

TRISMEGISTUS



SOLO RULEBOOK

INTRODUCTION

The morning sun spills through the high windows as you enter the laboratory and freeze. Standing among the cluttered workbenches is something... not quite human. A humanoid figure moves with eerie precision, its hands gliding over bubbling flasks and glowing crystals, executing transmutations with uncanny ease. It handles the equipment not like a student of the craft, but like it was born with an alembic in its hand.

You turn to a colleague, your voice low. "What is that?"

They glance up, unfazed. "A Homunculus," they say. "One of the senior alchemists made it."

The words hit harder than you expect. An artificial human—flawless, focused, brilliant. For a moment, something stirs in you. Jealousy? Maybe. But more than that: a challenge.

You clench your jaw. If this creature was built to master alchemy, then you'll prove mastery can't be manufactured. You'll show them all what real imagination—human imagination—can do.

The game is on.

You can play Trismegistus against an Automa called Homunculus. While you follow all the core game rules, Homunculus ignores some of them—its actions are determined by a special deck of cards.

In these rules, "Homunculus", "it" or "its" refer to the automated solo opponent, while "you", "your" and "yours" refer to the lone human player.

GAME COMPONENTS



1 HOMUNCULUS PLAYER BOARD



4 STUDY TILES



6 HOMUNCULUS
THEORY TILES



3 HOMUNCULUS
PATRON TILES



12 DECISION CARDS

SETUP

Prepare a game for 2 players with the following exceptions regarding the solo opponent's area.

1. Place the Homunculus Player board in the Homunculus's area.
2. Randomly select 1 "T" and 1 "B" Study tiles (the "T" tiles go to the top slot, while the "B" are meant for the bottom slot) and insert them in the corresponding spaces of the Homunculus board random side up.
3. Select a random Homunculus Patron tile and place it on its board normal side up (A-side up).
4. Shuffle the 12 Decision cards and place the deck face down in the corresponding space of the Homunculus board.
5. Place the Book markers close to the Homunculus board.
6. Place 2 Element markers in each Round section of the Homunculus board - from now on these will be referred to as Experiment markers.

7. Take 1 random Publication sideboard and place it in the Homunculus area B-side up.

A. Place the 3 Homunculus Theory tiles under the Publication sideboard from left to right: 4VP → 8VP → 6VP.

8. After you choose your starting Experiment and Artifact, give Homunculus the Experiment and Artifact that you would discard. Place them in corresponding spaces below its board.

A. Place 1 Element marker from general supply on the Homunculus Publication sideboard on the first icon from the right that matches its starting Artifact.

B. Place 1 Element marker from the general supply on the space corresponding to the Mastery track requirement of the Homunculus starting Experiment card (i.e. 3rd space of the Fire Mastery track).

9. Choose a color for Homunculus and place all the components in that color in its play area.

A. Set the 4 Homunculus Mastery markers at the beginning of each Mastery track.

B. Place the Homunculus Turn Order marker in the 2nd space. **You are the first player.**



SETUP

ADJUSTING THE DIFFICULTY

You can adjust the difficulty level by applying the following changes.

level 1 (easy):

- During step (6) of the setup, place only one Element marker in the 3rd Round section.
- During step (7a) of the setup, place the Theory tiles in this order: 6VP → 5VP → 4VP.

level 2 (normal):

- No Change.

level 3 (hard):

- In step (3) of the setup place the Patron tile B-side up.
- During step (7a) of the setup, place the Theory tiles in this order: 7VP → 8VP → 9VP.

If you want to further increase the difficulty level, you may:

- In step 7 of the setup place the Publication board A-side up.
- Modify the amount of Element markers placed in the 3 Round sections in step (6) of the setup. The more Element markers you place on the Homunculus board, the more you increase the challenge.

Additional variant: If you want a less predictable game, you may shuffle all Homunculus Theory tiles and randomly place them face down during step 7A of the setup.

PLAYING THE GAME

The game is played according to normal rules. There is no change for you - resolve your turns normally.

