounced. While performing the ritual, the players must select one of two methods:

- The player to which he is pointing when the last syllable was pronounced is designated as the first player. (This is the Fast Method.)

-or-

- This player will not be the first player, and the ritual is then performed again and again counting only the other players until there is only one player left who becomes the first player. (This is the Complete Method.)

After the completion of the «Am-Stram-Gram» ritual, the game begins with the first player and proceeds clockwise around the table. Each player selects the Spells that he begins the game with.

Note: Because we're using English, we use "he" and "him" for "he/she" and "him/her." So, bear with us. We care.



Ingredient

Setting the Scene
for a Rollicking
Game of

Elixir

The first player begins by taking the top spell from the pile of his choice, then the player to his left does the same, etc. Each player, in turn, selects Spells one at a time, until he has at least this minimum number of Spell Level Points in his hand:

Number of Players	Spell Level Points
3	11
4-5	9
6+	8

Each player now examines the Spells in his hand without showing them to his opponents. Each player should keep all of his uncast Spells secret throughout the game.

It is possible during Spell selection that a player will find that he has more than the minimum number of Spell Level Points. This can happen if he was mistaken in his count, or if certain piles were exhausted during the spell selection. It is also possible that different players will have different numbers of Spells. This is fine! Move on!

After Spells are selected, the Finds are shuffled and each player is dealt 5 Find cards by the first player. These are also kept secret from the other players. The remaining Finds are placed face down in the middle of the table. This forms the Draw Deck.

You are now ready to play *Elixir*. Savor it.



Objects

Playing the
Magical Card
Game We Like to
Call "Elixir"

PLAYING THE GAME

Each player begins his turn by drawing a card from the Draw Deck. Then, he may take any or all of the following actions in any order he chooses:

- Open one or more Transactions by playing a Transaction card. The Transaction cards are discarded after the Transaction takes place. (Hint: During a Transaction, usually useless Non-magical objects can become quite valuable.)
- Use one or more Magical Objects. Discard these Objects after use.
- Cast one or more Spells. In order to cast a Spell, the player must have in his possession all of the Ingredients needed for the Spell. (Hint: Some Magical Objects can be used to replace missing Ingredients.) The Ingredients used are then discarded. The Spell is placed face up in front of the player, and its effects take place immediately.

The effects of each Transaction, Object, and Spell are explained on the card.

When a player has finished all of the actions that he wishes to take, he must inform the next player that it is his turn. Then the next player may take his turn.

Certain Spells and Objects can be used at any moment during the game. These cards say "Play At Any Time." If the card played is a Spell, the player must have proper ingredients to cast it.



Transaction

Ending the
Marvelous
Game of

Elixir

When two actions are played at the same time, they take place in turn order, starting with the player whose turn it is.

When there are no more Finds left in the Draw Deck, the discarded Finds are shuffled to form a new Draw Deck.

Some Level 1 Spells give you the option of either accepting the effects, or giving 2 Finds to the player who cast the spell. (For example, *Cyrano*).

The victim of the Spell always decides whether or not he will suffer the effects, or surrender the Finds. If a player is forced to surrender Finds because of a Spell, and that player has no finds, then there is no further punishment.

END OF THE GAME

The game comes to an end as soon as a player no longer has any Spells in his hand. That player wins the Game!

Note that at any time players may ask each other the number of Spells they have remaining, and the level of those Spells. This information is not secret. Only the identity of the Spells can be kept from the other players.



Memoranda About
the Fine Card Game
Known as "Elixir"

MEMORANDA

INGREDIENTS

- | | |
|------------------------------|-----------------------------------|
| ☉ Touch of Madness | Drop of Pink Morning Dew ☉ |
| ☉ Troll's Nose | Ounce of Stardust ☉ |
| ☉ Vampire's Fang | Blade of Singng Grass ☉ |
| ☉ Tad of Hair-raising Fright | Tincture of Pumpkin Seed ☉ |
| ☉ Dose of Good Humor | Ogre's Beard ☉ |
| ☉ Dragon's Tongue | Pouch of Quick as a Wink Powder ☉ |
| ☉ Lizardman Egg | Lock of Angel Hair ☉ |
| ☉ A Jab in the Side | Griffon Feather ☉ |

TRANSACTIONS

FLEA MARKET

You select any number of Finds and place them face down in front of you. Each other player may decide to participate. Participants must place face down in front of them the same number of Finds. You then take all the face down Finds, shuffle them, and lay them out face up. You then select any one of these Finds, and add it to your hand. Then, each participant in the Flea Market, in turn (clockwise), also selects one Find. This continues, with each participant taking one Find at a time, until all of the face up Finds are taken.



Transactions in
the Sublime
Game of

Elixir

MARKET DAY

Each player in turn, starting with you, can trade 2 Finds from his hand for a new card from the Draw Deck. The Finds traded are discarded. Each player may repeat this operation, as many times as desired, even using the new Finds he just drew from the Draw Deck.

AUCTION

Each player in turn, starting with you, may auction off one or more Finds. Place the Finds being auctioned (face up or face down) in front of you. The minimum bid is equal to the number of cards put up for auction. All other players may announce their bids, placing the bid face down in front of them. They may counter-bid any number of times. The player offering the greatest number of Finds wins the auction. If no one is interested, you take your Finds back into your hand. After your auction is complete, the next player in turn order may auction his Finds.

The End

P.S. — Elixir was designed by our allies, the French, edited by Wolverines in Ann Arbor, Michigan, and then produced by Wahoos in the studios of Iron Crown Enterprises, Inc. (ICE), Charlottesville, Virginia for Mayfair Games, Inc.

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