

I received my new cauldron today.
Finally, my laboratory is complete!

For days, I have been gathering and drying ingredients in anticipation. What shall I mix first? I have a strong hunch about raven's feather and mandrake root. And they say you can never go wrong with a toad.

But then, what do they know? This is my laboratory, my research! Once I have published my theories, the others will be coming to me! I am determined to prove that I have the greatest mind that ever studied alchemy.

So now, I shall light my fire, for it is time to get to work. Knowledge, wealth, and fame can all be found in the murky depths of the cauldron.

Overview

Two to four players take the role of alchemists competing to discover the secrets of their mystical art. Points can be earned in various ways, but most points are earned by publishing theories – correct theories. Therein lies the problem.

Players gain knowledge by mixing ingredients and testing the results using a card-scanning app on a tablet or smartphone. They deduce how to make potions that they can sell to adventurers. Gold pieces can be spent on magical artifacts, which are very powerful but also very expensive.

Players' reputations go up and down as their theories are published or disproven. At the end of the game, reputation is converted to points. Points are also scored for artifacts and grants. The player with the most points wins.

Basic Principles of Alchemy

Ah! A new student. How delightful! I'm always glad to meet a someone whose heart burns with the fire of science.

Are you ready to uncover nature's mysteries? Ready to make discoveries that will earn respect and admiration?

Well, my young friend, this is a long journey. It will require perseverance and a keen mind. Let us begin simply, by mixing a potion from ingredients we can find on a walk through the forest. See? Here is a mushroom. And here is a toad. Now all you need is a fully equipped alchemical laboratory. I'll wait while you set one up.

The Card Reader

To play Alchemists, you will need the Alchemists app on your smartphone or tablet. To get the app, scan this QR code. Or enter cge.as/ald into your web browser. The app is free. You've already paid for the game.

(To play without the app, see the facing page.)

Only one device is necessary. Players can share.

Once you have downloaded the app, launch it and tap the Enter Game Code button. Please enter this four-letter code: DEMO.

Mixing Potions

Ready? Wonderful! Now toss these ingredients into your cauldron and stir until the substance changes color.

Alchemists mix potions by combining two different ingredients. Tap the Drink Potion button and scan these two cards with the camera:



You may have to adjust your angle to get both cards in the picture. When the app recognizes the cards, they show up in the bottom half of the screen. When the app displays the correct ingredients, tap Confirm.

Congratulations on mixing your first potion! If you followed my instructions correctly, you mixed , which is a healing potion.

How is it possible that two seemingly ordinary ingredients could combine to make something extraordinary? Well, it's time for you to learn a little theory.

Alchemicals



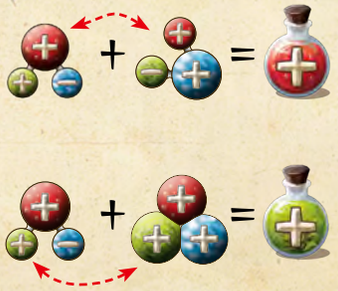
Each ingredient corresponds to exactly 1 alchemical. An alchemical has a red aspect, a green aspect, and a blue aspect, and each aspect can be positive or negative.

When two alchemicals combine, matching aspects amplify, and they make one of these potions:



To figure out what potion is created, look for a match in sign and color between **a big circle on one alchemical and a little circle on the other**:

Examples:



Pop Quiz:

I shall reveal the true nature of scorpion and bird claw. Now, can you tell me what potion you will get when you combine the two?

To check your answer, scan this picture:

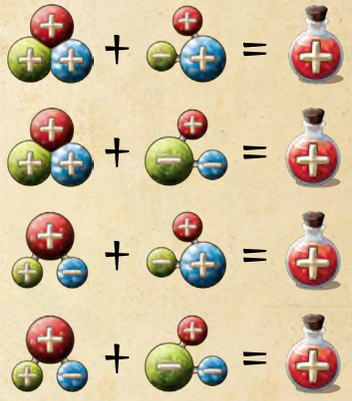


Deduction

Mixing potions is easy once you know which alchemical corresponds to which ingredient. But we don't know! Isn't that wonderful? So many mysteries waiting to be solved. And so much grant money available for our research.