Homunculus's actions are determined by the Decision cards. It will draft dice, spend potency, collect Experiment cards and Artifacts, and advance on the Mastery tracks. Homunculus **does not collect Aqua Regia, Essences, nor Metals other than Gold**. Homunculus does use Extra Potency tokens to increase the Potency of its dice.

DECISION CARD ANATOMY

The front side of each card has 2 sections.

The top section indicates how much potency should be consumed by the Homunculus. The bottom section shows what the Homunculus does within its turn. All icons in this section should be resolved from top to bottom and from left to right.

The back side of each card indicates the criteria to select a die and 2 arrows that are used as a tiebreaker when the Homunculus takes new Experiments, Artifacts and Mastery reward tiles.



PUBLICATION SIDEBOARD

During the game the Homunculus gains Elements when performing Experiments, gaining new Artifacts and reaching the end of the Mastery tracks, same as the player does.

Whenever the Homunculus gains a new Element, place an Element marker on its Publication sideboard so it covers the first matching icon **from the right**. The  on the sideboard should always be considered as a matching icon.

If it is not possible to place the Element marker on the Publication sideboard, the Homunculus gains 1VP instead.

PREPARATION PHASE

Resolve normally. Homunculus flips all of its exhausted Artifact tiles back to the ready side. Moreover, if there is still an unused Experiment marker in the previous Round section of its board, move it to the current Round section. (If there is no space for a marker from the previous round, place it on top of the first marker of the current round.)

EXAMPLE: In the Preparation phase of round 2 the Homunculus flips 1 exhausted Artifact to the ready side. There is one unused Experiment marker left from the previous round - it is moved to the next round row now.



ACTION PHASE

At the start of the Homunculus's turn check if the Homunculus has already exhausted 3 dice:

- A. **Yes** - Homunculus passes. Skip all of the following steps, and move its turn order marker to the respective position for the next round.
- B. **No** - resolve all of the following steps in order.
 1. Reveal the top card from the Decision deck. When you reveal the last card, take all discarded cards (except the current one), and reshuffle them to form a new deck.
 2. If the Homunculus does not have an active die on its board (according to the standard rules), it drafts a die from the main board following the priority indicated in the top section of the card that is on top of the deck.

3. Resolve all of the effects depicted on the revealed card from top to bottom.
4. Homunculus performs **all** Experiments, for which it meets the **Mastery requirement**.
5. Homunculus spends Gold for Knowledge (move Books), if possible.

DICE SELECTION

The top section of the back of a Decision card provides the criteria to select a die from the Main board. Resolve the icons from left to right, until you find a die that meets the criteria and place it on the Homunculus Player board on a respective space of the Potency track.

	Homunculus wants a die from the offer granting the most Potency.
	The priority for the color of a die (highest to lowest). I.e., red, then white, then black die.
	Priority for the dice pool. Take a die from the green section, if possible. If not, check the next, and so on.

EXAMPLE: Homunculus must draft a new die. It looks for the most potent die, and there is a tie between the ♀ and 2 with 3 dice in each of these sections.



The top card of the Homunculus Decision deck indicates that a white die has the highest priority. There is a white die in 2 section, so Homunculus drafts it and places it on the “3” space of the Potency track.



However, if there were white dice in ♀ section as well, the next priority check would indicate drafting a die from the ♀ dice pool (as it is the next one after the ♀, which is marked on the card as a starting point).

SPENDING POTENCY



If the Homunculus has at least one Extra Potency token in its play area, it spends exactly 1 to **move its active die one space left** (actually increasing its Potency). Remember that the Homunculus can never have more than 5 Potency - if its die already has 5 Potency, it does not spend the Extra Potency token.

Then, decrease the Potency of the Homunculus’s die according to the value indicated on the revealed card. If the Homunculus’s die has less potency than the value indicated by the card, move the die to the first exhausted space (it is still considered an active die for the remainder of this turn). The Homunculus resolves all of the actions in the bottom section of the revealed card regardless of its die Potency.

