

# ALCHEMIST

A GAME BY CARLO A. ROSSI

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1 Compendium (Game Board)



5 School Ingredient Cards



5 Player Screens



10 Potion Value Tiles  
(with the numbers 1-10)



30 Seal Stones  
(6 each in 5 colors)



5 Scoring Chips  
(with the numbers 50/100)



1 Oracle Bag

160 Ingredient Cubes (32 wooden blocks in each of 5 colors):

Gray = Bird Legs



Blue =  
Mushrooms



Green =  
Dragon's Blood

Orange =  
Troll Eyes



Yellow =  
Spiders

## GAME SUMMARY

*"Double, double, toil and trouble! Fire burn and cauldron bubble!" (Macbeth, Act 4, Scene 1)*

It is the Contest of the Alchemists! The most talented Adepts of the mystical arts come from around the world to compete. They fill their cauldrons with exotic and rare ingredients, all creating new potions in the quest for fame and honor. In addition to demonstrating their talents by replicating their fellow competitors' potions, each has a secret agenda: to promote the use of the component their school of magic prizes most highly! The person who brings the most fame to his or her school—and for themselves—will win the title of Supreme Adept!

## GAME SET-UP

Place the game board (with the *Potion Compendium* and the *Fame Track*) in the middle of the table. Set the *potion value tiles* and the *scoring chips* next to the board for now. Select a color and take the 6 *seal stones* and the *player screen* in your color. Place one of your seal stones on the “0” space of the fame (scoring) track, and the other 5 in front of your screen.

The *oracle bag* needs to be filled before the game begins. Depending on the number of players, find the quantity of each *ingredient* that will be used for the game on the table below. After setting the ingredients that you will need for the *ingredient reserve* next to the board (sorted by type), place the required number of each ingredient from the ingredient reserve into the oracle bag.

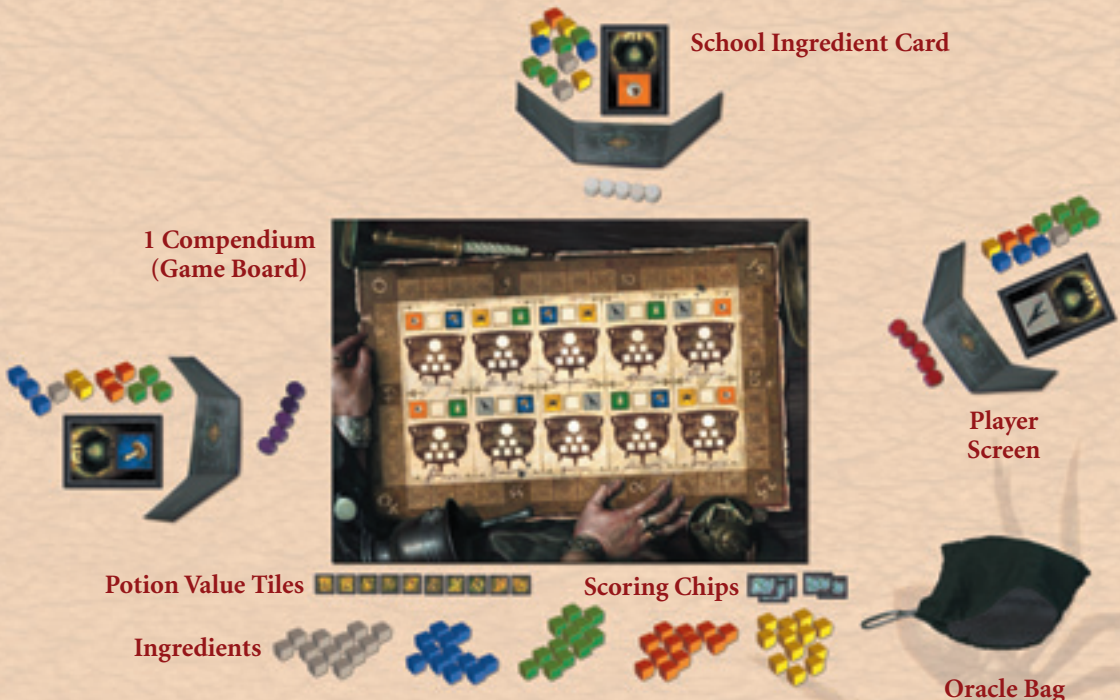
Number of Players	Number of Each Ingredient in Bag	Number of Each Color in Reserve	Number of Each Color Removed
2	6	10	16
3	8	12	12
4	12	16	4
5	14	18	0 (use all)

After the oracle bag has been loaded, secretly pull 12 ingredients from the oracle bag and put them behind your screen as your initial reserve of ingredients. Each player starts with 12 random ingredients, with the remaining contents of the oracle bag to be used during the game.

Give each Adept a *school ingredient card* (keeping it hidden from other players). The starting player is chosen by any of the ancient customs and rituals that the group of Adepts has learned in their years of training, or the oldest player may go first. (*Alternately, the person who most recently used a “recipe” may go first—interpret this as you will.*)

### THE SCHOOL INGREDIENT CARDS

Each school of magic considers one ingredient as especially powerful and tries to promote its use as much as possible. The school and the Adepts of that school try to both use, and encourage the use of, that school’s ingredient as much as possible. These cards give players the opportunity to score bonus points at the end of the game.



### GAME SET-UP FOR 3 PLAYERS

# GAME PLAY

The starting Adept begins, with play proceeding clockwise. On your turn, you must choose one of three actions:

- Create a new potion,
- Copy an existing potion, or
- Take ingredients.

