

Materia
Prima
*Cooperative
Rulebook*



Cooperative Game

In the cooperative game of *Materia Prima*, all players compete together against the Inquisition or other challenges. The rules of the basic competitive game are changed in individual minor aspects, or new rules and mechanisms are added. In this rulebook, you will only find the rules that have been changed or added for the cooperative game.

Campaign

A campaign comprises several connected scenarios that are not only linked to each other by the story they tell. Within the framework of a campaign, the successes and achievements in the individual scenarios are saved for the further games, as they have an effect on the following game progression. The individual scenarios can also be played independently of the campaign.

Scenario

A scenario is a challenge that is played cooperatively by 1-4 players and lasts 60 to 120 minutes depending on the number of players. Each scenario comprises an introducing text, a scenario mission and the special rules for the scenario, can be found in the campaign book. Furthermore, there is a special scenario card for each scenario containing the information for the current game.

Solo Game

You can also play the campaign or individual scenarios of *Materia Prima - The Inquisition* alone. In this case, as in the game for two, you control two alchemists independently of each other. The rules remain identical. Each alchemist has his own tower, homunculi and equipment.

Inquisition board

Inquisition board

- 1 The current scenario card is placed in the centre of the Inquisition board.
- 2 The hourglass marker on the timeline shows the current day (game round). At the beginning of a scenario, the hourglass marker is always placed on day 1 of the timeline. Depending on the difficulty level, 12, 16 or 20 days are played. The numbers 4, 8, 12 and 16 are coloured red because a scenario event must be dealt with on these days in the alarm phase.
- 3 All alarm cards are shuffled and placed face down on the top right of the inquisition board. At the beginning of each alarm phase, one alarm card is drawn and placed face up on the discard pile.
- 4 In each scenario, there is an inquisitor deck comprising different types of inquisitors. The types of inquisitors that must be shuffled into the draw pile at the beginning of the game can be found on the scenario card. NOTE: Defeated Inquisitor cards are placed face up under the draw pile. When the last face-down card is drawn from the draw pile, all discarded Inquisitor cards are shuffled and a new draw pile is formed.
- 5 Prepare the X markers. They are needed to cover scenario events that have not been triggered.





Scenario card

Each scenario comes with its own scenario card, containing the most important information for the current game. The following information can be found on the scenario card:

- 1 In the upper left corner, you can read the title of the scenario.
- 2 Beneath the title, the scenario mission can be read in the form of a row of icons. The complete mission with the special rules active in the scenario can be found in the campaign book in the respective scenario descriptions.
- 3 The letters indicate which inquisitor cards are needed in the current scenario. Each letter defines one type of inquisitor. There are six different cards of each inquisitor type.
- 4 The table in the lower left corner of the scenario card shows how many scenario points must be achieved for the positive outcome of scenario events, depending on the number of players.
- 5 In addition, the table shows which scenario events are triggered in every fourth alarm phase. The scenario events are described more precisely in the *Alarm* phase chapter (see page 5).
- 6 Each scenario has three levels of difficulty:
 - Easy:** The game ends after the 20th round.
 - Normal:** The game ends after the 16th round.
 - Hard:** The game ends after the 12th round.
 It is possible to choose a new difficulty level with each new scenario in a campaign. The choice of difficulty can affect the course of the campaign.



Setup

In the campaign book, you will find a tutorial that will help you to start playing immediately. There is also a set-up guide specifically for the tutorial. The game board setup here applies to all scenarios except the tutorial.

Game board setup

- 1 Build the game board frame and place the seven game board pieces. When a new campaign is started, the seven game board pieces can be arranged as desired. If a campaign continues, the game board pieces must be arranged as noted in the campaign chronicle.
- 2 Place the town cards on the game board frame. Shuffle the tower extension markers face down and place one marker on each town card face up.
- 3 Choose a temple card face down or face up and place it on the game board frame.
- 4 Randomly place town mission cards face up on the town cards. The remaining town mission cards are placed face down in a draw pile on the top right of the game board frame.
- 5 When a new campaign is started, each player chooses an alchemist, a tower and five figure stands in one colour. When a campaign continues, each player takes the game pieces that have been noted in the campaign chronicle.
- 6 When a campaign continues, each player takes the tower extension marker, homunculi cards and equipment cards that have been noted in the campaign chronicle.