In your first experiment, you discovered that mushroom and toad combine to make . What does this tell you about their alchemicals?

There are only 4 ways to make .



We don't know which pair of alchemicals we have, and we don't know which ingredient corresponds to which half of the pair. But we do know that mushroom and toad cannot be any of these four alchemicals:



because these do not have the symbol. Their red aspect is negative.

To be a successful alchemist, you need to keep an orderly notebook.



The results triangle is for recording the results of your experiment. Take a token and put it at the intersection of mushroom and toad.

The deduction grid is for recording what your experiment tells you. Your experiment eliminates 4 possibilities for mushroom and toad, as shown. In general, you will have to proceed by eliminating possibilities until only one possibility remains.

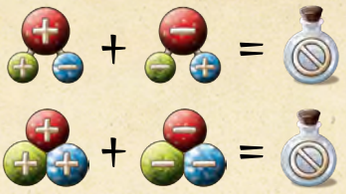
Your deduction grid is for your personal use. You can make notes using any system you want.

The Neutral Potion

Each alchemical has exactly one alchemical that neutralizes it. When you combine a neutralizing pair, you get a potion that has no magical effects, although it does make a tasty soup.

If two alchemicals have no matching aspects, they neutralize each other to make a neutral potion.

Examples:



Do not become discouraged when you mix a neutral potion. Your experiment has actually given you a lot of information. Now you just need to figure out how to use it.

Things to know:

- Each alchemical has exactly one alchemical that neutralizes it (It makes a red, blue, or green potion with any other alchemical.).
- An alchemical's neutralizer has the opposite sign for each aspect (each color).
- On your deduction grid, alchemicals that neutralize each other are in adjacent rows. Note the horizontal bands of light and dark shading.

Pop Quiz:

I have already revealed the alchemical for bird claw. Find out what happens when you mix bird claw and toad. Then tell me: What alchemical must correspond to toad?



And now, my young alchemist, your fundamental training is complete. Well, complete enough. I have to get back to work.

I wish you much success in all your endeavors, and if you should ever happen to publish an important discovery, be sure to give proper credit to the alchemist who taught you everything you know.

Selection by Hand

The card reader gives you the option to select ingredients by hand. Instead of scanning cards, you will hide the card reader from the other players and **tap on the two ingredients you are mixing. Everything else works the same.**

Web-Based Card Reader

At alchemists.czechgames.com, you can find a web-based version of the app. On the web, cards are selected by hand.

The Gamemaster Board

If for some reason you want to play Alchemists without using an electronic device, one person can play gamemaster and act as the card reader. The gamemaster can use the box lid to keep the gamemaster triangle hidden from the other players.

The gamemaster mixes up the 8 ingredient tiles and inserts them secretly and randomly into the 8 slots. The gamemaster does not need to worry about the actual alchemicals. The result of mixing any two ingredients is given by the triangle.

The gamemaster handles every situation that normally requires the card reader. For example, whenever a player needs to "scan" ingredient cards, the player passes the cards face down to the gamemaster. The gamemaster looks up the resulting potion and then **gives the answer that the card reader would give in that situation**. The gamemaster can then put the ingredients in the discard pile.

If the battery on your smartphone dies and you want to use the gamemaster triangle to finish your game, just convert the four-letter game code to an ordered list of 8 ingredients using this simple algorithm: ... Actually, on second thought, maybe we should keep that information to ourselves. But if you know the battery is dying, someone who isn't playing can take the role of gamemaster by peeking at the answers in the app and setting up the gamemaster triangle accordingly.

Gamemaster Exam:

This gamemaster triangle is set up so you can "scan" all three examples on this page and give the same answers that the card reader would.



Setup

Ah, but the craft of alchemy is about more than mixing potions. Alchemists seek knowledge, of course, but what they truly value is prestige. Making your mark on the world will not be easy. You need to publish before your colleagues do, expose the flaws in their theories, and get the powerful artifacts before they are all sold out. You see, you are not the only alchemist in town.

