

The Valley of Alchemists

a game by Kamil Langie



14 +



2 - 4



45 - 60

The Valley of Alchemists

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I. INTRODUCTION:

Welcome to the Valley of Alchemists, a land set in the heart of the mountains, carved by a moving glacier thousands of years ago. Legends have it that a passing glacier accumulated the most magnificent specimens of ancient life, that had not been seen by a human eye before. When its descent had come to an end and the sun finally melted the formidable permafrost, the Valley, full of wonders and mystic powers, was revealed to the World.

News of this spread around the world, and soon the most gifted alchemists came and settled in the vale where, undisturbed, they could examine the wonderful characteristics of the area's flora and fauna. Over the years, through experience and failed experiments, they achieved mastery in decoction -brewing. With each year spent in this land, whether due to acquired proficiency or to the Vale's magical powers, their skills developed, bordering between magic and quackery. The Vale still hides many unexplored secrets which hold the key to the supernatural powers of its inhabitants.

Each year, when the winter leaves the land and Mother Spring brings nature back to life, Alchemists arrange a wee contest of mixture preparation. There is a high demand for the mixtures and domesticated mystical creatures constantly carry the fruits of hard alchemic art to distant corners of the world to their enthusiasts.

You, dear Player, will have the honor to take the role of one of the greatest Alchemists known to this World. Learn new recipes and persist – perhaps you will be the one to win the Spring Contest and with it, the title of the best Alchemist in the Valley for the whole upcoming year.

II. COMPONENTS:

4 player boards in 4 different colors



16 player markers,
4 of each color



16 special action tokens, 4 of each type:

- Change of Shape
- Change of Color
- Change of Level
- Decoctions transformation



66 elixir cards

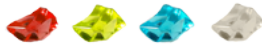


4 Elixir Chest boards



96 ingredient markers, including:

- 24 blue markers
- 24 red ones
- 24 yellow ones
- 24 transparent ones (called water)



72 decoction markers, including:

- 12 blue
- 12 red
- 12 yellow
- 12 orange
- 12 green
- 12 purple



4 Ingredient boards



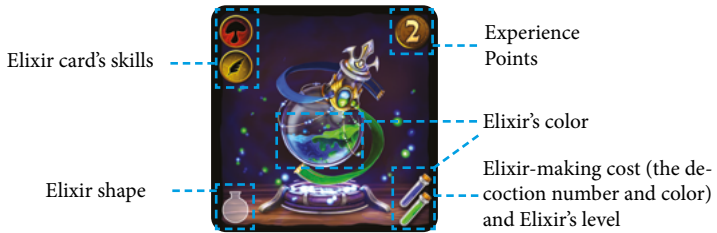
50 experience points markers (worth: 3, 4, 5, 7, 8, 9, 12)



A rulebook



Elixir cards



Player's Board



III. GOAL OF THE GAME

During the game, the players collect ingredients, brew decoctions, and turn them into magic elixirs. The player with the most Experience Points (EP) at the end of the game becomes the winner. Points are gained over the course of the game and also once the game has finished (see: The End of the Game section).

IV. SETUP

Each player receives:

- 1 Player Board in a chosen color
- 1 Elixir Chest board of the same color
- 4 Player Markers in the same color
- 4 Special Actions Tokens, 1 of each kind
- 1 Ingredient board
- 24 Ingredient Markers (6 of each color)
- 18 Decoction Markers (3 of each color)

The Alchemist's Tip:

Be fast enough to grab your favorite color - don't let others steal your inspiration.

Place the **Player Board** and **Special Action Markers** in front of you. Place four **Player Markers** on the first spaces of the **skill tracks** on your Player Board. The statistics describe your skill levels when collecting the ingredients for your elixirs.

Next each player has **two points** to allocate them to their skills. Player can add two points to one skill track or one point to two different tracks, on your choice. **Move the chosen marker(s) on the respective track(s)** by one space to the right, for each point.

Put the Elixir Chest board on your right and your Ingredients Board on the left and then allocate the proper Ingredients and Decoctions Markers.



Shuffle the **Elixir Cards**, then draw a number of them, based on how many players there are:

- for a 2-player game → 35 Elixir cards
- for a 3-player game → 45 Elixir cards
- for a 4-player game → 55 Elixir cards

Return the unused cards to the box – you will not need them.

Place the remaining cards in a face-down pile in the middle of the table, so that all players can easily reach them. Then deal 10 cards from this pile, placing them face up in 2 rows of 5 cards each.

Make Experience Point markers accessible to all players.

Select the First Player.



