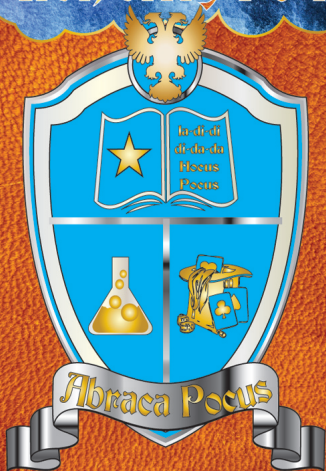


# Alchemy 101



*In* the game of Alchemy 101 you play young wizards at an unnamed magical academy of some prestige. You are studying for the midterm exam, and your potions master has set an array of different potions. Your challenge is to find all the potions hidden among the pumpkin soda by any means necessary.



To add to the challenge a number of vials of Essence of Frog placed among the potions. Those who get transmogrified will get an F (for Frog) and must muck out the hippogriff stables (ewwww!). This quickly becomes a problem because as soon as your potions master left the room, one of your less than graceful classmates has knocked over a Potion of Forgetting. Now no one can remember which potion is which, and the only way to figure that out now is to start drinking. Only one of you is walking out of here with a good grade, the rest, well, will be small, green, and slimy. Alchemy 101 is a mad dash to see who gets the A and who is hopping to the infirmary.



## Object

The Object of Alchemy 101 is to correctly identify all your potion cards first. You must empty your stack of potions. When your last potion is identified you win the game! If your last potion is Essence of Frog you do not win the game immediately, (see the Essence of Frog card)

## Decks

The game of Alchemy 101 consists of two decks of Cards, the Potions Library and the Play Deck. Each deck is made up of different types of Cards.



The Potion Cards are always played face down in front of players and players may not look at them unless some Play Card or effect allows them to do so.



The Play Cards are made up of Action and Reaction Cards. Actions cards can only be played on your turn whereas Reaction Cards may be played at any time limited by the text on the card.

## Game Setup

At the beginning of the game take one of the Essence of Frog cards out and set it aside. Then deal on top of it a stack of random potion cards until the total stack of potions (including the Essence of Frog) is equal to the number of players times 4. (Four potions for each player including one Essence of Frog mixed in). Take these potions and shuffle them then deal 4 Potions to each player face down. Place the remaining Potion Cards aside as the Potion Deck.

Then Shuffle the play cards and deal 4 of them to each player (Players may look at these but keep them to yourself!)



## How to Play

Choose a player to go first. At Empire Games World Headquarters we tend to go with the last-person-to-serve-the-drinks-goes-first rule but you can use any method you like. It's not like we can stop you.

Play starts with the chosen player and continues around the table to the left (to begin with). During a player's turn, she may play Action Card from her hand.

Normally only one Action Card may be played per turn. However, if the card has the "Cheat" symbol on it she may play another Action Card. If that card has the "Cheat" symbol she may play a third, and so on.



Once a player is done playing actions she must Identify a Potion. (That is, reveal the top card of her potion stack and resolve its effect – usually discarding it) After this is resolved, play passes to the player to her left (for now). Whether a player plays any actions on her turn or not she must still Identify a Potion at the end of her turn.

## **Timing**

The current player has “Priority” meaning their actions and reactions are resolved first, resolve any other reactions in turn order. Use this to resolve any timing conflicts.

## **Cheating Cards**

As mentioned above some of the Action Cards have the “Cheat” symbol on them. Normally only one Action may be played on each player’s turn. However, “Cheat” cards allow you to play another Action immediately after them! If the Play deck is exhausted, reshuffle the discard pile to form a new play deck.

## **Reaction Cards**

Some of the play cards are Reaction cards. Reaction cards can be played at any time, even on someone else’s turn. Each Reaction card will say under what circumstances it can be played.

## Winning the Game

The first person to correctly identify their last potion wins the game!

Special: The Essence of Frog card turns you into a Frog, making you unable to tell your Alchemy Professor that you have completed your assignment. (You are eliminated from the game immediately when you drink it and do not win the game.)



## Specific Cards



**Familiars** – What would a wizard or witch be without a trusted familiar? Some Potion cards grant you a familiar when Tasted. Leave the Potion card face up in front of you. While it is there, that is your Active Familiar. You may only have one Familiar in play at a time. If, through any effect, you would get another Familiar: discard your current one and keep the new one. Some Familiars grant you special powers while you have them. Other grant you a one time favor you can choose to use at any time (this does not count as an Action) and are then discarded. Each Familiar card will tell you how it is played



**Lure** – This Action steals a Familiar from another player. Place the Familiar in front of you (discarding any current Familiar) this Familiar is now yours. Since this is an Action it can only be done on your turn. On your turn you get “Priority” – your actions go first so no one can discard a Familiar as a Reaction to your stealing it.

## Credits

**Game Design:** Scott Messer, Jason "Spanky" Davis, & David Pendragon

**Game Development:** David Pendragon, Jason "Spanky" Davis, Wayne DeLisle, Jr. & Ben Miribelli

**Product Design & Layout:** Scott Messer

**Art:** Ben Miribelli

**Playtesters:** Dan Delmater, Neil Denton, Robert T. Hartsell, James Hurwoud, Balin Gambrell, Brian Gambrell, Amy Gambrell, Emma Collins, Ashlynn Jones, Aiden Jones, Evan Messer, & Kelli Messer

**For Balin & the rest of the Swarm**





# Turn Order



You may play an Action card.  
*(Remember, reactions can be played at any time)* If that Action was a Cheat, you may play another Action

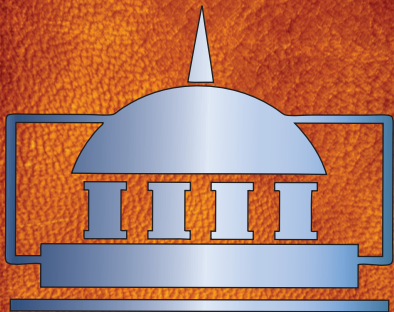


Taste your top Potion, and follow the instructions on the card.



Play passes to the Left  
*(Unless changed by a Card)*





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