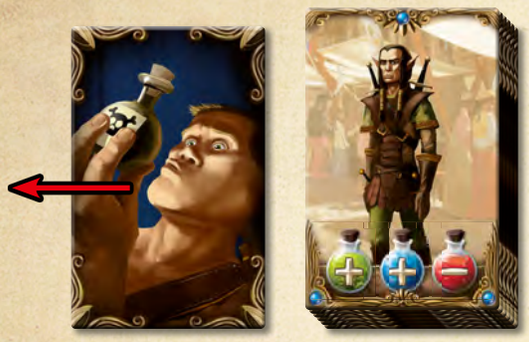
Master or Apprentice?

You can play Alchemists either as masters or apprentices. For your first game, we recommend you play the apprentice variant. A few of the rules are simpler, and the academic conferences are more forgiving. Even so, it offers the full range of possibilities.

A few details of setup depend on which variant you are playing.

Two, Three, or Four Players?

This side of the board is for a four-player game. The setup for two or three players is the same, except you use the other side of the board.



adventurer tiles

Shuffle the adventurer tiles face down and randomly remove one from the game. (Put it back in the box without looking at it.) Turn up the top adventurer and set the stack by the adventurer space.



conference tiles

Use this side for the apprentice variant or this side for the master variant. The conference tiles go into the adventurer stack. The one marked goes under the top two adventurers. The one marked goes above the bottom adventurer.





artifact cards

Divide the cards into decks I, II, and III. Shuffle each deck independently. Draw 3 cards at random from deck I and place them in the artifact row. Draw 3 cards at random from decks II and III and place them in rows beside the game board. The selected artifacts are all face up. Players may look at them at any time. Return the rest of the artifact cards to the box. They will not be needed this game.



Exhibition Board

Set this board aside for now. You will use it in the final round.





order space

rewards for choosing this space

order markers

Each player sets one flask here for use as an order marker.



paralyzed alchemist's order space

ingredient cards

Shuffle the ingredients and deal 5 face up to the ingredients row. Leave the rest of the deck on the board face down.

Player's Laboratory

Public Section

The types of potions you have already made, your grants, your artifacts, your number of gold pieces, and the number and types of cards in your hand are always public knowledge.

Player board



Private Section

The types of ingredients and favor cards in your hand, the types of seals you play, the ingredients in your experiments, and your deductions from results are always kept secret from the other players. This information can be hidden behind your laboratory screen.

Bid cards



Favor Cards

Each player draws 2 favor cards, chooses one to keep and one to discard.





Seals



Ingredient cards

Apprentice Variant: Each player draws 3 ingredients from the top of the deck.

Master Variant: Each player draws 2 ingredients from the top of the deck.

Action Cubes



The number of action cubes depends on the number of players.

- two players: 6 cubes.
- three players: 5 cubes.
- four players: 4 cubes.

Leave extra cubes in the box.

In all cases, you use only 3 action cubes in the first round. Put your remaining cube or cubes on the adventurer stack. This reminds you to take the full complement at the end of the first round.

Assembling Your Laboratory

Laboratory cauldron

The cauldron can also go on the left or right side. It can even stand alone.





The tab at the bottom of the cauldron is a shelf for your cards. Do not tear it out.







Theory Board



grants
Arrange them as shown.

reputation markers
Each player puts one flask on the 10 space to mark initial reputation.

conflict tokens
Used only in the master variant. For the apprentice variant, leave these in the box.



alchemical tokens



Starting Player Token
Give the starting player token to the player who was most recently in a laboratory.



Initializing the Card Reader

At the start of the game, launch the app, select the **master** or **apprentice** variant, and tap the Start New Game button. The app will randomly assign each ingredient a different alchemical. (So if you were hoping to gain an advantage by remembering the answers from the previous game, you are out of luck.)