V. GAME FLOW

The game is made up of a series of player turns, that are played one by one, starting with the First Player and continuing clockwise.

VI. PLAYER TURN DESCRIPTION

On their turn, a player can perform any 2 actions out of the 5 available ones; the chosen actions can be carried out in any order and combination. The same action type can be performed twice.

VII. ACTIONS

The following actions are available in the game:

1. Collecting the Ingredients
2. Brewing the Decoctions
3. Making Elixirs
4. Rearranging the Elixirs
5. Selling a Line of Elixirs

1. Collecting the Ingredients

To perform this action, a player takes chosen ingredients of **two different colors** from the Ingredient board. The player can take as many ingredients of a given color as indicated by the number where the Marker on the corresponding skill track is.

The Alchemist's Tip:

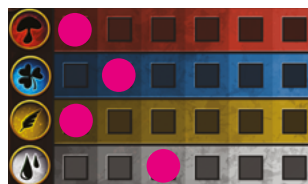
The higher statistics of a given ingredients are the more ingredients of this specific colour you will be allowed to take.

The collected ingredients are placed on the Ingredients storage called cauldron, on the player board. **A player can never have more than 6 ingredients of a given color on their Player Board.**

There are four basic ingredients in the game: yellow, red, blue, and transparent – water. Note that water, although has no color, is also considered as ingredient.

Example

At the beginning of his turn, the red player has only 1 blue ingredient. The player wants to prepare a green decoction, for which he needs water, a blue ingredient, and a yellow ingredient. As his first action, the player takes 1 yellow ingredient and 3 water crystals (according to the statistics on his skill tracks.) During his second action, the player performs decoction brewing (returns the blue ingredient, the yellow ingredient, and water, obtaining a green decoction in the process). When his turn ends, the player has 1 green decoction and 2 water markers.



skills tracks

2. Brewing the Decoctions

With this action, a player can exchange their ingredients for specific decoctions which they can later use to make elixirs.

To brew a decoction, a player must have proper ingredients. A brewing diagram can be found in a formulary on the Player Board. The number of decoctions that can be brewed in a single action **is not limited**.

There are 6 colors of decoctions in the game:

- 3 primary colors: yellow, red, blue, and
- 3 secondary colors: orange, green, purple.

The latter can be obtained by mixing primary colors. Note that you need water to brew decoctions of any color.

To brew a decoction, a player moves the ingredients used for brewing from their Player Board (from cauldron) to their Ingredient Board, and then takes the right decoctions from the general supply and places them on their Player Board (on the space for Decoctions). **A player can never have more than 3 decoctions of a given color on their player board.**

Example

The player wants to brew two purple decoctions. He already has enough of red and blue ingredients, as well as enough water. The player discards 2 blue ingredients, 2 red ones, 2 waters and takes 2 purple decoctions from his Ingredient Board and places them on his Player Board (on the space for Decoctions).



Brewing scheme

3. Making Elixirs

For this action, players can replace the decoctions they have for elixirs which are worth Experience Points. Obtaining each elixir requires specific decoctions. This cost is provided at the bottom of the card, below the picture.

The number of elixirs a player can make in a single action is not limited. Only a face-up elixir (one that is visible in either of the two rows of displayed cards) can be made.



The Alchemist's Tip:

The more decoctions you have the more elixirs you will be able to make within a single action.

When deciding which elixir to make consider both its cost and the bonuses it provides.

To make an elixir players discard the right decoctions from their Player Board (and move them back on their Ingredient Board).. Then, they take the corresponding elixir card and place it in their Elixir Chest board, in the place of their choice.

The Alchemist's Tip:

Remember each chest has 3 shelves and each shelf can only fit 3 items.

Think before you place an elixir into the chest! Changing the position of an elixir uses up a valuable action. Keep your alchemist's chest tidy!

Once an elixir has been made, the player immediately receives a bonus: the relevant statistics on their skill tracks are increased. Information about the reward is provided in the upper left corner of the card.

Elixir card's skills



The player marks the bonus by moving the marker(s) on the corresponding track(s) one space to the right. Note that some more complex elixir cards do not have this bonus – instead, they are worth more points at the end of the game.

Each elixir provides Experience Points at the end of the game. This is indicated by the number in the upper right corner of a card.



At the end of the turn, players draw new cards from the elixir deck and place them in the empty spaces, so that at the start of each turn a player has 10 cards to choose from (2 rows of 5 cards). If the last elixir card is drawn this way, the end of the game is triggered.

4. Rearranging the Elixirs

During this action, a player can rearrange the elixirs in their Elixir Chest board in one of two ways.