ACTIONS

Apply the effect of all icons in the bottom section of the card from top to bottom and from left to right.



TAKE AN EXPERIMENT

The Homunculus takes a new Experiment card from the offer matching the color of its active die.

The new Experiment can be taken only if at least one Experiment marker is present in the current round section of the Homunculus’s board and if it does not exceed the limit of 2 pending Experiments (in other cases ignore this icon).

Check the Elements of the 2 cards that are present in the offer. The Homunculus takes the card which matches with an Element first on its Publication sideboard, checking its uncovered icons from right to left. If no match is found or if there is a globe icon, the Homunculus selects the Experiment card according to the tiebreaker on the card on top of the deck among the two cards in the offer.

Place the card below the Homunculus’s board. Check the Mastery requirement of the card and either

- Place one of the Experiment markers from the current Round section of the Homunculus’s board on the Mastery track space corresponding to the Mastery track requirement.

OR

- If the Homunculus already fulfills the Mastery track requirement, place the Experiment marker from the current Round section of the Homunculus’s board directly on the card. The Experiment will be resolved at the end of the Homunculus’s turn (see page 8).

EXAMPLE 1: There are Water and Fire Experiment cards on offer. The Homunculus takes a Water Experiment, as the Water icon is closer from the right side on the Publication sideboard.



EXAMPLE 2: There are Fire and Air Experiment cards on offer. The Homunculus selects the Experiment using the arrow on the topmost card of the Decision deck, as the first matching icon on the Publication sideboard is .

EXAMPLE: The Homunculus must advance on Mastery tracks 2 times. The Homunculus has 2 pending Experiments, one requires 5+ on Air Mastery track and the other requires 5+ on Fire Mastery track. The Homunculus first advances on the Air track and fulfills the Experiment's requirement. Then, it advances on the Fire track fulfilling the Fire Experiment's requirement.



ADVANCE ON A MASTERY TRACK

The Homunculus advances on the indicated Mastery track. When the Homunculus reaches a space with a Mastery reward, it takes the corresponding tile either from the top or bottom, depending on the arrow on the topmost card of the Decision deck, and resolves its effect.

The Homunculus ignores the bonuses depicted on the step 6 of each Mastery track.

When the Homunculus reaches the end of a Mastery track, it immediately covers the corresponding Element icon on its Publication sideboard. Homunculus gains 1 VP whenever it should further advance on that track.

Special cases:

- when the Homunculus gets Aqua Regia, it immediately discards the token for 2 VP.
- If the Homunculus's marker reaches one or more Experiment markers, immediately place these markers on the corresponding Homunculus's Experiment cards. These cards will be resolved at the end of the Homunculus's turn (see page 8).



ADVANCE ON ANY MASTERY TRACK

The Homunculus advances on the Mastery track where its marker is the closest to its Experiment marker. If two tracks are tied, it advances on the track with higher priority (see frame below).

If there are no Experiment markers on any Mastery track, it advances on the track with the highest priority.

MASTERY TRACKS PRIORITIES: The track with the highest priority is the one that corresponds to the highlighted symbol in the die-selection section of the topmost card of the Decision deck. The next Mastery track has the second priority and so on (wrapping around from the first).



GAIN GOLD

The Homunculus gains 1 Gold. Place it in the corresponding section of its Player board.



TAKE AN ARTIFACT

The Homunculus takes an Artifact from the offer **matching the color of its active die**.

Check the Elements of the 2 tiles that are present in the offer. The Homunculus takes the tile which matches with an Element first on its Publication sideboard, checking its uncovered icons from right to left. If no match is found or if there is , the Homunculus selects the Artifact tile according to the tiebreaker on the card on top of the deck among the two tiles in the offer.

The Homunculus immediately covers the Element corresponding to the Artifact on the Publication sideboard. All other Artifact's rewards are ignored.

Place the tile ready side up below the Homunculus's Player board.

The Homunculus can have no more than 6 Artifacts (ignore this action if it already has 6).



EXHAUST AN ARTIFACT

The Homunculus exhausts any ready Artifact and gains the rewards depicted on the Decision card.