After choosing and completing your action, the next player takes their turn.

**Note:** If there are only 2 Adepts playing, your first action **MUST** be to create a new potion of value 5 or higher (see below).

## CREATING A NEW POTION

If you choose to create a new potion, you will need to choose the quantity and type of ingredients to be used for the potion and record the recipe in the Compendium. Choose an empty cauldron and mark it with one of your seal stones on the round field.

Take 1 to 5 ingredients (your choice) from your personal reserve and put them on the square fields of the cauldron. There are three requirements on the use of ingredients in potions:

- You may not copy an existing recipe in the Compendium.
- You may not use any single ingredient more than twice in the same recipe.
- You may not use an ingredient in the recipe that the recipe will produce (for example, you cannot use any yellow ingredients in a recipe that produces a yellow ingredient).

You also select a potion value tile from the tiles remaining next to the game board, and put it on the field between the ingredients shown at the top of the cauldron. You then advance your seal stone on the Fame Track equal to the value of the potion value you selected. In addition, you receive the ingredients (by-products) that the potion produces as shown at the top of the cauldron from the ingredient reserve next to the board.

**Note:** Towards the end of the game, you may create a recipe that produces an ingredient that is no longer in the ingredient reserve. If this happens, you do not get that ingredient (or ingredients, if both are used up).

**Example:** Abigail (playing purple) would like to create a new potion recipe. She takes one of her seal stones and places it on an open cauldron. Since this cauldron produces a yellow ingredient and a green ingredient, no yellow and/or green ingredients may be used. She decides to use 5 ingredients: 2 blue, 2 gray and 1 orange ingredient. Since this is a very complicated recipe to create, she selects the “9” potion value tile from the available tiles and places it on the cauldron. Abigail now gets 9 points. She also takes a yellow and a green ingredient from the ingredient reserve.

## COPYING AN EXISTING POTION

If you choose to copy a potion already in the Compendium, you must select a potion that you have NOT created. You may only use a potion recipe that another player has created! (The seal stones over the cauldron mark which players have created each potion.) Take the exact mix of ingredients displayed in the cauldron from your reserve behind your screen. These ingredients, except for one, are **removed from the game** (NOT returned to the ingredient supply). As tribute, you give the Adept who created the recipe one ingredient of your choice from the ingredients used before the remaining are removed from the game.

You score as many points as the potion is worth (on the potion value tile), and move your seal stone on the Fame Track. In addition, you take the ingredients shown at the top of the cauldron from the ingredient supply, and place them behind your screen.



**Example:** Merlin would like to use the potion that Abigail just created. He takes 2 blue, 2 gray and 1 orange ingredient from his personal reserve and puts them in front of his screen. Merlin selects one of the gray ingredients from the ingredients and gives it to Abigail, who puts it behind her screen. The remaining ingredients are removed from the game. For this alchemic performance Merlin gets 9 Fame points, 1 yellow and 1 green ingredient, which he puts behind his screen.



## TAKING INGREDIENTS

If you decide to take ingredients, you may either take any 1 ingredient from the ingredient reserve, or pull 2 random ingredients from the bag. If the bag is empty, you may only take an ingredient from the reserve.

## END OF GAME AND VICTORY

The game ends at the end of a round (i.e., once everyone takes an equal number of turns, and it is about to be the starting player's turn again) when 2 or fewer types of ingredients remain in the ingredient reserve.

You now reveal the ingredients you still have behind your screen, and score 1 Fame point for each 2 ingredients that you still have behind your screen (rounding down).

Finally, the success you have had in promoting your school's ingredient is examined. Place all of the ingredients that were behind your screen back into the ingredient reserve. Now count how many of each ingredient remains in the ingredient reserve (do NOT count ingredients in the Compendium or the oracle bag). The Adept with the school ingredient card matching the ingredient with the LEAST remaining in the ingredient reserve gets the first place Fame point award as shown on the table below. The second-place award goes to the Adept holding the school ingredient card corresponding with the second-smallest ingredient stack, and so on.

Depending on the number of Adepts competing, you get additional Fame points as shown in this chart:

If a particular school ingredient card was not used for the game, do not rank that ingredient for purposes of the final scoring. Only rank active ingredients.

You win if you have the most Fame points after the school Fame points are added to players' scores. If two Adepts have equal scores, the Adept that earned the larger school award wins!

# of Players	School Award for the Least Ingredients Remaining				
	1st (least)	2nd	3rd	4th	5th
2	6	0			
3	10	5	0		
4	12	8	4	0	
5	12	9	6	3	0

## ADDITIONAL NOTES

- Be careful! Remember that you cannot use potion recipes that you create. Creating many potions may limit the number of potions you can score with later!
- If you have no seal stones remaining in front of your screen, you cannot create any more potion recipes.
- The Fame Track is a circle, which can be lapped as needed. If a seal stone reaches "0" again, take a 50-point scoring chip as a note of your actual score. If a seal stone passes "0" a second time, flip your 50-point scoring chip over to the 100-point side.

**Designed by Carlo A. Rossi**

**Translation from German:** Alex Yeager

**English Language Edition:** Robert T. Carty, Jr., Coleman Charlton, Pete Fenlon, Will Niebling, William Niebling, Larry Roznai, Guido Teuber, and Alex Yeager

**Graphics by Volkan Baga**

**Production:** Pete Fenlon, Coleman Charlton



**Mayfair Games, Inc.**

**Skokie IL, USA**

[www.mayfairgames.com](http://www.mayfairgames.com)