- 7 When a new campaign is started, each alchemist receives a soul stone to place on the alchemist card. When a campaign continues, you will only receive a soul stone if you have completed the last scenario with a soul stone.
- 8 Draw either 6, 9 or 12 level 1 recipe cards from the three different piles of recipe cards (Homunculi, Equipment, Philosopher's Stone) and place them face up on the board. The number of cards depends on the number of alchemists.
 - 2 Alchemists: 2x Homunculi, 2x Equipment, 2x Phil. Stones
 - 3 Alchemists: 3x Homunculi, 3x Equipment, 3x Phil. Stones
 - 4 Alchemists: 4x Homunculi, 4x Equipment, 4x Phil. Stones
 Unlike in the competitive game, these recipe cards are available to every player.
- 9 Shuffle the remaining recipe cards according to their recipe type and place them next to the board.
- 10 Place the dice, alarm markers and element markers next to the game board.
- 11 Each player places his alchemist figure and his tower figure on the board. When you start a new campaign, you can talk it over and place them anywhere you like. When a campaign continues, you must place the towers and alchemists as noted in the campaign chronicle.



Gameplay

Levels of difficulty

Each scenario (except the tutorial) has three levels of difficulty. You decide before each scenario whether you want to play it easy with 20 rounds, normal with 16 rounds or hard with 12 rounds. The difficulty level indicates the number of days (rounds) that have to be played. A scenario therefore does not end with the completion of the scenario task, but always after the specified number of days to be played. If you start a campaign, not all scenarios have to be played with the same level of difficulty. The chosen levels of difficulty in the individual scenarios can influence the course of the campaign.

Game phases

On each day, including the last day in the scenario, the following three phases always occur:

1. Alarm phase

- Advance the hourglass marker
- Trigger a scenario event
- Draw an alarm card
- Set the alarm markers
- Trigger the alarm
- Bring the Inquisitors into play

2. Alchemists phase

- Note the order on the alarm card
- Perform all actions of the alchemists and homunculi

3. Inquisition phase

- Note the order on the inquisition board
- Perform all actions of the inquisitors

Each of these three phases is explained in detail in the following.

Alarm phase

Phase sequence

The following six steps must be processed in each alarm phase.

1. Advance the hourglass marker

Advance the hourglass marker one space each day.



HINT: If you forget to advance the hourglass marker or are unsure which round you are in, you can count the alarm cards that have already been drawn. The number of face up alarm cards must correspond to the progress on the timeline.

2. Trigger a scenario event

If the hourglass marker reaches a day highlighted in red (4, 8, 12 and 16), the current scenario event is executed immediately, even in the last game round, which is handled as follows:



1. Check how many scenario points are required for your number of players on the day marked in red. This information can be found on the scenario card.



2. Check how many scenario points you have collected. Scenario points are earned by completing town missions. The wisdom points on the town mission cards indicate the scenario points.

Scenario points



3. Spend scenario points to activate the effect on the scenario card beneath the alchemist symbol and turn the card over so that it lies face down on the corresponding square on the inquisitor board. The scenario points of this card are now used up and cannot be used for further scenario events. In case you have not collected enough scenario points, the scenario event will automatically be triggered in favour of the Inquisition. Town cards can also be saved for later scenario events.



4. Execute the scenario effect. If enough scenario points are spent, the effect is executed in favour of the alchemists. If not enough scenario points can be spent, the effect is executed in favour of the Inquisition.

Types of scenario events

1. The alchemists receive elements. If this scenario event triggers, each alchemist receives the number of elements shown and places them directly on his tower card.



Each alchemist receives a copper element

2. The alchemists lose elements. If this scenario event triggers, each alchemist must discard the number of elements shown back into the general supply. It does not matter whether the elements are on the alchemist card, tower card or homunculus card. If an alchemist does not have enough of the required elements, he only has to put those he owns into the supply.



Each alchemist loses three earth elements

3. The alchemists lose homunculi or equipment. If this scenario event triggers, each alchemist must sacrifice a homunculus, equipment item or philosopher's stone fragment of their choice. The recipe cards must be discarded and the pieces returned to the general supply. If an alchemist does not have the required game component, he does not have to put anything back into the supply.



Each alchemist loses a homunculus of his choice

4. The alchemists gain a status enhancement. If this scenario event triggers, each alchemist gains the specified status enhancement for the entire scenario.



Each alchemist improves his attack value by 2 points

5. The inquisitors gain a status value enhancement. If this scenario event triggers, each alchemist receives the specified status value improvement for the entire scenario.