Each randomization has a four-letter code. Write this down. If you need to complete the game on a different device (for example, if your first card reader runs out of power), just tap Enter Game Code and type the code into the new device. It will use the same randomization as the first device. This system also enables you to play with two or more card readers if you wish.

The Round

The game is played in six rounds. At the beginning of each round, players choose their play order. Then players declare all their actions for the round. During the round, actions are evaluated in order, clockwise around the board.

Choosing Play Order



You start your day with a leisurely walk through the forest, looking for interesting things to grind up in your laboratory. Or perhaps you spend some time doing favors for people around town ... in exchange for favors later, of course.

Beginning with the player with the starting player marker and proceeding clockwise around the table, each player chooses an order space. Lower spaces give you more cards but leave you at a disadvantage when resolving actions.

When it is your turn to choose, place your order marker on one of the unoccupied order spaces and draw the indicated cards.

Two players cannot choose the same space, and no one can choose the green space at the very bottom. That's a special space for alchemists who drank a potion on the previous round. See page 10. In a 2-player game, you cannot choose the space labeled 3.

Drawing Ingredients



Draw the indicated number of ingredients from the top of the deck. Do not take any of the face-up cards. Those are available only from the Forage Ingredient action space.

Drawing Favor Cards



These represent favors that the townsfolk owe you. Draw the indicated number of favor cards from the top of the deck.

If either deck runs out of cards, shuffle its discard pile to make a new deck.

Favor Cards

Favor cards give you a single-use advantage during some part of the round. They will tell you when they can be used. Some favor cards say "play immediately". These must be played as soon as you draw them. Cards are explained in detail at the end of this rulebook. After you play a favor card, it goes to the discard pile.

Getting Nothing



Sometimes (usually when conference deadlines are approaching) you need to get things done quickly. In that case, forget ingredients, forget favors. You just eat a quick breakfast and run off to get your work done.

If you choose this space, you draw no cards, but at least you will get to go first ... or maybe second.

Paying Gold



Sometimes you don't even have time to make breakfast. Instead, you buy fresh rolls from the baker and eat them on your way through town.

To choose this space, you must pay 1 gold piece. If you don't have the gold, you can't choose this space.

On this space you draw no cards, but you are guaranteed to go first. Yes, sometimes it is that important.

Play Order

For the rest of the round, play order will be determined by the order of the markers on the order spaces.

The starting player marker will have no further effect this round. At the end of the round, it will be passed to the left and the next round will have a different starting player.

Declaring Actions

Once all players have chosen an order space (and drawn their cards), it is time to declare actions. The player lowest on the order spaces must declare his or her actions first, followed by the next lowest player, and so on. Players who chose the higher spaces (with fewer cards) will have the advantage of seeing what other players are doing before they declare their own actions. When it is your turn to declare actions, you declare all your actions at once.

Place your action cubes on the actions you want to take this round. Different spaces have different requirements as illustrated below.

Each player has their own row, corresponding to their position on the order spaces. If you are lowest on the order spaces, you declare actions first and place your cubes in the bottom row at each action space. The next player places cubes in the row just above the bottom row, and so on. The player highest on the order spaces will go last and place cubes in the highest row. In a 2-player game, the rows marked 3 or 3 3 are not used.

Example:

In the illustration on the left side of this page, Blue is lowest. He must declare actions first. Red goes next. Note that in the illustration at the bottom of this page, Red's cubes are always in the middle row. Green is highest. She declares actions once she knows everything that Blue and Red plan to do. Her cubes go in the first row.

First Round Exceptions



In the first round, you are allowed only 3 action cubes. In later rounds, you may use your full set of cubes. (The number of cubes depends on the number of players. See page 6.)



The three actions marked with this symbol are not available in the first round.

Resolving Action Spaces

Each action space is resolved in order, clockwise around the board, as shown.



RESOLVE THE ACTION SPACES IN THIS ORDER.



FIRST ACTION REQUIRES 1 CUBE. A SECOND ACTION REQUIRES 1 MORE.



THREE ACTIONS ARE POSSIBLE HERE. EACH REQUIRES 1 CUBE.