If there is no ready Artifact, ignore this action.



RESOLVE A PATRON TILE

The Homunculus resolves the effect of its Patron tile.



GAIN AN EXTRA POTENCY

The Homunculus gains 1 Extra Potency token.



GAIN AN ELEMENT MARKER

The Homunculus gains the indicated Element marker and places it on the rightmost visible matching icon on its Publication sideboard.  is always considered a matching icon.



GAIN VICTORY POINTS

The Homunculus gains the indicated amount of Victory Points.

PERFORMING EXPERIMENTS

In order to perform an Experiment, the Homunculus needs only to fulfill the Mastery track requirement. Check if one or both pending Experiments in the Homunculus's play area can be performed - there should be an Experiment marker on the card.

Move the marker from the eligible card to the first matching icon on Homunculus's Publication sideboard.

The Homunculus scores the VP depicted on the card. All other costs and rewards of the Experiment are ignored. Place resolved Experiment cards next to Homunculus's Player board in a stack.

If the resolved Experiment is the first of that type, Homunculus places a Book marker on the corresponding space on its Player board (top shelf with a "T" tile) gaining that space rewards.

SPENDING GOLD

Check if the Homunculus owns enough Gold to move one or more Books to the bottom shelf of its Study (with the "B" tile). The Homunculus's board indicates the costs for moving a book. The first Book requires 1 Gold, the second 2 Gold and so on.

If possible, the Homunculus spends the required Gold, then moves a Book marker and covers the corresponding space gaining its rewards.

The Homunculus can move all its 8 books during the game.

It is possible that, after this phase, the Homunculus meets the requirement of an Experiment card (thanks to the bonus gained with a Book). In this case the Homunculus immediately performs that Experiment.

The Homunculus will keep collecting Gold even if all of the Books have already been moved to the Study.

END OF THE GAME

The game ends normally after 3 full rounds. You score according to the normal rules.

The Homunculus scores (in addition to VP gained during the game):

- VP for total number of Books on its Player board (same as a player would, 36VP max).
- 2/4/7 VP according to the position on each Mastery track.
- VP for the Publication sideboard - each complete section provides the VP depicted on the Homunculus's theory tile multiplied by the Publication value.
- 1VP per remaining Gold and Extra Potency token.

If you have more VP than the Homunculus, you win. Otherwise, you are defeated.

FULL TURN EXAMPLE: The Homunculus (purple) takes turn. It has an active die (1) and one pending Experiment (2).

It draws a new Decision card (3).

The Homunculus spends its Extra Potency token (4) to increase the Potency of the active die by 1. Then it spends 3 Potency (5).

The Homunculus may gain an Experiment card, but it has no more Experiment markers available (6), so it ignores that action.

Then, The Homunculus takes an Artifact. The first Element icon from the right on the Publication board is Water (7), but there is no Water Artifact in the white offer. The next icon is (8), so the topmost card of the Decision deck determines the choice. The arrow points to the right, so the Homunculus takes the Air Artifact tile (9).

The (8) on the Publication board is covered by an Element marker and the Artifact tile is placed below the Homunculus's Player board.

Then, the Homunculus resolves 2 advancements on the Mastery tracks. It has an Experiment marker on the Water track (10), and its Mastery marker is on the "1" space. The Homunculus advances twice on the Water Mastery track, reaching the Experiment marker - it is immediately moved to the pending Experiment card (11).

After resolving the actions, the Homunculus performs the Experiment, as it meets the requirement now. It gains 5 VP and places an Element marker on the Publication sideboard covering the Water icon (12). As it is the first Water Experiment for the Homunculus, it also moves a Book to its corresponding space gaining an advancement on any Mastery track (13).

As there is no track with an Experiment marker, it advances on a track with the highest priority. This means the Homunculus advances on the Fire track (14), reaching the space with a Mastery Reward tile. It takes the first one available from the bottom (15) gaining one Extra Potency token.



