



The Alchemists have spent their lives attempting to control the base materials of this universe, commanding them to transform into purer substances, substances that would allow the enlightened Alchemist to rise above the world, gaining knowledge, understanding, and possibly gobs of money.

Times, however, are tough in The Kingdom. Budget cuts have pared the Monarch's staff to the bone. The Royal Exchequer, enraged by a lack of results and bloated Laboratory budgets, has demanded that all but one of the current Alchemists leave the payroll. The challenge is made: all Alchemists must demonstrate their power. Specifically, whomever delivers the greatest quantity of Gold continues as the Royal Alchemist. The others, like crude retorts, are Fired. The Alchemists' wits and skill will be challenged- even as they wrestle with Nature they must beware the others; to keep their job, the former colleagues must become - AlchEnemies.

For 2 - 6 Players. 1 set needed for every 3 players.
Each set contains:
1 stack of 124 'Reagent' cards of various flavors.
1 stack of 120 'Recipe' cards (consisting of 'Paraphernalia' and 'Formula' of various types)

R_x "Formula" allow Alchemists to manipulate nature to enhance their abilities or hinder their opponents. As when creating Paraphernalia, this manipulation requires stewing together certain Ingredients in an

Alembic. Unlike Paraphernalia, once the effect of a Formula resolves, the Formula is placed in the discard pile with the rest of the Ingredients.

Order of the turn:

* Clean Up: All Recipes finish cooking and cool - turn all Alembics face up. Place new Paraphernalia in the Lab. Discard used Ingredients and Formula cards. Discard anything fed to a Familiar the prior turn.

* Draw: The Alchemist draws two cards in one of the following combinations: draw two cards from her Library; draw two cards from the Reagent stack; or draw one card from her Library and one card from the Reagent stack. Any Reagent cards drawn are immediately placed in the Lab. If all the cards in the Reagent stack are ever used, shuffle the Reagent discard pile and start a new stack.

* Play Recipe cards and/or use Powers and Abilities: One Recipe card may be played for each Alembic present in the Lab. In order to play a card, all the necessary Ingredients must be in the lab and available for use. In addition, Formula can only be played if their action can be properly completed. To make a Recipe: Collect all Ingredients and stack them together with the Recipe on top. Turn an Alembic face down over the stack to cook the ingredients. If the Recipe is for a Formula, the Formula immediately has its effect. Ingredients may not be included in more than one Recipe - once they are placed under an Alembic they cannot be further utilized. Cards are played sequentially - all effects are resolved prior to starting the next card. Powers and Abilities possessed by certain cards may be used once

Setting up play:

Each player, an Alchemist, receives a complete set of Reagents. This consists of one of each of the 'Elements' ('Air', 'Fire', 'Earth', and 'Water'), and an 'Alembic'. These are placed face up in front of the Alchemist, in her 'Lab'.



A note on the Lab: Alchemists are not Wizards; they don't live in huge castles in the middle of an enchanted forest. They work in the basement of the King's keep, in Labs the size of, well, a card table. This means space is limited. At any point in time there may be no more than 10 (ten) Reagents in a Lab. When the Lab is full, a Reagent must be discarded each time one is put into the Lab.

Shuffle the rest of the stack and place it face down in the middle of the table. On one side of this will be the Reagent discard stack, and on the other will be the Recipe discard stack.

Shuffle the Recipe cards. Deal out 30 Recipe cards to each player. Players inspect the cards dealt, and choose 20 cards to keep (the oldest Alchemist decrees how long players have to decide). Once a player has determined which cards are to be kept, she passes the rest to the player on her left. Alchemists may inspect the new cards. Each player then shuffles all her Recipe cards together - this forms her 'Library'. She deals herself a hand of 5 cards, and places the rest of the Library face down in her Lab.

The Alchemist born closest to 4AM, December 10th will play first.

during a player's turn. Abilities and Powers are played and resolve like Recipes. Follow the specific instructions on the cards.

* Discard: There is only so much an Alchemist can keep track of. Discard down to a hand of seven (7) cards at the end of the turn.

Short Description of the Cards:

Reagents

You've already been introduced above to the five Reagents. The crude matter of the Universe, the Elements, comes in four flavors: Air, Fire, Earth, and Water. From these four all else is created by the process of Transmutation. The Alembic, then, is basically a large still in which the Alchemist mixes her recipes, performing a Transmutation. Performing any sort of Alchemy always requires an Alembic. Without an Alembic in the Lab, an Alchemist can only draw cards and play Reagents.

Recipes

There are two types of Recipe cards - Paraphernalia and Formula. Each card displays the following information: 'Name', 'Type', 'Ingredients', 'Special Text', and 'Coin'. "Name" is pretty self-explanatory. The "Type" icon indicates the class the card belongs to. The "Ingredients" are items that must be mixed together in order to complete the Transmutation, bringing the card into play. "Special Text" details rules and instructions particular to specific cards, such how to use a Familiar's Ability.



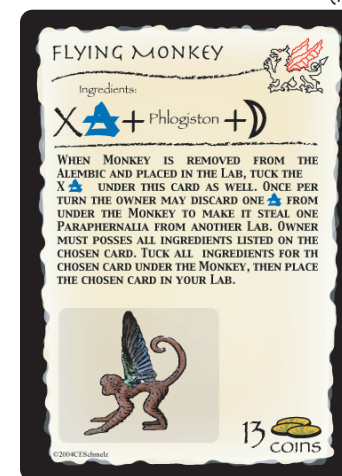
Collectively, Metals, Essences, Familiars, and Alchemical Keys are called "Paraphernalia". To "Transmute" a Paraphernalia card from her hand into a physical object in her Lab, an Alchemist may take a Paraphernalia card and all the Ingredients listed on it and place them together under an Alembic. The following turn the Ingredients are placed in the discard piles, and the Paraphernalia is placed in the Lab, where it remains until something is done to it.

Winning and End of Game:

Play ends the turn after any Alchemist cannot draw from her Library. At this point, the Alchemist with the most Gold in her Lab wins the title of Royal Alchemist. If any Alchemists are tied, everyone sells the contents of their Labs and attempt to bribe the judge. Add up the value in coin of all cards in their Labs - the Alchemist with the most coin gets the job. Losers have to make their living selling 'food supplements'. If no one manages to make Gold, everyone's imprisoned for fraud. Losers.

Card Name
(flying monkey)

Type Icon
(familiar)



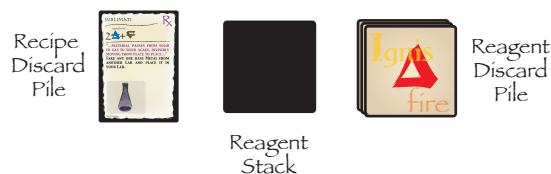
Ingredients
(what makes a flying monkey)

Special Text
(care and feeding of a flying monkey)

Cool Picture
(what's a flying monkey?)

Coins
(how much is that flying monkey in the window?)

AlchEnemies



TYPICAL MID-GAME TABLE