- A player can move any one elixir to an empty space in the chest, OR
- A player can swap places of any two elixirs.

5. Selling a Line of Elixirs

This is the most important action in the game. Players use it to sell elixirs in order to gain Experience Points. In a single action, you can sell **only 3 elixirs** in one line (horizontal, vertical, or diagonal). You cannot sell elixirs that do not form one line or that form an incomplete line.

Point the line you want to sale and total the points for the elixirs and bonuses for the same:

- colors,
- shapes,
- levels.

The elixir level is the number of decoctions needed to make it (the symbol in the bottom right corner of the card).



If an elixir is two-color and each color forms a line, then both colors score points.

The multi-color elixir is a wild card – the player decides which color, shape, and level it has to gain the most points!



The scoring diagram for a line of elixirs is provided below.

- Experience Points shown on the elixir cards you sell.
- Check if any additional bonuses apply.
 - If all elixirs in line have the same bottle shape, the player gains 5 bonus points.
 - If all elixirs in line have the same color, the player gains 4 bonus points.
 - If all elixirs in line have the same level (the number of decoctions specified at the bottom of the card), the player gains 3 bonus points.

Note that you can gain **multiple bonuses** when selling one line of elixirs.



Add all the bonus points you have gained and take as many Experience Points markers from the general supply. Place both the Experience markers obtained from bonuses achieved from selling a line of elixirs and the sold elixir cards next to your Player Board. The sold elixir cards should be form in the face-down pile. You are going to need them at the end of the game.

An example:



At the beginning of his turn, the red player has 5 elixirs in his chest. He uses his first action to make a two-colored (red-orange) elixir in a square bottle that he puts in the bottom slot of his chest. As his second action, he wants to sell a line of three elixirs. He can choose between the horizontal row A or the diagonal row B. Option A does not pay so he decides to sell line B but first he uses the "Change of Shape" Special Token and changes a square bottle into a conical one. This way he recives 7 points for selling the elixirs and, additionally, some bonuses: 5 points for the identical bottle shapes, 4 points for the same color, 3 points for the elixir level. In total, the player gained 19 points, including 12 bonus points. He immediately takes the achieved bonus points as the Experience Points markers. Next, the player takes the sold elixirs and places them face down next to his Player Board. At the end of his round, the player has 3 unsold elixirs in his Elixir Chest Board. and 3 special tokens to be used in his next turns.



VIII. SPECIAL ACTION

The special action is free and you do not count it towards the limit of your regular actions. To perform this action, place a chosen special marker on an elixir in your chest, thus modifying it. Each player has only 4 special markers, 1 of each type.

You can use more than one special marker on your turn, but no more than one per elixir.

There are four types of Special Actions:

“Change of Shape”



Place the marker on a chosen elixir in your chest. The shape of this elixir is then changed to a different one. Name the shape of the changed elixir when you score for selling a line of elixirs. This way you can earn more points. After it has been used, discard the marker to the box.

“Change of Color”



Place the marker on a chosen elixir in your chest. This elixir changes its color. Name the color of the changed elixir when you score for selling a line of elixirs. You are only allowed to change one color. This way you can earn more points. After it has been used, discard the marker to the box.

“Change of Level”



Place the marker on a chosen elixir in your chest. This elixir changes its level to a higher or lower than indicated on the card. Name the level of the changed elixir when you score for selling a line of elixirs. This way you can earn more points. When you change the level of an elixir, its color remains the same. After it has been used, discard the marker to the box.

“decoction Transformation”



Use the marker and change any number of decoction of one color to the same number of decoction of a different color (a 1:1 exchange). Put the decoctions whose color you want to change on the marker. This is the only situation when a player can have more than 3 decoctions of a given color on his board. After it has been used, discard the marker to the box.

IX. END OF THE GAME

The end of the game is triggered when the elixir deck is exhausted. Players take their last turns, until the First Player, so that each has taken the same number of turns.

Next, you calculate your Experience Points.

Add up the Experience Points (EP) scored for the following:

- the EP on the sold elixirs cards
- the Experience Points markers
- the elixir cards EP from the Elixir Chest board
- the EP gained for the decoctions on the player's board

At the end of the game:

• ELIXIRS

Each elixir is worth the number of points shown by the number on the card (no bonuses are added).

• DECOCTIONS

Each pair of unused decoctions on your player board is worth 1 point.

The player who gets the most Experience Points becomes the winner and is declared the Alchemist of the Year! If there is a tie the tied player who made the most elixirs wins. If there is still a tie, check the number of decoctions and then ingredients the tied players have. If the tie persists, the players share the victory.

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