ACTION REQUIRES 2 CUBES. ONLY ONE ACTION ALLOWED.



FIRST ACTION REQUIRES 1 CUBE. A SECOND ACTION REQUIRES 2 MORE.

On each action space, players take their actions in order, beginning with the player on the highest occupied row. When you take your action, remove your cube. (Or remove both cubes if the action requires 2 cubes.) Once everyone on the action space has taken their first action, players with two actions may take their second, in the same order.



Example:
Once all players have taken their actions in the order shown, they move on to evaluate the next action space.

Declining Your Action

When it is your turn to perform an action, you may change your mind and decline your action instead. Pick up your cube (or cubes) and put it on the unused cubes space . At the end of the round, every pair of unused cubes will allow you to draw 1 favor card. See page 16 for details.

Actions Available in the First Round

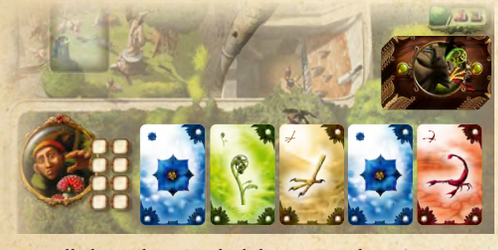
Five actions are available to you in the first round. We will cover these first.

Forage for Ingredient



To find the ingredient you want, sometimes you have to spend a little extra time in the forest. Be sure to bring a stout walking stick to ward off wolves, bears, and rival alchemists.

When it is your turn to forage for an ingredient, you may take either 1 face-up ingredient from the row or draw 1 random ingredient from the top of the deck. Cards in the row are not replaced, so players who play later may have a more limited choice. Once all the face-up cards are gone, your only choice is to draw from the top of the deck. (Or you can always decline the action and move your cube to the unused cubes space.)



Once all players have finished their actions here, remove any remaining face-up ingredients from the board and put them in the discard pile face down. A new set of 5 face-up ingredients will be dealt at the beginning of the next round.



Transmute Ingredient



This venerable alchemist has discovered how to turn ingredients into gold. He'll be happy to share the gold if you'll supply the ingredients. Maybe he's too old to forage for himself. Or maybe he just dislikes getting up early enough to beat the other foragers.

When you play this action, discard 1 ingredient and take 1 gold piece from the bank. On this space, going first does not give you any advantage.

Whenever you discard ingredients, no one else gets to see what you discarded. The discard pile should always be face down.

Tip: This is a quick way to get the gold piece you really need ... or an inefficient way to get the two gold pieces you really, really need. Skilled alchemists, however, will make most of their money by earning grants and selling potions to adventurers.



Buy Artifact



Nothing says "success" like a shelf full of expensive hardware.

When you buy an artifact, take one of the cards in the artifact row and pay the cost in the upper left corner. Keep your artifacts on the table in front of you where everyone can see them.



Early artifacts have effects that last the entire game. If an effect does not specify that it is limited to once per round, then you can use it every time it applies.

Other artifacts have an immediate effect that can be used only once. Using this effect is part of your Buy Artifact action.

Most artifacts are worth victory points at the end of the game. Some have variable victory points that are explained on the card.

At the beginning of the game, the artifacts row has only artifacts labeled I. The artifact row is not replenished, not even if they have all been taken. During the conference at the end of round 3 (and again at the end of round 5) any remaining artifacts will be discarded and the next three artifacts will be placed in the row. Until then, the II and III artifacts are kept face up on the table so that players can read them and plan ahead.

Experiments

The town council has banned tests on animals because of the ... issues ... arising from the winged pig outbreak. So now alchemists have to test their potions on people. Fortunately, the town has a good supply of alchemy students. And in the worst case, you can always try your potion yourself.

