



1. Introduction

The Annual Alchemy Competition is taking place today!
Gather the ingredient elements within the time limit, throw them into a magical pot and create the minions written in the recipes.
The one who created many and powerful minions, wins the competition!

2. Components

- 39 Element cards



- 10 Pot cards



- 1 Legendary Recipe card



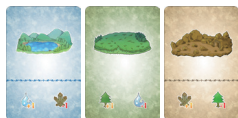
- 30 Recipe cards



- 5 Round cards



- 5 Terrain cards



3. Description and goal of the game

The game consists of 5 rounds.

In each round, players **draft*** Element cards and Pot cards. During the draft or at the end of the draft, players try to create the minion written in a Recipe card by using a Pot card and some Element cards. You will get your victory points for these created minions. Besides, in each round, additional victory points will go to the player who achieves to create a minion first. The player who has the highest total number of victory points at the end of the last round, wins the game.

** Choose a card from your hands and keep it (then pass the rest to the next player)*

4. Setup

- In a basic game, we do not use the Legendary Recipe card nor the Terrain cards.
- Shuffle all the Recipe cards except the Legendary Recipe card. Following the table below, pick the number of cards depending on the number of players. The rest of Recipe cards will not be used during the game.
- Place all the Round cards on the table in order from 1 to 5.
- Following the indication at the bottom of the cards, find and keep all the Pot cards and Element cards with the number smaller and equal to the number of players. For example, in 4 players game, use only 3+ and 4+ cards. Combine and shuffle them well. The rest of Pot cards and Element cards will not be used during the game.

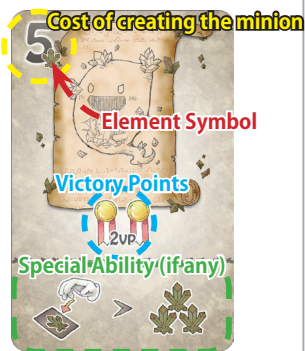
Number of players	Number of recipe cards
3	15 cards
4	20 cards
5	25 cards
6	30 cards

Card details

Element cards



Recipe cards



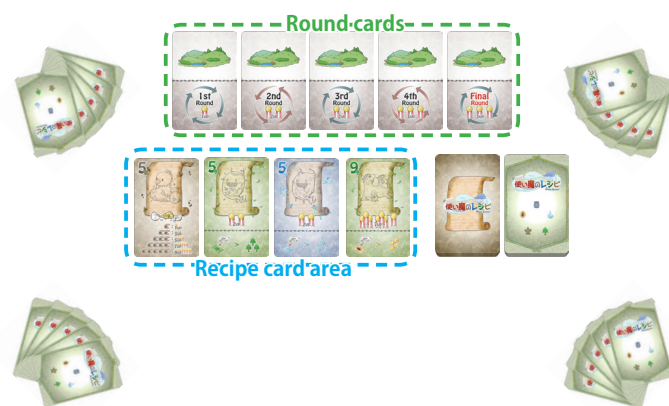
Pot cards



Round cards



Example of 4 players game setup (including 5. Sequence of play, subsections 1. & 2.)



5. Sequence of play

1. Deal 5 cards for each player from the card pile of combined Pot cards and Element cards.
2. Create a Recipe card area by placing face up the number of Recipe cards equal to the number of players. These are the Recipe cards of minions that players can create in a current round.
3. Each player chooses a card from their hands and places it face down in front of themselves. (This action is called a draft.)
4. Once all the players drafted a card, everybody simultaneously choose and take one of the following actions:
 - a. Pass all the remaining hands to the next player or
 - b. Declare to drop out of the draft by placing all the remaining cards in the middle of the table.

Note:

- The Round cards indicate the direction to pass the hands.
 - The player has to opt for dropping out of the draft if he/she has only 1 card left in his/her hand.
 - If the player whom you are supposed to pass your hands is declaring to drop out of the draft or the player has already been dropped out of the draft, the destination to pass your hands will be the next player to the dropped one (the same rule will be applied if the next player has also dropped out of the draft.)
 - If there is no one available to pass your hands (all the other players have already dropped out of the draft or declare to drop out of the draft in this turn,) you will be forced to drop out of the draft yourself.
5. Once at least one player declares to drop out of the draft, he/she immediately proceeds to create a minion.
 - a. All the players who have declared to drop out of the draft in this turn may reveal a Pot card from their drafted cards at a time. This step is not obligatory: if a player does not have a Pot card or he/she has it and does not want to reveal it, he/she does not have to do it. However, the player who has not revealed a Pot card will not be able to create a minion in this round.
 - b. Starting from the player who has unko revealed a Pot card with the highest number, he/she may choose and create a minion in the Recipe card area. Only the minions that have not been created yet by another player can be chosen. To create a minion, apart from the revealed Pot card, the player has to discard from their drafted cards the same or greater value of Element cards than the value described in the Recipe card. The value of each Element card generally corresponds to the number of the symbols written in the Element cards. However, the value of the Element card will be doubled if the symbol of the Element matches the one which is written in the Recipe card. The value of an Amber Element card is only 1. The player who created a minion receives the corresponding Recipe card.
 - c. If a player does not have enough elements to create a minion (or no minion which he / she wishes to create is available) he / she cannot create a minion. In this case, the revealed Pot card will be discarded.
 - d. The first player who achieves to create a minion receives the current Round card. As well as the created minions, Round card also gives victory points.
 - e. No matter if the player created a minion or not, the player who declares to drop out of the draft cannot take any action till the end of this round.
 6. Repeat the steps from 3 to 5 until all the players drop out of the draft.

