



A game by Jürgen Then & Franziska Stürzenhofecker



Tinctura



RULEBOOK



The tincture gently bubbles in the flask. You slowly turn the press to shape the pills you need. The day in your little pharmacy begins, and you wonder what challenges await you today.

The ointment must be ready soon after opening, as the patient is longing for relief. However, you still need special herbs for a new medicine, so you will have to make a detour to the forest.

But not for too long, because in the afternoon you have a lecture on mixing, which will help you improve your skills. And then it's off to the shopkeeper to replace your old mortar with a new one, so you can make even more of your favourite tea, which always keeps you so alert and active. Just then, there's a knock at the door. The new apprentice has a few questions. Your day begins.

In Tinctura, you are a pharmacist in a small town pharmacy in the 18th or 19th century. You plan your day to make medicines, procure the ingredients, hire and train apprentices, and educate yourself in various fields. But any plan is only as good as your competitors allow it to be.

Tinctura accompanies you through five days of a week. Each day, you plan unobserved what you want to do during the nine hours of the working day. You have to decide which hours you want to visit the village or the forest or work in your pharmacy. You can decide what exactly you will do there when the time comes. At the end, the player who has collected the most victory points by treating patients and other successful endeavours wins.

GAME MATERIALS

IMPORTANT: This rulebook shows the components of the standard version of the game. Some components of the Deluxe version may look different, but are functionally identical.

GENERAL COMPONENTS



1 Game board with three areas
(pharmacy, village, forest)



44 Patient cards



24 Apprentice cards
(double-sided)



13 Training cards



8 Personality cards



112 Plant tiles with bag



12 Furnishings with bag



2 Experiment markers



1 Day marker



48 Planning markers in three colours



2 Mortars



1 Die



12 Flower tiles (optional)



4 "Blocked Apprentices" cards (double-sided)



5 Tiles for the merchant's opening hours



4 Alternative bonus tracks (optional, double-sided)



3 Open goal marker (optional)



12 Event cards (optional)



12 Private goal cards (optional)



8 Open goal cards (optional)

PER PLAYER



4 Player boards for time management (1 per player)



4 Screens (1 per player)



4 Player boards for skills (1 per player)

4 Tea markers in player colours (1 per player)



24 Skill markers in player colours (6 per player)



8 Apprentice planning markers in player colours (2 per player)



4 Recovery point markers in player colours (1 per player)



4 Markers for 100 recovery points (1 per player)



4 Game aids (1 per player)

SOLO GAME



12 Solo cards



1 Priority card



9 Merchant cards

GAME SETUP ▶ General

The setup shown is for 3 players.

- 1 Place the large **game board** in the centre of the playing area, within easy reach of all players.
- 2 Sort the **patient cards** according to their disease value (the number in the top right corner of the card). Shuffle the individual stacks separately for each disease value. Then remove 1 card from each individual stack if there are 4 players, 2 cards if there are 3 players, and 3 cards if there are 2 players.

Place the **patient cards** face down on the waiting area, starting with disease value 6 and descending to disease value 1, so that the cards with the lowest disease value are now face down at the top of the stack.

Now reveal individual cards and place them on the patient spaces. Leave 1 space free for 3 players and 2 spaces free for 2 players.
- 3 Sort the **apprentice cards** by colour and form 4 piles, which you shuffle separately and place next to the game board.

If there are 2 or 3 players, you also shuffle the 4 “**Blocked Apprentices**” cards, draw one of them, place it next to the game board, and flip it to the side corresponding to the number of players. This card indicates which apprentice spaces remain free on that day. The other 3 cards go back into the box; they are not needed.

Now place the top apprentice card from the corresponding pile on all spaces that are not remaining free.
- 4 Shuffle the **training cards** and place them face down on the corresponding space on the game board. Draw the top 2 cards and place them face up on the two training spaces beneath on the game board. If you sort them by time, it will be clearer which one takes place first.



When the number of players is relevant during the game, this is indicated by these symbols.



5

Find the two **mortars** from the furnishings and place them on the merchant's mortar spaces on the game board.

6

Place the other 12 **furnishings** in the corresponding bag and draw 8 items (for 4 players), 6 items (for 3 players) or 4 items (for 2 players), depending on the number of players.



Place the drawn items in any order on the merchant spaces. They are now available for purchase.

7

Shuffle the **tiles for the merchant's opening hours** and place them in an open pile on the corresponding space. The top tile is valid for the first day.

8

Place the 2 **experiment markers** on the corresponding spaces in the pharmacy.

9

Place all **plant tiles** in the corresponding bag. Now, depending on the number of players, fill the spaces in the forest with one plant from the bag each.



There are four types of plants: berries, roots, herbs, and mushrooms.

Note: From a biological standpoint, mushrooms are not plants, but they are treated as plants here.

10

Place the day marker on the first space of the day track (Monday).

3



In this game, the apprentice space for **special recipes** remains free on Day 1.

GAME SETUP ▶ PLAYERS

1 Take **one player board** each for **skills** and **time management** and place them in front of you. Place a **screen** around your time management board so the others cannot see it.

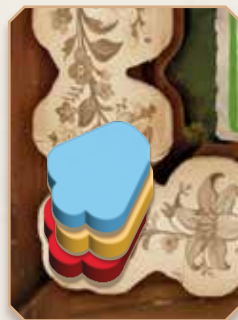
2 Place the **6 skill markers** in your colour on the 4 skill tracks and the mortar track, each on the number 1, as well as on the starting space of the botany track. These markers show your current level of training in the skills of mixing, pressing, filtering, and heating, as well as botany (the number under the column where your botany marker is currently located) and the number of mortars you have. The markers may not be moved beyond the end of the track; if they are, you have reached the maximum level of training.

3 Take **3 planning markers** in **blue, green, and white**, as well as the **2 apprentice planning markers** in your playing colour. The remaining planning markers are placed in the general supply.

4 Each of you now **draws plant tiles** from the bag and places them face up in front of you. The player whose turn it is first in the playing order takes 1 plant. The second player takes 2 plants. All other players take 3 plants.

