

Background

The Alchemists have devoted their lives to learning how to control the base materials of this universe, commanding them and ultimately transforming them into purer substances, substances that would allow the enlightened Alchemist to rise above the world, gaining knowledge, acclaim, power, and riches.

Now times are tough in the Kingdom. Budget cuts have pared the Monarch's staff to the bone. Now the Royal Exchequer has demanded that all but one of the current Alchemists leave the payroll. Each Alchemist will therefor be set a Task, and whosoever completes their assigned task first continues as the Royal Alchemist. The others, like crude retorts, are Fired. All of the Alchemists' knowledge and skill will be challenged: Are they to master the skill of Transmutation, changing base Elements to Gold? Create lifeforms to serve and protect? Rediscover the Knowledge of the Ancients? The tasks will be made rougher and tougher as the Alchemists turn their skills on each other - to keep their job, the former colleagues must become - **Alchenemies**.

1 set needed for every 2 players.

Each set contains:

1 stack of Reagent cards of various flavors.

1 stack of Alchemy cards (consisting of Paraphernalia and Formulae of various types)

1 small number of "Task" cards

Setting up play:

Separate cards into Reagents, Alchemy, and Goals. If >2 people are playing, combine similar cards from different sets together.

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". Shuffle the rest of the stack and deal 25 face down to each player. Place the remainder face down in the middle of the table. On one side of this will be the the Reagent discard stack, and on the other will be the Alchemy discard stack.

Shuffle the Alchemy cards. Deal out 30 'Alchemy' cards to each player, set aside remainder. Players inspect the cards dealt, and determine whether to keep all or some. Each player may discard up to 10 of the cards dealt. The oldest Alchemist decrees the Time allotted for this decision. Once a player has decided which cards are to be kept, she draws one card from the top of the Reagent stack for

each card previously discarded. Each player then shuffles her Reagent cards and Alchemy cards together (she should have 55 cards total) - this forms her Library. She deals herself a hand of 7 cards, and places the rest of the Library face down in her Lab.

Starting the game:

When all players are ready, shuffle the Task cards and deal a single card to each player. The Alchemists view their Task, then place the Task card face down in their Labs.

Short Description of the Cards:

Reagents

Reading the Cards

Reagent cards are simple, with just their name and some cool art on the front.

The Elements

The crude matter of the Universe comes in four flavors: Air, Fire, Earth, and Water. From these four all else is created by the process of Transmutation.

The Alembic

Performing any sort of Alchemy always requires an Alembic. Without an Alembic in the Lab, an Alchemist can only draw cards from her Library and play Reagents from hand to Lab.

Alchemy

Reading the Cards

Alchemy cards can include the following information: Name, Type, Recipe, Power or Ability, and Feeding. "Name" is pretty self-explanatory. "Type" indicates the class the card belongs to, and therefor what other cards might affect it. The Recipe indicates what articles must be present in an Alchemist's Lab in order to complete the Transmutation. The "Power" or "Ability" describes the effect, if any, the card might have each turn while in play. "Feeding" describes what Elements must be used to allow the "Familiar" card to use its "Ability"

Metals

Metals are inert substances with no powers. Simple compounds, their Recipes consist only of basic Elements, which are consumed during the Transmutation. Gold, the Noble Metal, is an exception: creating Gold requires samples of every other metal as well.

Essences

Essences are more complicated compounds, but are still inert. Essences require both Metals and Elements to make.

Familiars

Familiars are a form of artificial life created to serve the Alchemist. The complexity of life requires a more complicated of Recipe : for Familiars, the Recipe includes Elements, Metals, and Essences. With this complexity come benefits - if Fed properly, a Familiar will use its ability in service of the Alchemist. A Familiar is "Fed" by placing the Element(s) listed under "Feeding" under the Familiar. These Elements are considered to be discarded and can no longer be used in any other Recipe. "Feeding" primes the Familiar, whose ability can then be used. If and when the ability is used, the Elements fed to the Familiar are placed in the discard pile.

Alchemical Keys

The most complicated and powerful of the Paraphernalia, Keys are much sought after artifacts. Their complex recipes can include multiple Elements, Metals, and Essences, all of which are consumed during the Transmutation. Like Familiars, this additional complexity gives them useful Powers. Keys have the arcane Power to perform specific Transmutations with a minimal amount of materials.

Formulae

Formulae allow Alchemists to manipulate nature to enhance their abilities or hinder their opponents. As when creating Paraphernalia, this manipulation requires the presence of certain ingredients in the Lab. Unlike Paraphernalia, Formulae do not consume their ingredients, nor are they placed in the Lab. Once the effect of a Formulae resolves, the Formulae is placed in the discard pile.