7. At the end of each round, every player chooses up to 3 drafted cards, keeps them and discards the rest. These kept cards are usable during the following rounds.
8. Combine and shuffle all the discarded cards together with the remaining Pot and Element card pile.
9. All the cards remaining in the Recipe card area will be removed from the game.
10. All the steps above make up a round. Repeat them till the end of the 5th round.

6. End of the game

At the end of the 5th round, each player sums up all the victory points he / she earned.

Sum up the victory points from the Recipe cards of the created minions, Round cards and drafted Amber cards. The players with the highest number of victory points win the game.

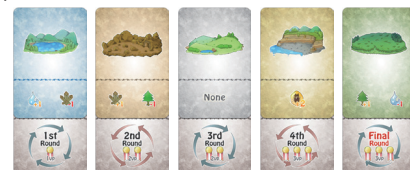
7. Terrain cards and the Legendary Recipe card

Once you are familiar with the normal game, you may add **Terrain cards** and the **Legendary Recipe card**. Terrain cards change the value of Elements in each round and make the cards drafting more tactical. Creating a minion written in the Legendary Recipe card is hard to achieve. However, this gives huge number of victory points and has the special ability that immediately finishes the game at the end of the round. This can turn the table!

The following are the modifications of the normal game:

7-1. Setup

1. Like in a normal game, shuffle all the Recipe cards except the Legendary Recipe card. Following the table below, pick the number of cards corresponding with the number of players. Add the Legendary Recipe card to the picked-up cards and reshuffle them. The rest of Recipe cards will not be used during the game.
2. Shuffle and place the Terrain cards on each Round card face up.



Number of players	Number of Recipe cards
3	14 cards + 1 Legendary Recipe card
4	19 cards + 1 Legendary Recipe card
5	24 cards + 1 Legendary Recipe card
6	29 cards + 1 Legendary Recipe card

7-2. Sequence of play

1. If the Legendary Recipe card appeared in the Recipe card area in the first round, place there another Recipe card. Then return the Legendary Recipe card and shuffle the card pile.
2. The value of each Element card may increase or decrease depending on the Terrain card in this round. The value of elements increases by 1 if the corresponding symbol with +1 is written in the Terrain card in this round. On the other hand, the value of Elements decreases by 1 if the corresponding symbol with -1 is written. **However, the value of Elements never goes down less than 1.** The minimum value is always 1. The Elements with no corresponding symbols written in the Terrain card receive no

effect from the Terrain card. **The calculation of value is always prioritized by the effect of the Terrain card and then doubled by the matching Recipe card symbol.**


3. The Legendary Recipe card does not have any Element symbol. Hence, no Element (including the symbol-less Elements generated by special abilities) will double its value.

7-3. End of the game


Apart from the end of the 5th round, if any player creates the minion written in the Legendary Recipe card, the game ends at the end of that round.

8. Special minions


The following minions have special abilities which can be used after they are created.




While creating a minion, you may discard a drafted Amber card to generate a Pot with the number 0. This ability can be used once per round. The generated pot must be used immediately and it cannot be kept for the following rounds.




While creating a minion, you may discard a drafted Amber card to generate 4 symbol-less Elements. This ability can be used once per round. The generated symbol-less Elements must be used immediately and they cannot be kept for the following rounds.




While creating a minion, you may discard a drafted Pot card to generate 4 symbol-less Elements. This ability can be used once per round. The generated symbol-less Elements must be used immediately and they cannot be kept for the following rounds.



While creating a minion, you may discard a drafted Water Element card to generate 3 Water Elements. This ability can be used once per round. The generated Water Elements must be used immediately and they cannot be kept for the following rounds.




While creating a minion, you may discard a drafted Tree element card to generate 3 Tree Elements. This ability can be used once per round. The generated Tree Elements must be used immediately and they cannot be kept for the following rounds.




While creating a minion, you may discard a drafted Stone Element card to generate 3 Stone Elements. This ability can be used once per round. The generated Stone Elements must be used immediately and they cannot be kept for the following rounds.


The victory points for the following minions depend on how many and which types of minions have been created by the player.



The victory points for this minion depend on the number of the **Water** minions (including this one) the player has created by the end of the game.
(See the chart below)




The victory points for this minion depend on the number of the **Tree** minions (including this one) the player has created by the end of the game.
(See the chart below)



The victory points for this minion depend on the number of the **Stone** minions (including this one) the player has created by the end of the game.
(See the chart below)

Number of created minions	Victory points
1	1
2	3
3	5
4	7
5	9

The special ability of this minion effects immediately after it was created.



This recipe does not have any Element symbols
Having any player created this minion, the game ends at the end of this round.

9. Credit

Game design:	Tomoki Motohashi
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English rulebook:	Diana Emilia Baranowska



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