Each inquisitor improves his defense value by 1 point

Scenario events for the alchemists		Scenario events for the Inquisition
Each alchemist receives 1 gold element	3 4 5	Inquisitors increase their defense value
Alchemists increase their defense value	2 3 4	Inquisitors gain 1 additional action
Each alchemist increases his capacity	1 2 2	Each alchemist loses 3 earth elements
Each alchemist receives 1 copper element	1 2 2	Each alchemist loses 2 air elements

3. Draw an alarm card

Draw an alert card. It contains a lot of important information that designates how the upcoming round will proceed.

Emblem of the town where the inquisitors appear
Here: Gravit Muri

Modifiers of the inquisitors
Here: Attack value of all inquisitors increases by 1



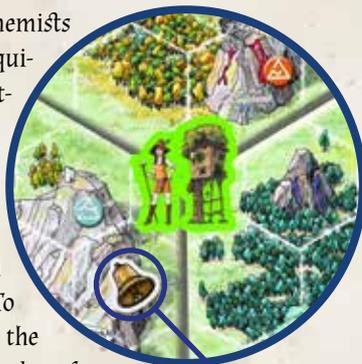
Overview of the placement of the alarm markers
Here: 1 alarm marker at each alchemist left below

Reward after defeating an inquisitor
Here:
2 aqua regia
1 glass
0 fire

Turn order according to the player color
Here: Green, Yellow, Brown, Gray

4. Place the alarm markers

In the cooperative game, the alchemists are pursued and hunted by the Inquisition. Their every move attracts attention and puts the Inquisition's henchmen on their trail. Place alarm markers as shown on the alarm card, paying attention to whether alchemists or homunculi are causing the alarm marker. To keep orientation, the top edge of the alert card is aligned with the top edge of the board.



Placed alarm marker

5. Trigger the alarm

As soon as two or more alarm markers have been placed on a hex, all alarm markers are removed from the hex and returned to the general supply. An alarm has thus been triggered on such a hex.



6. Bring the inquisitors into play

One Inquisitor card is drawn for each hex on which an alarm has been triggered. However, the maximum number of cards drawn is the number of alchemists in the game, even if the alarm has been triggered on more hexes.



Reveal the Inquisitor cards and place them on the discard spaces to the right of the Inquisitor card draw pile. Make sure that Inquisitor cards of the same type are placed on top of each other so that the modifiers remain visible on the top right of the cards. Since there are never more than three Inquisitor types in a scenario, all cards can always be placed on the discard piles.

Now place the Inquisitor figures, of the newly drawn Inquisitor cards on the game board in the town shown on the Alarm card. If this town is occupied by a player figure, the inquisitors are placed on any adjacent square.



Alchemists phase

When placing the inquisitors, the following contingencies must be considered:

- When the first card of an inquisitor type is drawn, a piece of that inquisitor type must be placed.



The first type B inquisitor is revealed. One figure is placed on the board.



- If an Inquisitor card is drawn, and one or more of its type are already in play, no additional pieces are placed. Only additional modifiers become active.



The second type B inquisitor is revealed. No other figure is placed on the board.

- If an Inquisitor card is drawn, one or more of its type are already on the board, and it has a modifier with that symbol  on it, another figure of that Inquisitor type must be placed on the board.



The second type B inquisitor with this modifier  is revealed. Another game piece is placed on the board.



- If the first card of an inquisitor type is drawn and the modifier shows this symbol , only one piece must be placed. As soon as a second card of the same type is drawn, the modifier does not matter, a second figure must be placed on the board.



The first type B inquisitor with the modifier  is revealed. Only one figure is placed for the time being.



Phase sequence and turn order

The color squares at the bottom of the active alarm card define the player turn order. Each player performs his actions in their turn.

Actions

As in the competitive game, the following actions are available:

Basic Actions (Alchemists and Homunculi)

Move



| Move to an adjacent hex!

Mine



| Draw elements from a mine!

Drop



| Drop elements on your hex!

Fight



| Attack on an adjacent hex!

Exchange



| Swap elements with another figure!

Actions in the tower (Alchemists)

Convert



| Convert elements!

Transmute



| Create Homunculi or equipment!

Equip



| Swap elements and equipment!

Actions in a town (Alchemists)

Research



| Acquire a new recipe (draw 2, choose 1)!

Buy



| Obtain a tower extension marker!