MODULES

You may include any or all of the modules, when playing a solo game. You always play according to the regular rules, while the Homunculus has its own rewards connected to the new components, as described in the following section.

BATTERIES

The Homunculus will resolve new effects according to the table below.

1 	Discard a Battery tile from the offer (use the Experiment/Artifact tiebreaker arrow to choose), and add 1 Experiment token to the current round section of Homunculus's Player board.
2-6 	If an Experiment card resolved by the Homunculus has conditional VP, it gains the maximum amount.
4+  5+ 	Homunculus ignores all new requirements on the Experiment cards, same as all other costs as per regular rules.

EVENTS

Whenever the Homunculus drafts a die from a pool with an Event tile assigned, it gains 3 VP.

EXPERT STUDY

During Setup place any unused Book markers on Expert Study tile depending on the chosen difficulty level:

- Easy → do not place any Books.
- Normal → place Books on spaces with  and .
- Hard → place Books on  and .
- If you want to further increase the challenge, place Books on every respective space.

The Homunculus ignores the spaces for the Books on the Expert Study tile, as it already has enough space in its own Study for all the Books.

Whenever the Homunculus gains an Element marker for the Publication sidebar, but is **unable to place it**, it places it on the Expert Study tile instead, at **the first available** space from the left or right (use the Experiment/Artifact tiebreaker arrow). The gained Element does not have to match the covered icon. Homunculus ignores the printed rewards and gains 3 VP instead.



APPENDIX

PATRON TILES



Resolve twice:

The Homunculus advances 1 step on the Mastery track where its marker is the lowest. If two or more tracks are tied, choose the Mastery track where its marker is the closest to its Experiment marker. If two tracks are tied, it advances on the track with higher priority.



The Homunculus advances 1 step on each Mastery track.



The Homunculus covers the first visible Element icon from the right on its Publication sideboard.

If not possible, it scores 1VP instead.

PATRON TILES



The Homunculus covers the first 2 visible Element icons from the right on its Publication sideboard.

If not possible, it scores 1VP for each Element it could not cover.



The Homunculus gains 1 Gold and 2VP.



The Homunculus gains 2 Gold and 4VP.



PLAYER AID

Whenever you must refer to the topmost card of the Decision deck, but the deck is empty, keep the current card and shuffle the rest of the discard pile to create a new deck.

PREPARATION PHASE

- Resolve normally.
- Ready Homunculus's Artifacts.
- Move leftover Experiment markers (if any).

TURN OVERVIEW

3 exhausted dice: pass

Otherwise:

1. Reveal Decision card from the Decision deck.
2. No active die: draft a die.
3. Resolve the revealed card from top to bottom.
4. Perform Experiments.
5. Spend Gold for Knowledge.

ACTIONS



TAKE AN EXPERIMENT

Take the Experiment card matching the icon on the Publication board (from right to left). If there is no match or it is , use the arrow on the topmost card of the Decision deck. Experiment must come **from the offer matching the active die color**. Place Experiment marker on the corresponding Mastery track or directly on the card if the requirement is fulfilled.



TAKE AN ARTIFACT

Take the Artifact tile matching the icon on the Publication board (from right to left). If there is no match or it is , use the arrow on the topmost card of the Decision deck. Artifact must come **from the offer matching the active die color**.



ADVANCE ON A MASTERY TRACK



ADVANCE ON ANY MASTERY TRACK

Closest to Experiment marker → Highest priority.



ADVANCE ON LOWEST MASTERY TRACK

Closest to Experiment marker → Highest priority.



EXHAUST AN ARTIFACT

Gain rewards depicted on the Decision card.



RESOLVE A PATRON TILE



GAIN GOLD



GAIN AN EXTRA POTENCY



GAIN AN ELEMENT MARKER

Place the Element marker on the indicated Element icon on the Publication sideboard (from right to left).



GAIN VICTORY POINTS

EXPERIMENTS

Only Mastery track requirement must be fulfilled. Resolve in order:

- Place Element marker on the Publication sideboard.
- Gain VP.
- If it is the first of the type - move a Book.