5 Take the **9 time markers** of your color and place them next to your player boards.

6 Place your **recovery point marker** on the starting space of the recovery point track on the game board (on the zero). Stack the markers on top of each other in any order.

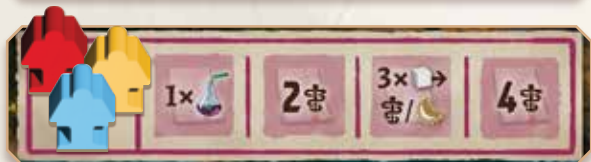


7 Take the **tea markers** from all players, draw them in any order, and place them on top of each other on the "o" space of the tea track. This is the order of play at the start of the game.



8

Place the 4 **bonus markers** of your color on the starting spaces of the 4 bonus tracks on the game board, one per track.



If this isn't your first game, shuffle the 8 personality cards and deal 2 cards to each player.

Choose one of these cards and return the other, along with any undistributed cards, to the box. The card you keep provides you with a personal bonus for the entire game.

You can find the descriptions of the personal bonuses in the appendix.

Important: Play without the personality cards in your first game to reduce the complexity somewhat.

1

1



3



GAME MATERIALS & SYMBOLS

Plants



Herbs



Berries



Mushrooms



Roots

Medicines



Ointments



Pills



Tinctures



Special recipes

Skills / Actions



Pressing



Heating



Mixing



Filtering



Botany



Experiment

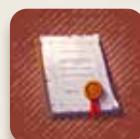


Mortar level

Merchant items



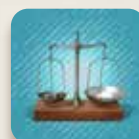
Books



Certificate



Shelves



Scale

Patients



- 1 Disease name
- 2 Disease value
- 3 Recovery points (RP)
- 4 Medicine and its level
- 5 Required resources
- 6 Required skills

Apprentice / Journeyman



- 1 Specialisation
- 2 Bonus (permanent or one-time, see pages 18/19)
- 3 Penalty while still in training

Training



- 1 Improved skills and/or received experiment markers and experiment action
- 2 Number of improvements
- 3 Start of the training
- 4 Time required

Board areas



- 1 Recovery point track
- 2 Bonus track
- 3 Day of the week
- 4 Merchant's opening hours
- 5 Patient display
- 6 Apprentice display
- 7 Training display
- 8 Tea track
- 9 Plant availability
- 10 Merchant items

Further symbols



= Pharmacy



= Village



= Forest



= Recovery point (RP)



= Any ingredient



= Merchant item



= Training

GAMEPLAY

Tinctura is played over 5 days. Each day consists of 9 hours. In each of these hours, you can perform exactly 1 action. Some actions even take 2 hours.

At the beginning of each day, you plan the day's actions behind your screen by placing planning markers on the fields of the time planning board. This is the planning phase. Only the area of the action (pharmacy, village, forest) is planned in advance, not the exact action. When everyone has finished planning, the screens are removed.

In each hour of the day, you now carry out the actions one after the other, whereby you are limited to the pre-planned area in each hour, but can still freely choose the actions according to availability. This is the work phase. The order here is determined by the tea bar and can change every hour.

At the beginning of the next day, a few administrative actions are carried out before you start the new day with the same sequence.

At the end of the game, the scores are calculated. The player who has collected the most recovery points (hereinafter abbreviated to RP, Symbol on the cards = ⌘) wins the game.

PLANNING PHASE

In the planning phase, you secretly plan the course of the 9 hours of the day. To do this, place the screen in front of the time management tableau so that the others cannot see it.

Then place a planning marker in the colour of the location you want to visit during that hour on each hour field of the pocket watch. You do not have to decide on the exact action you will take at that location at this point.

A **white marker 1** means that you want to work in the pharmacy. A **blue marker 2** takes you to the village. A **green marker 3** symbolises that you want to go to the forest.

You do not have an unlimited number of markers in each colour, so you cannot visit each location as often as you like. You can obtain additional markers during the game.

If you have an apprentice whom you were unable to train as a journeyman the day before, you must use one of the hours of the day with the **apprentice planning marker in your game colour 4**. You cannot perform any actions during this hour of the day because you are busy supervising the apprentice. This time is "lost" to you in the game

Once you have all finished planning, the planning phase ends. Now remove the screens in front of your time planning boards.



WORK PHASE

In each hour of the work phase, you carry out your planned actions one after the other.



In this example, light blue goes first, followed by red, and yellow goes last.

The order of your tea markers on the tea track is decisive. The player who is furthest ahead may perform an action first, followed by the other players in the order of their tea markers. If several tea markers are on the same space, the player with the topmost tea marker goes first. The order of the tea markers and thus the order of play can change from hour to hour.

Depending on the colour of your planning marker, you now perform an action in the pharmacy (white), in the village (blue) or in the forest (green). The actions available there are described in detail below. Furthermore, you can choose the Experiment action with any type of planning marker, provided it hasn't already been performed twice that day. If it has, it won't be available again until the next day.

If you had to place an apprentice planning marker in your game colour during the current hour to supervise an apprentice who has not yet been trained, you cannot perform any actions in this hour.

Once everyone has performed their action, the game continues to the next hour of the day until all 9 hours have passed. After each action, take the corresponding planning marker back into your supply.

The following describes all the actions you can perform in the village, the pharmacy, and the forest.

ACTIONS IN THE VILLAGE



The following actions are available in the village:

- ATTEND TRAINING
- ATTEND INDIVIDUAL TRAINING
- HIRE AN APPRENTICE
- VISIT A MERCHANT

ATTEND TRAINING

Training courses allow you to improve your skills in mixing, pressing, filtering and heating.

Each training course starts at a specific time and always lasts 2 hours. This means that you must have placed a planning marker for actions in the village on both of these hours in your planning.

In the second hour of the training course, you improve your skills according to the information on the training card, so you move your markers further along the skill bars on your skill board, provided that this is still possible and you have not reached the end of the bar.

You may also attend the same training session with several other players.