Sail



| Move to a connected port town!

All specifics and deviations of the actions in contrast to the competitive game are mentioned in the following.

Move

Even though the alchemists are now working together to defeat the Inquisition, the movement rules of competitive game play apply. This means that in its movement action, a figure may neither designate as a target nor cross a hex containing a figure or tower of a different color.



Transmute

When transmuting, all recipe cards on the board are available as a common recipe card pool for all players. Once transmuted, homunculi, equipment, or philosopher's stone fragments cannot be exchanged between players.

Research

Recipe cards that are researched in towns are not taken in the hand but placed into the common recipe card pool. Each player has access to the recipes placed there. The size of the recipe card pool depends on the number of players:

- 2 Alchemists - 6 recipe cards
- 3 Alchemists - 9 recipe cards
- 4 Alchemists - 12 recipe cards

Exchange

In cooperative play, you may exchange elements with alchemists or homunculi standing on adjacent hexes. If an exchange action is performed, any number of elements carried by the game figures may be exchanged. Elements in the tower must first be picked up to be available for an exchange action. The load capacity of the game figures must be taken into account.



Fight

Inquisitors standing on an adjacent hex can be attacked. The alchemists and homunculi of the other players cannot be attacked.



Wilka attacks a type B inquisitor.

1. Determine defense value

The defense and attack values of the inquisitors are static and not rolled. For an attack action, all modifiers relevant to the defense of

- the inquisitor cards,
 - the active alert card, and
 - the active scenario events on the scenario card
- must be added to the basic defense value.



The defense value in this case is 4 and is calculated as follows:

- ♦ Defense value on inquisitor card: 1
- ♦ Modifier on Inquisitor card: +1
- ♦ Modifier on alarm card: +1
- ♦ Modifier on scenario card: +1

2. Roll attack value

The attacker rolls his attack value. To defeat an Inquisitor, the attack value must be at least one die roll above the Inquisitor's static defense value.



For example, to break an Inquisitor's static defense value of 3, the attacking player must roll at least an attack value of 4. The player rolls an attack value of 5 with three dice and wins the battle.

3. Process dice result

- ♦ **Lose:** If you **lose** the fight, nothing happens and you can try again with another action.
- ♦ **Win:** If you **win** the battle, the inquisitor figure is removed from the board. In addition, all cards of the same inquisitor type that have already been revealed must be discarded face up under the draw pile. If there is already a second figure of the same Inquisitor type on the board, because the following symbol  is shown under the modifiers, only the Inquisitor card with this symbol  must be discarded under the draw pile.



Among the revealed type B inquisitor cards, there is one card with the modifier . Accordingly, there must be two figures of this inquisitor type on the game board. If one of these figures is defeated in combat, only the card with the modifier  must be discarded.

4. Roll for reward

If the fight is successful, the attacker may roll a dice for loot. The attacker rolls a dice and the active alarm card shows which element the attacker receives directly in his inventory (alchemist card).



Example: If Wilka rolls a die of 1, she gets a glass element.



Inquisition phase

Phase sequence and turn order

In the inquisition phase, all inquisitors on the board are moved in turn order. You start with the inquisitors whose cards are to the left of the draw pile and continue with the inquisitors to the right. (The inquisitor cards are drawn and placed in the alarm phase.) There are a maximum of three different types of inquisitors in a scenario.

Inquisitor cards draw pile

Type C inquisitor with three active modifiers

Type A inquisitor without active modifiers

Type B inquisitor with two active modifiers; Due to the following symbol (red alert symbol) is shown, there are two figures of this inquisitor type on the game board.

Turn order B, C, A

Inquisitor cards

There are six inquisitor cards for each inquisitor type. Each card informs about the attack value, defense value, action count, inquisitor type, primary and secondary target and has a modifier.

Modifier

Primary target

Secondary target

Attack value

Defense value

Action count

Modifiers

Modifiers increase the status values of the Inquisitors. Before moving the inquisitors, all modifiers of

- the inquisitor cards,
- the active alarm card, and
- the active scenario events on the scenario card must be added to the values.

Inquisitor cards	Alarm cards	Scenario cards
2 Modifiers: +1 additional attack dice +1 additional inquisitor	1 Modifier: +1 additional action	1 Modifier: +1 additional attack dice

It is most important to check how many actions each inquisitor has. The Inquisitor in the example has a total of three actions (two actions on base value and one action due to the modifier on the alert card).

