

# Alchem~~eny~~

*Find the winning Formula!*



You have spent your life as an Alchemist for The Kingdom. You've attempted to control Nature, commanded crude matter "Transmute!" into purer substances - substances that could bring you knowledge, wisdom, and possibly gobs of money.

But times are tough. Budget cuts have pared the Monarch's staff to the bone. The Royal Treasury, enraged by a lack of results and bloated Laboratory budgets, has demanded that all Alchemists demonstrate their ability. The one who makes the most Coin for the Treasury shall be the Royal Alchemist; the rest shall be fired. Will you prove up to the challenge? You may, but beware! As you pit your skills against Nature you must also match wits with your opponents, for every colleague has become...an Alchem~~eny~~.

## The Basics:

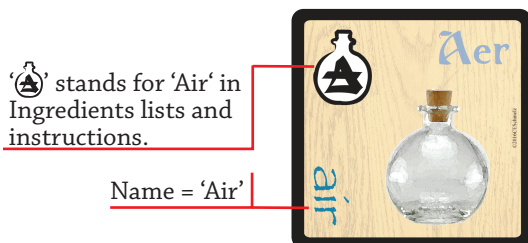
Starting with the basic Elements and an Alembic Furnace, players use Formula Cards from their hand to make valuable Materials. The winner is the player with the highest Coin value in Materials at the end of the game. The catch? The same Ingredients used to make Gold can be also be used in Formulas that steal, transform, or destroy other player's resources - or regenerate your own. And with every formula you draw, you get closer to the end of the game....

## Setting Up Play:

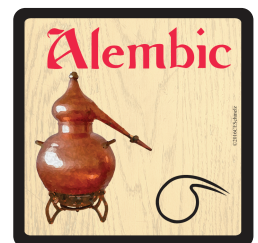
The **Elements** are the four basic **Ingredients** used in Alchemical **Formulas**. Give each **Alchemist (player)** one of each Element card: **Air**, **Earth**, **Fire**, and **Water**. Place these cards face up in the space in front of each player. This space will be their **Lab**. Cards in Labs are considered to be "**in play**". Only cards that are in play can be used as Ingredients for Formulas or count towards winning.

The **Alembic** is the special furnace in which an Alchemist transmutes a Formula's Ingredients into other forms. Each Alchemist puts one Alembic token in her Lab next to her Elements.

Elements look like this:



Alembic tokens look like this:



Shuffle the remaining Elements and place them face down in the middle of the table. This is the **Element Stack**. On one side of this will be the **Element Discard Pile**, and on the other side will be the **Formula Discard Pile**. Place unused Alembic tokens near the Element Stack.

Alchemists transmute Elements and other Ingredients into valuable things or useful actions by making Formulas in their Alembics. There are two kinds of Formulas:

- **Material** Formulas allow Alchemists to transmute Elements and other Ingredients into valuable **Metals** and **Essences**. Materials made with these Formulas are placed in the Lab the following turn and remain in play until used or destroyed.

**Materials** look like this:

'

Material **Type** is 'Metal'

Worth four '**Coins**' towards winning

Material Formula backgrounds look like a wood table.



**Name** is 'Silver'.

**Ingredients** - To make Silver you must discard one 'Earth' and one 'Air' from your Lab

Purple **Flavor Text** can be ignored

- **Power** Formulas give Alchemists the ability to perform actions that enhance their position or hinder their opponents. The action occurs immediately after the Formula is made.

**Powers** look like this:

**Name** is 'Sublimate'

Power Formula symbol

Power Formula backgrounds look like parchment paper.