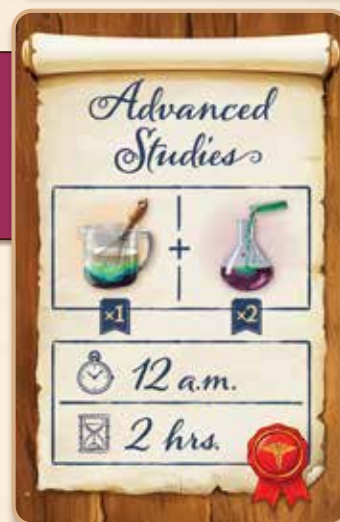
In some training sessions, you receive 1 or 2 additional planning tokens **1**. Take the specified number of planning tokens and add them to your supply of planning tokens. These allow you to perform more actions of the same type during the planning phase. If you do not want to take any planning tokens, you may instead perform an experiment **2**. This is allowed in addition to the two experiment opportunities per round, and no experiment tokens are removed.



IMPORTANT: In certain training courses, you may experiment twice. This is in addition to the two experimentation opportunities in a round, and no experimentation markers are removed.

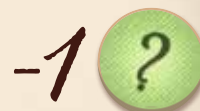


IMPORTANT: You cannot improve your botany skill through training, only by collecting plants in the forest or through experimentation.



ATTEND INDIVIDUAL TRAINING

A single training course allows you to improve one skill (mixing, pressing, filtering or heating) by one point.



To do this, you must discard any plant tile. The single training course lasts only one hour.

HIRE AN APPRENTICE

If you want to hire an apprentice, choose one of the apprentice cards on display and place it in front of you with the apprentice side facing up. A new apprentice card is not added immediately.

You may only hire apprentices of a medicine type that you do not already have an apprentice or journeyman of.

In addition, you may only have a maximum of 2 apprentices at any one time.



DISPLAY



In this example, apprentices for ointments and special recipes are still available for hire.

The slot for pills and tincture is already taken by an Apprentice and Journeyman.

In order to hire another one, you must first train at least one of them to become a journeyman. Turn the apprentice card over to the journeyman side. (see page 18).

You will receive the bonus shown on the apprentice card when you train an apprentice to become a journeyman by producing the corresponding medicine type.

You will then receive a one-time bonus in the form of RP or advantages when producing the medicine type.



VISIT MERCHANTS

At the merchant, you can buy furnishings that allow you to advance on the 4 bonus tracks on the game board and earn bonuses.

You can identify the track by looking at the background color of the item.



You can also purchase additional mortars there.

The merchant is only open during the opening hours indicated by the sign. You can only perform this action during this time interval.

The items and mortars are available as tiles at the merchant's. You can purchase up to 3 items and mortars per visit. 1 item or mortar costs 1 plant, 2 cost 2 plants and 3 cost 4 plants. The type of plants are arbitrary.



IMPORTANT: If you shop during the first hour of opening hours, you pay a total of 1 plant of your choice more. If you shop during the last hour, you pay 1 plant less.

For each piece of furniture you purchase, move your bonus marker forward 1 space on the corresponding bonus track. The item is then returned to the designated bag.

For each mortar purchased, move your marker forward 1 space on the mortar track on your skill board. The mortar is then kept next to the game board until the next day.



THE BONUS TRACKS

Depending on your progress, the bonus tracks grant you one-time benefits, benefits that last for the rest of the game, or RP that you can use to move your marker forward on the RP track. Once you reach the last space on a bonus track, you can no longer move forward there, so a corresponding item will not benefit you.

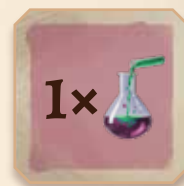
For the standard game, the tracks are printed directly on the game board. If you want to play with other bonus tracks later, check the appendix for the optional components. Only the properties of the standard tracks are described here.

On the first space of each track, you receive a small benefit that lasts for the rest of the game:

- **White** → You may, once and immediately, move 1 step forward on the tea track.



- **Purple** → You may, once and immediately, perform an experiment without removing an experiment token.



- **Blue** → You may, once and immediately, move 1 step forward on your mortar track.



- **Green** → You may, once and immediately, draw 2 plants from the bag.



On the second and fourth spaces of each track, you receive RP, which you immediately advance on the RP track.

On the third space, you sometimes receive RP based on the current day on which you earn this advantage (Monday 1 RP, Tuesday 2 RP, etc.).

2☼/4☼/6☼

There is also a major advantage to be gained there:

- **White** → Once per day, you may perform an action you carry out in the pharmacy twice: for example, brew tea twice, treat two patients, or produce two medicine. This ability lasts until the end of the game.



- **Purple** → You may distribute 3 ability points among any of your abilities once and move the corresponding markers forward on your ability board (botany excluded).



- **Blue** → You, once and immediately, receive 2 mortars, so move forward 2 spaces on the mortar track on your ability board.



- **Green** → Once per day, during an action in the forest, you may take an additional plant of your choice. This ability lasts until the end of the game.



ACTIONS IN THE PHARMACY



The following actions are available in the pharmacy:

- ACCEPT PATIENTS
- PRODUCE MEDICINE
- MAKE TEA

ACCEPT PATIENTS

Take one of the patient cards lying on the game board, place it next to your ability board, and place a time marker showing the current time on it.

You have now received an order and must eventually produce the corresponding medication.

You may have a maximum of two active patient cards on the table. Only after you have produced at least one medicine can you accept new patients again.

Now, draw a new patient card from the deck and place it on the vacant space.

If there are no more patients in the deck, then only the patients currently on the table can be accepted. The deck is not reshuffled from discarded patient cards.

The information on the patient cards is explained in the following section.



..... DISPLAY (3-player game)



PRODUCE MEDICINE

You must choose this action to treat a patient whose card you have accepted and placed next to your board.

You have exactly one day to do this after taking the card. This means you must produce the medicine no later than the hour of the following day on which you placed the card. The time marker you placed on the card will also remind you of the time.

If you succeed, you receive the reward indicated on the card. If you fail, the patient is dissatisfied and you receive a -1 RP point.

Once you have treated the patient or the deadline has passed, remove the card from your board. It is out of the game. Return the time marker to your supply.