Move action of an inquisitor

When an inquisitor is handled and it cannot attack anyone according to its target, it must be moved. As with alchemists, how far an inquisitor can move depends on the action points he has available. Where an Inquisitor goes depends on his targets.



Alchemists



Homunculi



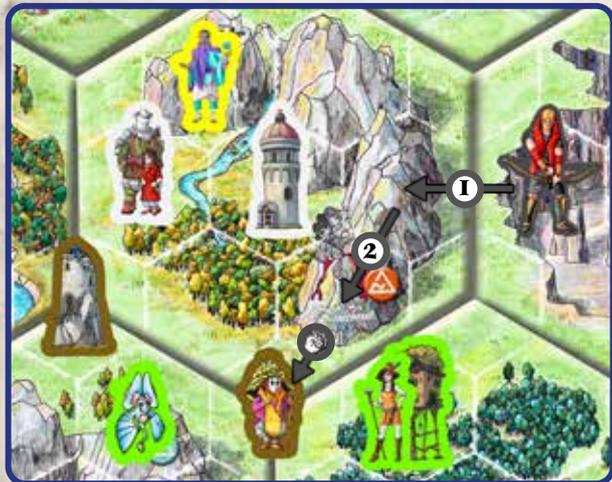
Towers

The following priorities must be considered when moving inquisitors:

1. Inquisitors always move towards the **nearest target outside a tower**. If the primary target should be further away than the secondary target, the inquisitor moves towards the secondary target.
2. When two targets are equidistant, the Inquisitor moves toward the **primary target**.
3. If two targets are equidistant and have the same priority, the Inquisitor moves toward the player who is **first in the turn order** that round (see player colors on the alarm card).
4. If all targets are on a tower hex, the inquisitor moves towards the **nearest target in a tower**.
5. When two targets in a tower are equidistant, the Inquisitor moves toward the **primary target**.
6. If two targets in a tower are equidistant and have the same priority, the Inquisitor moves toward the player who is **first in the turn order** that round (see player colors on the alarm card).

If an Inquisitor reaches a tower and still has actions left, they are forfeited because he may not attack figures on a tower hex (Alchemists or Homunculi).

The tower protects against attacks, as in competitive game play.



Attack action of an inquisitor

When an inquisitor reaches its target and has actions left, he uses them for attack actions. An inquisitor attacks until it has no more actions left.

1. Determine attack value

The Inquisitors' attack value is static and is not rolled. When attacking, all relevant modifiers of the inquisitor cards, active alarm card and active scenario events on the scenario card must be added to the base attack value.

2. Roll defense value

The attacked player rolls his defense value. To defend successfully, the player must roll at least a defense value of die points equal to the inquisitor's attack value. For example, if an Inquisitor has an attack value (base value plus modifiers) of 3, the defender (Alchemist or Homunculus) must roll at least a defense value of 3.

3. Process dice result

- ♦ **Win:** If the player wins the battle, nothing happens and the Inquisitor attacks again until he has no more actions left.
- ♦ **Lose (Alchemist):** If an alchemist loses the battle, the alchemist figure is placed on the tower hex. The alchemist drops all elements on the hex where he was defeated and loses a soul stone, which he returns to the general supply.
- ♦ **Lose (Homunculus):** If a homunculus loses the battle, the homunculus figure and the homunculus card are returned to the general supply. The homunculus drops all elements it is carrying on the square where it was defeated.

The inquisitor has four targets, which are outside towers ( primary targets,  secondary targets). The inquisitor could attack two of them within just two move actions. The turn order  on the currently displayed alarm card shows that the brown player's turn precedes the yellow player's turn. Thus, the inquisitor moves toward the brown player and would attack him if he has actions left.

End of scenario

Destroy action of an inquisitor

Some inquisitors have a destroy action instead of an attack action, which refers to elements. The number behind the destroy symbol indicates how many elements the inquisitor destroys with a single action.

Targets of the inquisitor are towers.

Symbol for the destroy action with the value of 1



If such an inquisitor is standing in front of its target, the affected player rolls a die and the result is acted upon depending on the die result.



The target loses a level 1 element.



The target loses a level 2 element.



The target loses a level 3 element.

The player may decide which element to discard from the tower card. If there is no element of the required level on the target (tower card), an element of the next lower level must be discarded. The destroy action is repeated until the inquisitor has no more actions. Like the attack action, the destroy action can be boosted by modifiers. For example, if the base value of the destroy action shows the number 1 and the modifier on the alarm card boosts the destroy action by +1, two elements are destroyed with one action in the target.