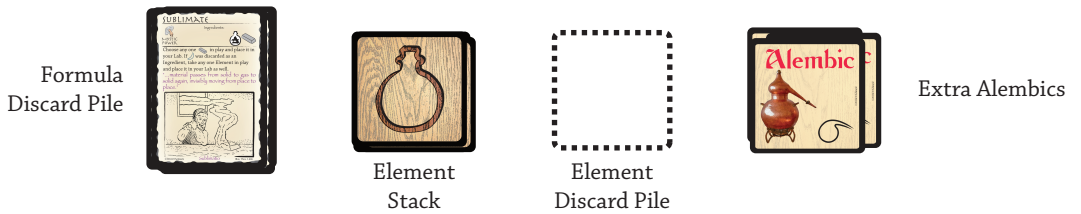
**Ingredients** - To use Sublimate you must discard one Air and one Metal from your Lab

**Instructions** - Perform the action(s) indicated as soon as the Formula is made

Purple **Flavor Text** can be ignored

Shuffle the Formula cards. Deal twenty seven cards to each player. If there are any left over, put them face up in the Formula Discard Pile. An Alchemist may, at any time, look through a Discard Pile without rearranging it. Each Alchemist deals herself a hand of seven cards from those she received, and places the rest face down in her Lab as her **Formula Stack**. If asked, a player must reveal the number of cards in her hand or Formula Stack.

The table in front of you should look something like this:



## Order of Play:

The oldest Alchemist plays first. During your turn perform the following steps in order:

### 1. Empty your Alembics:

(This step is ignored on your first turn.) Remove Alembic tokens from all Formulas in your Lab. Material Formulas that were under Alembics become Materials, count towards winning, and can be used as Ingredients. Used Power Formulas are placed in the Formula Discard Pile.



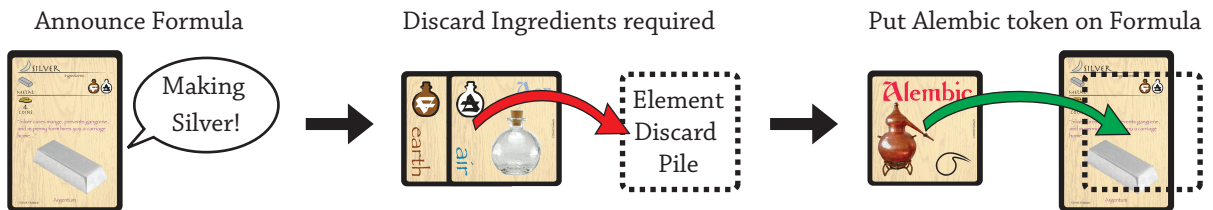
### 2. Make an Alembic (Optional):

You may choose to discard any four Element cards from your Lab to add an Alembic to your Lab, OR remove one Alembic from your Lab to choose two cards from the Element Discard Pile and place them in your Lab.



### 3. Play Formula cards (Optional):

If you choose to play a card from your hand, announce you are going to make a Formula and place the card on the table. Take all Ingredients shown on the Formula from your Lab and discard them, then place an unused Alembic token from your Lab on top of the Formula- the Alembic is now full (in use) and the Formula is being made. If you do not have the correct ingredients or an unused Alembic, you cannot play the Formula.



Cards under an Alembic are not in play, and cannot be used as Ingredients in other Formulas or be affected by Power Formulas.

Immediately after placing a Power Formula in an Alembic, perform the action indicated on the card. Material Formulas become Materials when you empty the Alembic during your next turn.

During your turn you may play as many Formulas from your hand as you want as long as you have all the Ingredients required and an unused Alembic for each one. Formulas are played sequentially - all Ingredients are discarded and any Power actions performed prior to starting the next Formula.

### 4. Draw:

There are two draw steps. Draw cards one at a time.