You can also voluntarily decline a patient you haven't treated yet at any time and return the card. However, you must also give up one RP.

If you give up a patient by voluntarily handing them over or by exceeding the 24-hour limit, this always happens at the start of the current hour before your action. You can then immediately reuse the time marker showing the current hour if your current action is "Accept Patient."

In order to serve the patients properly, you must follow the instructions on the patient cards.

The patient card tells you which medicine is needed **1** and what is required to produce it (plants **2** skills **3**).

There are different types of medicine: pills, ointments, tinctures and special recipes.

For some patients, you can choose between two medicines. In this case, only one of the two medicines is required.



Ointments



Pills



Tinctures



Special recipes

One specimen of each of the plants shown is required. For special recipes, you can combine any three items from the plant types roots, herbs and mushrooms. Take the plants you need from your supply and place them in a plant storage area next to the game board.

Each medicine specifies the minimum level of skills required. This is the number in the black seal on the left **4**. A corresponding level of botany is always necessary, while the other skills vary depending on the type of medicine.

IMPORTANT: If you do not have the required skill levels for the necessary skills, you cannot produce this medicine at this time. You may, of course, still accept these patients as normal.

The medicine produced will then have a certain quality level that corresponds to your lowest skill level required for production.

Example: If you produce a pill and your Botany skill is at level 4 and your Pressing skill is at level 3, the pill will have a quality level of 3 after production.

When crafting tinctures, you may add as many additional mushrooms as you wish to increase the quality level by 1 point each. However, you must spend one RP for each mushroom used.



This can also be used to reach the required minimum level. In this case, you would need to use one mushroom for each point difference between your lowest relevant skill and the minimum level. This does not permanently increase your stats; it only temporarily boosts them for this medicine.



EXAMPLE: you want to make a tincture with a minimum level of 5. Your botany skill is 4 and your filtering skill is 3. This means that, in addition to the usual plants, you must use at least 3 mushrooms (and spend 3 RP) to make the tincture (1 for botany and 2 for filtering).



If you can produce the medicine within the time limit, you will receive a corresponding reward depending on the information on the card.

The following types of rewards are available:

Fixed amount

If you successfully produce the medicine within the deadline, you will receive the number of RP specified on the card.

4

Quality

If you successfully produce the medicine within the time limit, you will receive the number of RP specified on the card, depending on the quality level achieved during production (i.e. according to your lowest skill required for production).

1 = 2
2 = 4
3 = 6
4 = 8

Time-based

If you successfully produce the medicine on time, you will receive the number of RP indicated on the card, depending on the time that has elapsed since the order was placed. Only active hours count, i.e. the hours during which you have performed actions. Example: If you accept a patient at 3 p.m. and produce the medicine at 10 a.m. the next day, then 4 hours have passed (3 to 4 p.m., until 8 a.m., until 9 a.m., until 10 a.m.).

1-3 std. = 8
4-7 std. = 4
8+ std. = 2

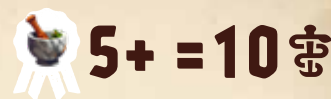
Multiple

Here, you can also craft the medicine multiple times. To do so, however, you must spend the corresponding number of plants per unit. Depending on the number of times (up to three times), you will then receive your RP.

1* = 5
2* = 9
3* = 14

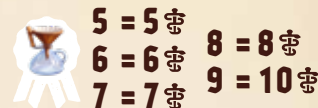
Mortar Level

Here, in addition to the normal requirements, you also need to have reached a minimum level on your mortar bar. If you haven't reached this level, you cannot produce this medicine.



Maximum Level

Here, the highest level of the skills required for production is used to calculate the RP. However, as always, the production requirement applies to the skill with the lowest level.



Quick Recipe

You can also craft this recipe directly from the display on the game board without first taking the patient with an action. Of course, as with any recipe, you must meet the requirements and hand over the corresponding plants. If you cannot or do not want to do this, you may also take the card to yourself like any other using the "Accept Patient" action and treat it normally. The point value remains the same in both cases.

9

Can be treated directly from the display.

TRAINING AN APPRENTICE TO BECOME A JOURNEYMAN

Training apprentices to become journeymen is not an action you can choose. If you have hired an apprentice and then prepare the medicine required on the apprentice card, the apprentice is promoted to journeyman automatically.

Turn the apprentice card over to the journeyman side. You now receive the corresponding benefit once or for the rest of the game.

You may only have and train one apprentice of each medicine type, so you can have a maximum of 4 different journey men.

Journeymen bring you advantages in the game, either one-time or permanent. Permanent benefits take effect immediately on the day you train the apprentice.



The following advantages are possible:

4

You receive a certain number of RP once.

+2

Whenever you produce a specific medicine, you may advance 2 spaces on the Botany track.

+1

Whenever you produce a specific medicine, you may advance 1 space on a specific skill track.

When making ointment:

4

Whenever you produce a specific medicine, you receive a certain number of additional RP.

Two additional teas
(ingredients must be paid).

Once a day, at any time, you may produce up to two additional cups of tea without using an action, but you must hand over the usual plants to do so.

Do
1× experiment
per day.

Once a day, at any time, you may perform one experiment. This is in addition to the two experiment opportunities allowed per round, and no experiment tokens are removed.

Get
1× leftover item
for 1× 
after closing hour.

Once per day, immediately after the hour in which the merchant closes, you may purchase one of the remaining items, but you must give up any plant to do so. If there are no items left at the merchant's, this option is forfeited for that day. If someone has the same ability via a personality card, the personality card takes precedence and that player may choose first.

Pull 2× 
from the bag per day.

Once per day, at any time, you may draw 2 plants from the bag.

MAKE TEA

You can make tea to improve your position on the tea track and thus take your turn earlier. A change in the order will have a direct effect in the next hour of the day.

Per action, you may make a maximum amount of tea equal to the number of mortars you have, i.e. corresponding to the position of your marker on the mortar track of your skill board. However, you may also blend less tea.

For each tea blended, you must discard either 1 root or 1 herb tile.