After the inquisition phase has been completed, you start again with the alarm phase.

Success and failure

The length of a scenario depends on the selected difficulty level. A scenario can end in three different ways.

1. All players lose their soul stone during the game. As soon as the last player loses his soul stone, the scenario is aborted and considered a **failure**.
2. The inquisitor phase of the last day (depending on the difficulty level) was completed and the scenario mission was fulfilled by all players. Thus, the scenario is considered a **success**.
3. The inquisition phase of the last day (depending on the difficulty level) was completed and the scenario mission was not fulfilled by all players. Thus, the scenario is considered a **failure**.

If the scenario task is not completed within the selected difficulty level, the difficulty level can be adjusted during the game. For example, if you want to play scenario 1 with the difficulty level „normal“ and you notice on day 16 that not all of the other players can complete the scenario task in the last game round, you simply continue playing until day 20 and complete the scenario with the „easy“ difficulty level.



Soul stones

If a player completes the scenario without a soulstone, he may not take any equipment or homunculi into the next scenario using Philosopher's Stone fragments. In addition, he also starts the next scenario without a soul stone.

If all players lose their soulstone in an ongoing scenario, the scenario is aborted and considered a failure.

Philosopher's Stone fragments

With a Philosopher's Stone fragment, you may take any homunculus or piece of equipment into the next scenario. You must make sure that the Philosopher's Stone fragment and the homunculus or item are of the same level (1, 2 or 3).



The player decides to take the dagger with the level 1 fragment and Kypitau with the level 2 fragment into the next scenario. Caligor must be returned to the general supply.

Each player may use a maximum of one Philosopher's Stone fragment per level (1, 2, and 3) to carry homunculi or equipment into the next scenario.

Tower extensions

If a player has bought a tower extension in the current scenario, he may take it with him into the next scenario. However, if a player has purchased more than one tower extension, he must choose one.

Campaigns chronicle

In order to save the progress of the scenarios, it is necessary to fill in the campaign chronicle. On it, various information is recorded:

- 1 Campaign name
- 2 Scenario names
- 3 Player names

- 4 Character names
- 5 Setup of the game board with the position of the element mines (element symbols) and towns (letters T, R and G)
- 6 Position of the towers (numbers 1 to 4)
- 7 Tower extensions
- 8 Number of soul stones
- 9 Homunculi and equipment taken along
- 10 Difficulty level the scenario was played with (E for easy, N for normal and H for hard)

The symbols in the legend next to the game board help to save the progress of the game. The character selection and position of the towers may not be changed during a campaign.



Actions

Move  | Move to an adjacent hex!

Mine  | Draw elements from a mine!

Drop  | Drop elements on your hex!

Fight  | Attack on an adjacent hex!

Exchange  | Swap elements with another figure!



Convert  | Convert elements!

Transmute  | Create Homunculi or equipment!

Equip  | Swap elements and equipment!



Research  | Acquire a new recipe (draw 2, choose 1)!

Buy  | Obtain a tower extension marker!

Sail  | Move to a connected port town!

Abilities

 | Get the action displayed as an additional action per turn.

 | Draw four cards for each explore action and keep two of them.

 | Receive one additional element of the corresponding mine in each mining action.

 | Keep one additional recipe card on your hand.

 | You do not have to be on a town hex to perform an explore action.

 | You do not have to be on the tower hex to perform a transmute action.

Scenario events



Every alchemist gets the displayed element once straight onto his tower board.



Every alchemist loses the displayed elements. It does not matter who is carrying them or if they are in the tower.



Every alchemist loses either an equipment item, a homunculus or a fragment of the Philosopher's Stone, depending on the depiction.



Every alchemist gains the displayed status value upgrade until the end of the scenario.



Every Inquisitor gains the displayed status value upgrade until the end of the scenario.

Status values



| Number of dice in an attack roll



| Number of dice in a defense roll



| Number of elements a figure can carry



| Number of actions to perform per turn

Town missions



Attack on the town hex and beat the defense value of the town mission.



Drop the depicted element on the town hex and remove the element from the game



Move a homunculus to the town hex and remove the homunculus from the game.



Drop an equipment item and remove the item from the game.



Drop a philosopher's stone fragment and remove the fragment from the game.