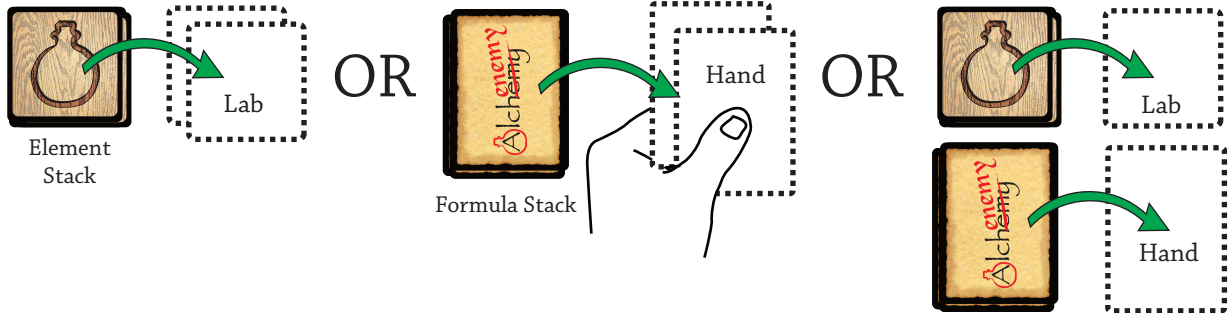
First, draw two cards from the Element Stack. If the Element Stack is ever empty, shuffle the Element Discard Pile and start a new Element Stack. Any time you draw an Element card, immediately place it in your Lab. Labs can only hold ten Elements - if you ever have more, you must discard down to ten.



Then you draw two more cards in ONE of the following combinations:

- two cards from your Formula Stack, or
- two cards from the Element stack, or
- one card from each Stack, in any order.

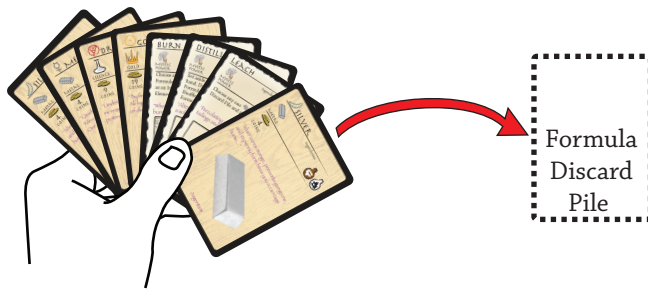
You may look at the first card drawn prior to choosing which stack to draw the second card from.



#### 5. Discard:

There is only so much an Alchemist can keep track of. If you have more than seven cards in your hand at the end of your turn, discard down to seven.

Play continues to your right.



#### End of Game:

The game ends when an Alchemist attempts to draw a card from an empty Formula Stack, whether by choice during her Draw step, or when forced to by a Power. At this point, all Alchemists empty their Alembics and place any Materials under the Alembics into their Labs. Each player then adds up the value in Coin of all Materials in her Lab. The Alchemist with the most Coin wins the game. Alchemists with the same amount of Coin compare the number of Material cards in their Labs - the one with the fewest Materials wins the tie. If that fails to produce a winner, you'll have to agree to share.

#### Variants:

**Short-Stack:** Limit Formula Stacks to 20 cards. This makes 2-player games quicker and regenerative Formulas useful earlier in 4-player games.

**Sluice-Box:** Remove all Gold cards before dealing out the Formula Stacks. One Gold gets shuffled into each player's Formula Stack, with remaining gold being placed on the Discard Pile. Now you KNOW it's in there.

[www.alchenemy.net](http://www.alchenemy.net) for videos of play, hints, and other tidbits.

#### Credits

Copyright 2017 Charles 'Chip' Schmelz. Blame him for pretty much everything except the awesome ink illustrations by Thomas Little. Extensive play testing was performed by Christopher Hayes, Aidan Young, and Huckleberry Hunt. Many thanks to San Jose Protospiegel and its 2016 participants. A Shout-Out to all the Kickstarter backers who contributed to make this possible - you are Patrons of the Gaming Arts: J.M. Habarth, Jane and Dorris, Anonymous, Peggy Shiebel, Mandy Philippine, Chuck Schmelz, Claire S. Kelly, Jennifer Hery, John Pink, Sarah 'Tigger' Posey, Ben Schroeter, Debra Zupancic, Cristóbal Garcia Garcia, Kurt Stammberger, Brian and Melissa Land, Christopher Hayes, Anonymous Benefactor, The Timpanaro Family, Andrew Riedel, Kjetil Larsen, Manoj V Waikar M.D., Tim Lipman, and Joshua Wilson. A special Thanks to the Royal Alchemists Jim and Teri, may your Lead always turn into Gold. Finally, Congratulations! to Christy Van Aken on being granted the title of Queen B and the authority to adjudicate Alchemical disputes.