You then move your marker one space forward on the tea track for each cup of tea made. If there are already markers on the target space, place your marker on top of them.

To ensure that the tea track is sufficient, the markers are always moved back towards the start of the track when none of you are on the starting space of the track anymore.



EXAMPLE: Before the make tea action, your markers were in the following positions: Blue on 0, yellow on 2, red on 6.

Now the blue player, whose marker is still on 0, made 3 units of tea. She therefore moves her marker to space 3 on the track.

Then all markers are moved 2 spaces towards the start of the track, so that the lowest marker, in this case the yellow marker, which was previously on space 2 of the track, is now on space 0. Blue is now on 1 and red on 4. The distances between the markers remain the same, but the track can now be played better towards the top again.



This action does not allow you to make so much tea that you would have to move beyond the end of the track. If your marker is stacked on top of others at the end of the track and you are making tea, then the marker will definitely move to the top of the stack.

At the end of the game, you receive RP according to your position on the tea track. This is described in the **END OF THE GAME** (see page 23) section.

ACTIONS IN THE FOREST



Only one action is available in the forest

• COLLECT PLANTS

COLLECTING PLANTS

Depending on the time of day you visit the forest, you may take a certain number of plant tiles of your choice from the display in the forest.

From 8 to 10 a.m., you may take 1 plant; from 11 a.m. to 1 p.m., you may take 2 plants; at 2 p.m., you may take 3 plants; and at 3 p.m., you may take as many as 4 plants.

The remaining plants are divided equally among all players who chose this action at 4 p.m. You may continue to choose a plant in the current order of play until all remaining plants from the forest have been distributed.

Place these in front of you and you can now use them for a variety of actions. There is no limit to the number of plants you can own.



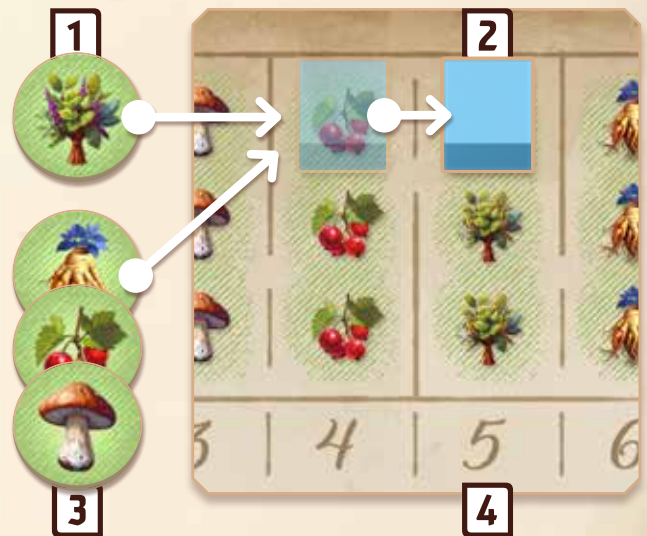
BOTANY

By collecting plants, you can improve your botany skills.

You may move the marker on your skill board one space forward whenever the plant **1** you have just collected matches the illustration on the next free space on the track **2**. You do not have to discard the plant.

You may also move the marker one space if the plant you have collected does not match the image on the next free space **3**. However, you must then discard the plant. This is a way to improve your botany skills if you cannot or do not want to collect the right plant. This option is voluntary, but is only available during the activity in the forest, not at other times.

Your current level of botany skill is always displayed below the track **4** and is determined by the column in which your marker currently stands.



IMPORTANT: Your botany skill will only increase by collecting plants in the forest. It will not increase in any other situations where you obtain plants.

DISCARDING AND EXCHANGING PLANTS

Any plants you have to discard are not returned directly to the bag, but are kept next to the game board.

Only when the bag is emptied at the end of the day to replenish the forest are the plants collected in this way returned to the bag.

IMPORTANT: You may exchange any two plants, even different ones, for another plant at any time, even multiple times. To do so, place the two plants you wish to discard next to the others next to the game board and take the desired plant, either from the discarded plants or from the bag if it is not available among the discarded plants.



EXPERIMENT

For this action, it does not matter which location (pharmacy, village, forest) you visit at the time. You can experiment with any type of planning marker.

However, this action can only be performed twice a day by all of you combined.

Each time you perform this action, you remove one of the two markers **1** next to this action and place it besides the game board. Once both markers have been removed, this action cannot be performed again that day.

To experiment, roll the die once. The table **2** will then tell you which of your skills you have improved.

Move the corresponding marker on your skill board forward, unless it has reached the end of the scale.

If you roll a 6, you can choose any skill and increase it by 1 (or 2 for botany).



END OF THE DAY

Once you have all performed your last action of the day at 4 p.m., the current day ends. Now, a few things are prepared for the next day. If it is already Friday, the game ends, in which case, continue to the End of the game section.

1. Refill the forest with new plant tiles from the bag, depending on the number of players. If the bag becomes empty, return all plant tiles collected next to the game board to the bag.
2. Remove the two training cards and lay out two new ones.
3. Remove the current tile with the merchant. The next tile is now visible and applies to the coming day.
4. Put all furnishings still available at the merchant back into the bag. Then draw new items depending on the number of players and lay them out.
5. Place the two mortars back on the corresponding spaces on the merchant's board.
6. Place new apprentices on the board, depending on the number of players. Apprentices already on the board are not removed, so no new apprentices are placed on these spaces. Exception: if, with 2 or 3 players, one or more of the apprentices still on the board are blocked for the following day, then these apprentices are removed and returned to the corresponding pile.

Remember: for each apprentice that you were unable to train as a journeyman on the previous day, you must block one hour of the coming day with a marker in your game colour during the planning phase.

7. Move the day marker forward one day. The new day begins with the planning phase.



In this 3-player game, the apprentice spaces for special recipes are blocked on the upcoming Day 2. Therefore, only the empty spaces 1 and 3 are refilled. The existing apprentice on space 2 remains in place.



END OF THE GAME

Once you have all performed the last action of Friday, the game ends and the final scoring begins. Move your RP marker on the track forward according to the RP you now receive. When you reach the end of the ruler, take a 100-marker and continue moving on the track.