The final two actions of the round give you the most information. This is where you mix two ingredients and see what happens. The procedure for mixing a potion is the same whether you are Testing on a Student or Drinking the Potion yourself:



1. Choose 2 of your ingredient cards to mix.
2. Place them in your cauldron so that no one else can see them.
3. Tap Test on Student or Drink Potion depending on the action space.
4. Scan the cards and tap Confirm when the reader recognizes them.
5. **Show the result to the other players.** Yes, they will learn which potion you made, but they will not know which ingredients you used.
6. Put the corresponding result token in your results triangle.
7. Put the corresponding result token on your player board, to remind the other players that you have made that potion (unless you already have that token there). This is mandatory. Potions you have mixed are public knowledge.
8. Discard the ingredients you used. Ingredients are always discarded face down.

(Even if your group has agreed to use the card reader's "select by hand" option, you still put the two ingredients in the cauldron. That way you won't forget to discard them.)

The major difference between the two actions is what happens when you mix a negative potion. The effects of the , , and potions are quite unpleasant. That's why alchemists have students.

Test on Student



A student will drink anything for science. Until he gets sick. Then he'll drink anything for science and 1 gold piece.

The first player to use this action space performs the experiment as described above.

Players who experiment later may be at a disadvantage. Once the student drinks a negative potion, his zeal for science is considerably diminished. For everyone playing after the player who mixed the negative potion, the action costs 1 gold piece. (You always have the option of declining the action and moving your cube to the unused cubes space. If you cannot pay the student's fee, then you must decline the action.)

Every round you get a new student – one whose heart burns with the fire of science, one who doesn't know about what happened to the previous student. So the first experiments of the round are always free until someone mixes a negative potion.

Example:



Yellow goes first. The first player never has to pay, so Yellow tests on the student for free, making .

That's good news for Blue. It means he doesn't have to pay either. He mixes .

The student is still happy. Green doesn't have to pay anything either. She mixes . Now the student is unhappy, but Green reminds him that she told him the risks and there's nothing he can do about it.

Now it's Red's turn. If she wants to test a potion on the student, she must pay 1 gold piece to the bank. She does so and mixes . It really doesn't matter what she mixes. Yellow and Green will still have to pay 1 gold piece each if they want to perform their second tests.

Drink Potion



This is the simplest way to find out what a potion does. Of course, it does have some drawbacks.

The advantage to experimenting on yourself is that you do not have to pay any gold pieces. The disadvantage is that the negative potions have an impact on you. The effect is different according to the color of the negative potion you drink:

This is a potion of insanity. You don't remember drinking it, nor do you remember doing naked cartwheels through the town square. But everyone else remembers.

You lose 1 point of reputation .

This is a potion of paralysis. It's hard to get up in the morning when you can't move your limbs.



Move your order marker onto this order space. Next round, you will not choose an order space with the other players. Instead you will draw the cards indicated by this special order space and play last.

This penalty lasts for only one round. If your marker has been on the paralysis space for the entire round, you can move it off when it is time to begin drinking potions, so that no one will confuse your marker with those of players who paralyze themselves now. (Of course, if you drink this potion again, you'll have to put your marker back again.)

Congratulations! You have just survived drinking poison. As a student, you must have built up an immunity. But even so, you don't feel that great. You'll need to spend some time recovering.



Instead of taking your action cube back to your player board, put it on the hospital space. For the next round, you will have 1 less cube to use.

No negative potion can affect you twice in the same round. Positive and neutral potions have no game effect, but you will experience a sensation of deep relief.

Other Fun Things That Can Happen To You When You Are Paralyzed

If multiple players drink a potion, they will all have their order markers on the green space at the bottom. Those who put their markers there first will play ahead of those who put their markers there later.

If the starting player marker is passed to a player who is paralyzed, the paralyzed player passes the marker to the left. (The player on the left is getting all the advantages of being starting player, and it would not be fair if the same player got those advantages two rounds in a row.) In the unlikely event that the player on the left is paralyzed, too, the marker keeps going around the table until it gets to an unparalyzed player.

In the incredibly unlikely event that all players are paralyzed, don't pass the marker at all. Next round, the starting player will be the one who would have started this round.

Your First Round

You now know enough to play your first round of Alchemists. Well, almost the entire round. There are a few things that happen after the Drink Potion action space is resolved, but you can read about those details later.