Order of the turn:

- Feed Familiars if desired. Familiars are Fed by taking all cards listed in the Recipe and tucking them under a corner of the Familiar card. These Elements are considered "used", ie cannot be included in any other Recipes. Discard the Elements(s) if and when the Familiar's ability is used.

- Powers and Abilities may be used once during a player's turn. Abilities and Powers can be used at any point during a player's turn, while their resolution is treated just like any other card.
- Place as many Reagents from hand into play in the Lab as desired.
- Draw one card from Library.
- Play as many 'Alchemy' cards as desired. Cards are played sequentially: All ingredients in the recipe are grouped together and then discarded as they are transmuted into new Paraphernalia or a Formula. All effects are resolved prior to starting the next card.
 - "Formula" cards used are discarded.
 - "Paraphernalia" cards are placed face up in the Lab next to the Reagents and remain until further acted upon.

Winning and End of Game:

The first player to complete her Task wins the game.

Sometimes all players will exhaust their Libraries without anyone completing a Task. Whether or not a Task has been completed, the game ends when no player can play a card. At this point, the Alchemist with the greatest number of Paraphernalia in her lab, wins. If two players are tied for Paraphernalia, the player with more Reagents in her Lab wins. If no one completes a Task, and players are tied for both Reagents and Paraphernalia, geez, just call it a draw already.

Card Specifics

Formula :

Transmute (Water)

Transmogro : W - Convert any two Elements into any other Element [Discard two Elements from the Lab. Search the Reagent discard pile for the desired element, put it into your Lab]

Distillatio : XW + F - Set aside up to X cards from the hand, where X is the number of W present in the Lab. Place these cards at the bottom of the Library in any order, and then draw X cards from the top of the Library.

Destroy (Fire)

Fulminatio : FE - Take any one metal from any one Lab and place it in the discard pile.

Fumigatio : FAA - Take any one Familiar from any one Lab and place it in the discard pile.

Aqua Vitae: FW - Choose one Paraphernalia from any Lab. Search the discard pile for the components listed in its recipe. Place the Paraphernalia in the discard pile, replacing it in the Lab with its components. If the discard pile does not contain all of the components, ignore the missing components.

Steal (Air)

Evaporation : AW - steal one Reagent from any Lab

Sublimation : AE - steal one Paraphernalia from any Lab

Extraction : AEFW - steal one card from any Alchemist's hand

Destroy Reagents

Draw Reagents

Change Hands

Change Tasks

Paraphernalia :

Metals : 1,2, or Three Elements make a Metal (1/1), (1/2), (1/3)

Lead : E	(1/1)(E)
Silver : E + A	(1/2)(AE)
Iron : E + F	(1/2)(EF)
Mercury : E + A + W	(1/3)(EAW)
Gold : Pb + Fe + Hg + F	(4/7)(A3E2FW)

Essences : Two Metals and an Element make an Essence (3/5)

Dragon's Blood : Fe + Ag + W	(3/5)(A2EFW)
Unmelting Ice : Hg + Pb + W	(3/5)(A2E2W)
LodeStone : Fe + Ag + F	(3/5)(A2E2F)
Cat's Breath : Hg + Pb + A	(3/5)(2A2EW)

Familiars : One Metal, One Essence, and Elements make a Familiar (4/7-9)

Homunculus : Blood + Hg + W	(4/9)(2A3EF3W)
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Feed F, steal a Base Metal. Feed 4F, steal one Gold

Flying Monkeys : Breath + Ag + A (4/8)(4A3EW)
Feed 3A, steal an Essence
Golem : LodeStone + Pb + E (4/7)(A4E2F)
Feed E, steal an Element
YYY : Ice + Fe + F (4/8)(A3E2F2W)
Feed 3W, steal an Essence

Alchemical Keys : Two Essences, a Metal, and an Element make a Key (8/13)

Philosopher's Stone : Blood + Stone + Ag + F
(8/13)(3A5E4FW)
Transmute one Lead into one Gold
Rukh Egg : Blood + Breath + Fe + E
(8/13)(3A6E2F2W)
Transmute one Hg into one Familiar
Elixer : Ice + Breath + Ag + W (8/13)(4A5E4W)
Transmute one Familiar into one Key
XXX : Ice + Stone + Fe + A (8/13)(2A4E2F2W)
Transmute X into an Essence, where X is the
Element in the Essence Recipe

Tasks

Make any Two Keys (16/26) (6A10E8F2W) (7A11E5F3W)
(8A12E2F4W) (7A10E4F5W) (8A10E8W) (8A11EF6W)

Make Four Gold (16/28)(4A12E8F4W)

Make Four Familiars (16/28-32)

Make One of Everything (1 Metal, 1 Essence, 1 Familiar, 1 Key) (16-20/26-32)