However, you still have the opportunity to use your remaining plants to produce more medicines whose patient cards are still on your tableau. You will then receive RP according to the level and type of the finished medicines:

				
	Pills	Ointment	Tincture	Special recipe
Level 1 to 5	1 RP	1 RP	3 RP	2 RP
Level 6 to 7	2 RP	2 RP	4 RP	3 RP
Level 8 to 9	3 RP	3 RP	5 RP	4 RP

NOTE: No apprentices are trained by making medicine in that way after the game.

For every patient you can no longer serve, you must deduct one RP.

- Depending on your position on the tea bar, you now receive the following RP: 10 RP for the first position, 6 RP for the second position and 3 RP for the third position. In the event of a tie, the player who is on top of other markers is again in the lead.
- You also receive as many RP as your marker position on the tea track indicates. Example: If your marker is on space 7 of the track, you receive an additional 7 RP.
- When you reach the end of the Botany track with your marker, you receive 8 RP.
- For your journeymen, you receive RP according to this table. You do not receive any RP for untrained apprentices.

Number of Apprentices	1	2	3	4
Recovery points	0	4	9	18

- For your least developed skill (including botany, but not mortars), you receive RP according to this table.

Skill level	2	3	4	5	6	7	8	9
Recovery points	3	6	10	14	19	24	30	36

The player who has achieved the most RP wins the game.

In the event of a tie, the player who is furthest ahead on the tea bar wins.

SOLO RULES

To play Tinctura on your own, the game includes additional components for the solo mode. In solo mode, you play against a fictional opponent: Melanie. She is controlled by solo cards and follows set priorities for her actions.

The solo mode has 4 difficulty levels. We recommend playing at Level 1 for your first solo game.

Additional components:

12 Solo cards



1 Priority card



9 Merchant cards



3 Apprentice markers



(3 skill markers in an unused player colour)

SETUP

- Set up the game as for a normal 2-player game.
- Both you and Melanie each receive a skill board, set up in the usual way.
- Only you receive a time management board; Melanie does not need one.
- Shuffle the merchant cards and place them face down next to the merchant as a concealed draw pile.
- Shuffle the solo cards and place the deck face down in front of you.
- It must be determined randomly which of the two displayed apprentices receives one apprentice marker and which receives two. Roll the die: on a result of 1–3, place one apprentice marker on the first apprentice and two on the second. On a 4–6, do the opposite.
- Keep the priority card within sight. It serves as a reference for you.
- Your tea marker and Melanie's start on the starting space of the tea track.
- You may draw 1 ingredient from the bag for yourself and 2 ingredients for Melanie.

GAMEPLAY

When a new day begins, you plan your own day as normal.

You then carry out your actions and Melanie's actions in the correct order, according to your positions on the tea track.

When it is Melanie's turn, you reveal a solo card. Place the revealed cards side by side so you can always see which card was drawn in which hour.

A solo card shows the three action areas of the game board in a specific order. The additional notes refer to difficulty levels 2 through 4. Please ignore them in your first solo game. They are explained further below.

You must first attempt to carry out an action from the top area 1. If this is not possible, carry out an action from the middle area 2 of the card. If that is also not possible, the bottom area 3 comes into play. Should none of these be possible, Melanie will choose the "Experiment" action. She may do this as often as she likes and is not bound by the 2-experiments-per-day limit.

Within each area, there is also a priority determining which actions Melanie prefers (see the priority card). Work through the priorities in order to determine the possible action. If none of them is possible, proceed to the next area as described above.



The priorities are:

- **Pharmacy:** Produce medicine, accept patients, blend tea.
- **Village:** Attend training, visit a merchant, hire an apprentice, attend individual training.
- **Forest:** Collecting plants.

ACTIONS IN THE PHARMACY



Here you will find the details of Melanie's actions in the pharmacy:

PRODUCE MEDICINE

If Melanie has the plants and the required skill levels for a recipe, she produces it.

Patients are not subject to the 24-hour rule. They remain until the recipe is produced. If both patients could be served, the recipe that was accepted first is produced first (i.e. the patient lying further to the left).

For time-based scoring, the middle time level is always assumed. When different levels are possible, the highest achievable one is produced. For multiple recipes, as many as possible are produced. Melanie does not produce quick recipes, but may accept them as a normal patient.

ACCEPT PATIENTS

If Melanie does not yet have 2 patient cards in front of her, she accepts another patient. The patient accepted earlier is always placed to the left of the second.

The patient is chosen for whom the least skill improvement is required. In the event of a tie, the patient is chosen for whom more ingredients are already available in stock. If there is still a tie, you choose a patient.

BLEND TEA

If Melanie has at least one root or one herb, she produces tea.

She always produces as much tea as her available plants and her mortar level allow. "Available" here means the plants must not be placed on patient cards (see below).

ACTIONS IN THE VILLAGE



Here you will find the details of Melanie's actions in the village:

ATTEND TRAINING

If a training session is taking place in the current hour, Melanie attends it. She only needs one hour for this. If she has already attended a particular training in its first hour, she cannot attend it again in that training's second hour.

If an additional planning marker is part of the training, Melanie experiments instead.

VISIT A MERCHANT

If a merchant is open and Melanie has at least one freely available plant, she visits the merchant.

To do this, you reveal a merchant card. This shows how many items Melanie may purchase at most **1**. She then buys as many as she is allowed to and her freely available plants permit.

The merchant card indicates which items Melanie buys and in which order **2**.

If Melanie is supposed to purchase a mortar but would receive a mortar via the bonus track by buying a blue item instead, she buys the blue item rather than the mortar.

If the merchant card deck runs out, simply reshuffle it.



HIRE AN APPRENTICE

If Melanie has fewer than 2 apprentices, she will hire another one, if a suitable one is available and she does not already have an apprentice or journeyman of that type.

She prefers the apprentice with 1 apprentice marker on it. If that one is not suitable, she takes the other.

EXCEPTION: If she already has a patient on display whose recipe type matches the apprentice with 2 apprentice markers (and no patient of the type matching the 1-marker apprentice), she hires that apprentice.