If you want, you can play your first round now. Then, come back here and learn about the other 3 action spaces. The rules for what to do at the end of the round are on page 16.

Actions Available in the Second Round

After the first round, all actions are available and players have the full complement of action cubes. Hopefully, you learned something about the ingredients in the first round. Now it's time to put that knowledge to use.

Sell Potion



A speed potion for a swift attack, a splash of poison to eliminate an enemy – adventurers need potions of all kinds and they know where to buy them. Selling potions is a good way to make a lot of money if you know what you're doing. Or a little money if you think you can fake it.

At the beginning of each round (except the first) a new adventurer appears in town. The adventurer will be waiting here when it is time for you to sell a potion. The bottom part of the tile shows which potions the adventurer would like to buy.

Note that this action requires 2 action cubes and you can use it only once per round. It is different in another way as well: You might not be playing in the usual order. We'll explain that in a bit. First, let's talk about what happens when it is your turn.

Offering a Potion

When it is your turn to sell a potion, you must choose one of the three potions the adventurer wants. **Your choice is limited by players who have acted ahead of you.**

In a 4-player game, you move one of your action cubes from the action space to the space below the potion you plan to sell. This blocks off that potion for those who play after you. Whether you successfully mix that potion or not, those who play after you will not be able to choose it.

In a 3-player game, the adventurer will buy only two potions. If you are the first to sell a potion, you may choose any of the three. If you choose the third potion, you put a cube there and it is blocked off, leaving two for the second player to choose. If you choose either of the first two, your cube blocks off both of the first two, and the second player to sell will have only the third option. Either way, only two players can sell a potion each round.

In a 2-player game, only the first player can sell a potion. The space marked 2 blocks off all three potions.

In all cases:

- The first player always has the option to sell any of the 3 potions.
- The maximum number of potions that can be sold is 1 less than the number of players.

If you don't like your options when it is your turn, you can decline your action. If everyone declares this action, one player will be unable to sell a potion. This player must decline the action and move his or her cubes to the unused cubes space. (See page 16.)

Offering a Guarantee

When you sell a potion, does it have to be exactly the one the adventurer wanted? Of course not! You're an alchemist, not a perfectionist. But to keep your arms from being lopped off, you do need to offer a money-back guarantee.

Your guarantee says how close you will be to the potion the adventurer wants. There are four levels of quality:

Levels of Quality

- Exact match. You mixed the potion with the correct sign and correct color.
- Correct sign. You mixed a potion with the correct sign, but the wrong color.
- Neutral. You mixed the neutral potion.
- Wrong sign. You mixed a potion with the wrong sign. Color is unknown.

When it is your turn to sell a potion, put your other action cube on the space next to one of these levels of quality. (Ignore other players' cubes. Multiple players can offer the same guarantee.)

You are guaranteeing you will make a potion that good or better, and you are charging the price shown on the same row as your cube. If you mix a potion worse than what you guaranteed, you don't get paid. If you mix a potion better than what you guaranteed, you get paid only for the level you guaranteed.



"Trust me. It's worth it."

You can charge 4 gold pieces for the exact-match guarantee. To get paid, you must mix a potion with the correct sign and correct color.



"This should be just as good."

You can charge 3 gold pieces for this guarantee. To get paid, you must mix a potion with the correct sign. (If you get the color correct, too, you still get paid only 3.)



"This amazing potion was made in an actual laboratory and is guaranteed to have no unwanted effects. I call it homeopathetic medicine."

You can charge 2 gold pieces for this guarantee. You get paid as long as you don't mix a potion with the wrong sign. So the neutral potion also meets the terms of this guarantee.



"I can absolutely guarantee that this is something in a bottle."

You get paid. You can charge only 1 gold piece, but no matter what you mix, you get paid.

Mixing the Potion

Mixing a potion for an adventurer is similar to mixing a potion for an experiment. You set up 2 ingredient cards in your cauldron and tap the Sell Potion button.

The card reader will display the six effective potions. Tap the one the adventurer wants you to make. (Even if you know your ingredients make a different potion, you still have to tap the potion you chose from the adventurer tile.)

