

1 set needed for every 2 players.

Each set contains:

1 stack of 'resource' cards of various flavors.

1 stack of 'other' cards (consisting of 'items' and 'actions' of various types)

1 small number of "mission" cards

Setting up play:

Give each player a complete set of resources (ie, 1 or 2 ea. of every flavor of resource). These are placed face up in front of the players.

Shuffle each stack of cards, placing them face down in the middle of the table. If >2 people are playing, mix sets together.

Deal out X 'other' cards to each player, set aside remainder. Each player must keep at least Y, and up to Z of the X cards dealt. For every card less than Z a player keeps, that player draws a single card from the top of the resource stack. If players decline to keep a card, it is set aside (not shuffled back into the stack).

After obtaining the proper number of cards, each player shuffles his pile and deals a hand of H cards.

Starting the game:

When both players are ready, the top card of the mission stack is turned over.

Winning is possible in several ways:

The first player to complete the mission wins the game.

Sometimes all players will exhaust their piles without completing the mission. If the Mission card does not give instructions

If no player completes the mission, the player with the greatest number of resource cards in play wins.

If two players have the same number of resource cards in play, the player with the most of a particular thing wins (like cards in hand).

Order of the turn:

Deal with any issues currently open

Place as many resources from hand onto table as desired

Draw one card from personal pile

Play as many 'other' cards as desired, performing actions as might be required.

"action" cards are used once, then discarded

"item" cards are placed next to resources on the table and may have an effect, which can be used once during a player's turn

If any items having an effect do so at this point in the turn.

Draw one card from the resource stack

Card Costs

Transmuting Elements always requires an Alembic

Transmuting Elements into Items requires at least one of an Element, and may require a specific Item. Elements transmuted into items are discarded. If an Item

is listed as 'catalyst', it is not consumed. If the Item is listed as 'precursor', it is discarded with the element(s) when the new Item is made.

Actions require at least one each of two Elements, but the Elements are not consumed and remain in play.

Each Item and Action specifies how much of what elements are required.

Some Items and Actions require the use of another item in addition to the other resources.

Resources

Elements

Air

Fire

Earth

Water

The Alembic

Items

Philosopher's Stone

Precursors=Dragon Blood+Rukh Egg+Iron

Once per turn, can act as catalyst to transmute Lead into Gold

Gold

A+E+F+W

Familiar

Flying Monkeys

F+A

Steals stuff

Golem

F+E

Protects stuff

Special Ingredient

Dragon Blood

A+F+F+W

Rukh Egg

E+W+W+A

Iron

E+E

Lead

E

Familiar Fence

Stinky Fumes

Monkey repellent

Actions

Destroy Alembic

Destroy Elements

Draw Resources

For every four elements in play, draw one resource

Change hands

Deflect Minion

Steal Items

Steal Resources

Pile Shift

Swap cards between hand and pile

Decompose

Discard an Item, returning to play elements discarded during transmutation. If Item contains precursor Items, disregard them. EG - If A Rukh Egg is decomposed, the following elements are returned from the discard pile : $E+W+W+A$

Transmute Element

Convert any two elements into a third ($A+E=W$, $2F=A$, etc)

Missions

Create Philosopher's Stone (14/10)

First player to create a Philosopher's stone wins. If no one creates a Philosopher's stone, the person with the most resources in play wins.

Create 3 Gold (15/12))

First person to create 3 Gold wins. If no one creates 3 Gold, the person with the most Gold wins.

Create Army - Any 5 Familiars (15/10)

Horde - Accumulate three complete sets of resources (15/12)