ATTEND INDIVIDUAL TRAINING

If Melanie has at least one freely available plant, she attends individual training.

She pays using the following priority, as available: **BERRIES → MUSHROOMS → HERBS → ROOTS**

For choosing the skill she improves, the following priority applies:

- A skill required for any of her current patients. The patient card lying there longer takes priority. For patients with two recipe options, the type requiring the least skill improvement is prioritised. In case of a tie, you decide.
- If this is not necessary, Melanie chooses the least developed skill. In case of a tie, the order on the board applies: Pressing, Heating, Mixing, Filtering.

ACTIONS IN THE FOREST



Here you will find the details of Melanie's actions in the forest:

COLLECTING PLANTS

Melanie takes as many plants as the current time of day allows. She follows these priorities:

- The plant is needed to fulfil a patient card.
- If this is not necessary, she takes the plant type that is least available in the forest.
- In case of a tie, she chooses a root or herb, as she needs these for the tea action. Roots take priority.
- For each plant collected, Melanie advances the botany track marker by one space. The plants printed on the track are ignored.

END OF THE DAY

In addition to the normal end-of-day tasks, you carry out the following actions in solo mode:

- Collect the solo cards and shuffle them for the next day.
 - Take back the two apprentice markers and redistribute them among the currently displayed apprentices. On the fifth and final day of the week, no apprentice markers are redistributed, as no apprentice space will be blocked.
-

FURTHER SPECIAL RULES

You must also observe the following in solo mode:

- Whenever Melanie receives plants, check whether she needs them to produce a recipe. If so, place the plants directly on the patient cards (preferring the one accepted first). If she accepts a new patient and has matching ingredients in stock, these are also placed directly on the card. These ingredients are now “no longer available” for other actions (see above).
 - The patient card that has been on display longer always has priority.
 - For patient cards with two recipes, the upper one takes priority, but if the lower one is achievable before the upper, it is also produced.
 - In general, Melanie tends to discard plants she does not need for tea first. She therefore tends to keep roots and herbs.
 - Journeyman bonuses not assigned to specific actions are used by Melanie as early as possible. The same applies to permanent abilities she has gained on the bonus tracks.
 - Melanie does not exchange plants according to the standard exchange rule (2:1).
 - In solo mode, no optional cards (personalities, events, private or open goals) and no alternative bonus tracks are used. You may, of course, use them at your own “risk”, in that case, the golden rule applies (see below).
-

DIFFICULTY LEVELS

The notes for difficulty levels 2 through 4 are marked accordingly on the solo cards.

A note only applies if it appears in the area of the card and additionally matches the action that has been determined to be performed via the priority system described above. Otherwise, you may ignore the note. At higher difficulty levels, those below remain active (i.e. at Level 4, Levels 1, 2, and 3 are also in effect).

THE GOLDEN RULE

If situations arise in solo mode that are not covered by these rules, the following golden rule applies: You decide for Melanie. Use your common sense and your knowledge of the game.

OPTIONAL GAME VARIATIONS

To make the game even more varied and exciting, we've included some optional components that you can choose to include or omit depending on the game. These are briefly described below.

You can also combine the variations as you like and play with several or all of them.

EVENTS

At the start of the game, shuffle the 12 event cards and place the deck face down next to the game board.

At the beginning of each day, draw one card from this deck and place it face up next to it. The drawn event now applies for the entire day and changes certain aspects of the game.

You can find the descriptions of the events in the appendix.

PRIVATE GOALS

At the start of the game, shuffle the 12 private goal cards and deal 2 cards face down to each player.

Everyone now looks at their own 2 cards and chooses 1 of them. The other card is placed back in the box along with the cards that were not dealt.

Keep this goal secret until the end of the game. If you have fulfilled it by the end of the game, you receive the RP indicated on the card. If you have not fulfilled it, nothing happens.

You can find the description of the private goals in the appendix.

OPEN GOALS

At the start of the game, shuffle the 8 open goal cards and place 3 of them face-up next to the game board.

These are now goals that any of you can fulfill during the game. For doing so, you receive RP depending on how many players have already fulfilled the goal before you. The faster you fulfill these goals, the more points you receive.

Now place one of the open goal markers on the first space of each of the 3 face-up cards.

Every time one of you fulfills one of the goals, you receive the RP indicated on the marker. Then move the marker to the next space.

If several of you achieve a goal at the same time, the current order on the tea track applies as usual.

Some goals can also be achieved at the end of the game during the final scoring.

You can find the description of the open goals in the appendix.

ALTERNATIVE BONUS TRACKS

If you don't want to play with the printed standard bonus tracks, there are two alternative sets available.

You should always replace all 4 tracks, meaning you should always use a complete set. The two sets can be found on the front and back of the 4 included cardboard tracks.

One of the sets simplifies the bonuses compared to the standard version. The other set introduces a new type of medicine: powder.

The Simple Set

Here, you receive a reward directly on each space:



- **WHITE** → You may advance spaces on the tea track once and immediately, and also receive RP.



- **BLUE** → You receive RP once and immediately.



- **PURPLE** → You may, once and immediately, increase any ability by 1 or 2 points (not botany, and not two different abilities).



- **GREEN** → You may draw plants from the bag once and immediately.

The Powder Set

This set introduces a new type of medicine that you can only produce using the bonus tracks: powder.

There are no patient cards or apprentices for this. Instead, you produce powder whenever you advance on the white bonus track.



To do this, you need either regular plants or a new type of plant: flowers. You can obtain these via the green track; they earn you more points when producing powder.

You also earn more points if you have advanced in the powder production skill level via the purple track.

Finally, you can use the blue track to acquire tools that grant you extra points when making powder.



- **WHITE** → You may now produce 1 or (on the last space) 2 powders. In return, you receive RP according to the following table:
 - 1 / 3 / 6 RP for powder-making skill level I / II / III, i.e., your position on the purple bonus track (not cumulative).

- 1 / 3 / 6 RP if you own a sink / oven / mill on the blue bonus track (not cumulative).
- 1 / 3 / 6 RP if you hand over a normal plant / 1 flower / 2 flowers.

Alternatively, on the white track you may also treat 1 or (on the last space) 2 of your waiting patients, i.e., create a normal medicine as with the corresponding action.



- **BLUE** → You receive an item for powder production that gives you a bonus during production (there is no tile or similar for this; you simply have the item because you are on the corresponding space on the bonus track). In addition, you receive RP once and immediately.



- **PURPLE** → Your powder-making skill level increases and grants a bonus when you make powder. On the last space, the level no longer increases (so it stays at 3), but you may increase any skill by 1 point once and immediately (not botany).



- **GREEN** → You receive flowers, once and immediately, which you can use for a bonus when producing powder. Take the corresponding number of flower tiles. There is no limit to flower tiles; if they run out, make do accordingly. If you don't want to get flowers, you may also draw the specified number of plants from the bag, once and immediately.

APPENDIX



PERSONALITY CARDS

FALLEN OFF THE WAGON

If there is something left at the merchant, you get an item for free.

After the merchant closes, you may take an item for free without paying for it (if at least one item remains). This takes precedence over a corresponding journeyman ability; in this case, you may choose first

ONE-TO-ONE LESSON

If you are the only one attending a training course, you can level up a skill.

If you attend a two-hour training session and no one else does, you may increase any skill (except botany) by one point.

LARGE INFUSION

Whenever you produce at least 2 tea at once, you may move the teas marker one space forward.

This applies whenever you make 2 or more tea within a single action, but only once per action.

KEY TO THE LABORATORY

You may use "Experiment" once per day.

Once per day at any time (when it is your turn), you may experiment in addition to your normal action. This is allowed in addition to the two experimentation opportunities in a round; no experimentation tokens are removed.

GREEN THUMB

If you take at least two steps at a time in botany, you can take one more step.

This applies whenever you advance 2 or more steps in botany within a single action, but only once per action.

ONE GOOD TURN DESERVES ANOTHER

You can visit the merchant after his opening hours.

You can use a village action to go to the merchant even if the opening hours are already over, but not before opening hours start. You can use this ability multiple times a day if you use several actions for the merchant. However, if there are no more items available, you cannot buy any more anyway.

A MASTERFUL TEA CEREMONY

If you are on the same space as another person on the tea track, you always go first.

This applies at any time and for any action that involves consulting the tea track.

PREMONITION

You may look at the next three patients once a day and choose one. (Action: Accept Patients).

When you perform the "Accept Patients" action, you may look at the top 3 patients from the face-down stack once per day and take one of them. You return the other two face-down to the stack in any order. If you do not want to take any of them, you may instead take a patient from the display as usual. However, this bonus action is still used up for that day.

EVENTS



A WILD NIGHT

There are fewer apprentices to choose from today.

At the start of the day, take the apprentice furthest to the left from the game board.

DRYNESS

Identify a plant type by picking one out of the bag. There are at most two of them in the forest on that day.

If you draw more of these plants when restocking the forest, place them in the discard pile. Fill all the spaces in the forest anyway.

THIEVES IN THE WOODS

Choose a plant type by drawing one from the bag. None of these can be found in the forest on this day.

If you draw plants of this type when restocking the forest, place them in the discard pile. Fill all the spaces in the forest anyway.

PRIVATE APPOINTMENT

The merchant has an important appointment and is closing 2 hours early today. The discount applies 2 hours earlier.

The merchant closes 2 hours earlier. The discount during the last hour then applies 2 hours earlier as well

NEW SPA RESORT

Suddenly, everyone in the town is so healthy. Patients aren't being refilled on this day.

If a patient is taken from the display, no patient card is added on this day. If there are no more patients on display, none can be accepted. Restock the entire display at the start of the next day.

LABORATORY DAMAGE

On this day, experimentation is not possible in any way.

The Experiment action cannot be selected. Experimenting is also not possible if other actions include it as a bonus.

BOUNTIFUL HARVEST

Identify a plant type by drawing one from the bag. The plants showing this type in the forest are dealt out, starting with the starting player, before the day begins.

Distribute the plants in the order of the tea track, one per player, until all are distributed. The spaces in the forest are not refilled.

RAPID GROWTH

Choose a plant type by picking one out of the bag. If someone takes one of these from the forest, they may take another one.

Take the extra plants from the discard pile or, if none are there, by selecting from the bag.

SURPLUS

The merchant restocks immediately after an item is purchased (whenever possible).

After each item purchased, draw a new one from the bag, even multiple times if someone buys several items. If there are no more in the bag, this instruction is void.

MASTERCLASS

The master is teaching in person today. The training sessions last just one hour.

Both two-hour training sessions last only the first hour, so only one planning token is needed per session. The result remains the same, however.

GRATITUDE

All recipes are worth 2 extra points.

Every recipe that is crafted yields 2 more RP.

SECRET INGREDIENT

The water in the well has healing powers. All prescriptions require one fewer plant of any type.

When preparing a prescription, you may omit one of the required plants.



PERSONAL GOALS

Create one recipe from each customer category (1–6).

Be at least on space 3 on all bonus tracks.

Develop at least three skills (excluding botany) to at least level 7.

Be in the lead on the tea track at the end of the game.

Prepare at least one recipe from each type of medicine. – If you're playing with the powder bonus track, then you don't necessarily have to produce powder to achieve this goal.

Bring your mortar track to at least 6.

Treat at least 6 patients.

Collect at least 4 more plants if your botany track is full. – You must still have the plants in your stock at the end of the game.

Make at least 3 ointments.

Make at least 3 tinctures.

Make at least 3 pills.

Make at least 3 special recipes.

OPEN GOALS



Upgrade filtering and mixing to at least level 7.

Upgrade pressing and heating to at least level 7.

Brew at least 4 teas at once. – This must be done in a single action.

Train at least 3 apprentices.

Produce at least 2 tinctures and 2 ointments.

Produce at least 2 pills and 2 special recipes.

Move to spot 4 on the white and green bonus tracks.

Move to spot 4 on the blue and purple bonus tracks.

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