When you scan the cards and tap Confirm, the card reader will not reveal what you mixed. It will just tell you how close you were by displaying one of the four levels of quality.

Show your result to the other players. If you mixed or , then you know exactly which potion you made. Mark it on your results triangle and your player board with tokens, as you do when you perform an experiment. If you mixed then you know the sign of the potion and you know which color it wasn't. Take a bicolored ambiguous result token (like , , etc.) and mark your results triangle. (You need not mark ambiguous results on your player board.) If you mixed then you know only the sign. Take an uncolored ambiguous result token (or) and mark your result. An example is on the next page.

If you met the terms of your guarantee, take your money from the bank. **Regardless of your guarantee, a result of or always causes you to lose 1 point of reputation.** As usual, discard your two ingredients face down.

You can make a little bit of money selling bad potions, but word gets around. If your reputation gets too low, adventurers will be reluctant to buy from you.

Money-Back Guarantee and Terms of Sale

I the undersigned adventurer assert and affirm that I have been informed of the terms under which this potion is sold, that I agree to such terms, and that the terms are as follows:

All money shall be paid in advance and in the event that a known side effect accompanies the potion's declared effect** I will not ask for nor be entitled to any compensation whatsoever.*

X

** Known side effects include but are not limited to drowsiness, dizziness, halucinations, loss of consciousness, hyperactivity, insomnia, partial or entire paralysis, and temporary or permanent loss of vision, hearing, voice, or limbs (or even spontaneous growth of entirely new limbs (human or otherwise)).*

*** No part of this guarantee shall be construed to guarantee that the potion will manifest its declared effect.*

Example:

This friendly barbarian is looking for a potion.



This is a 3-player game. Green went first and tried to mix . Choosing either or blocks off the other, so only is left.

Red goes second, but she doesn't know how to make a negative potion with her ingredients. She doesn't want to risk losing reputation, so she declines her action and moves her cubes to the unused cubes space.

Now it is Yellow's turn. His only choice is , and he decides to try it. He places one action cube under the potion and the other on the 2-gold-piece guarantee – he needs the money, but he's not sure what he'll make. (Green also offered this guarantee, but that doesn't matter.)

Yellow sets up 2 ingredients, tells the card reader he's making , and scans the cards. What happens next depends on what the card reader says:

Exact match! Yellow has made . He marks this result in his results triangle and on his player board with tokens. He also gains 2 gold pieces.

Correct sign! But not the right color. Yellow has made either or . He marks his result with a token and takes 2 gold pieces from the bank.

Hm. Yellow has made the neutral potion. He marks this result with tokens and takes 2 gold pieces from the bank. The barbarian has to pay, but he isn't happy. Potions are supposed to do something! Yellow loses 1 point of reputation.

Blech! Yellow has mixed a positive potion when he was supposed to mix something negative. He marks this result with a token. He doesn't get paid because he didn't meet the terms of his guarantee. And he loses 1 point of reputation for not mixing a potion with the correct sign.



Offering a Discount

"Get yer potions heeere! Cheapest potions in town! Special discount today for men with large axes!"

You've probably noticed that being first on this action space gives you an even bigger advantage than usual. And if everyone chooses this action, the last player doesn't get to sell a potion at all.

So before the first player chooses the first potion, everyone has a chance to try to become the first player by offering a discount. Even though we explained all those other things first, offering a discount is actually the first thing that happens when it is time to deal with this action space. But if you are the only player on the action space, you skip the discount and go straight to selling.

Each player has four bid cards with discount values of 0, -1, -2, and -3. If multiple players have declared a Sell Potion action, they all bid secretly by choosing one bid card and putting it face down on the table. When everyone has chosen, they reveal their bids simultaneously.

Adventurers like bigger discounts. Each card has a certain number of smiley faces. Reorder everyone's cubes based on the smiley faces. Whoever has the most smiley faces gets to sell first.

But the usual play order is still important. It is the tie breaker between players who offer the same number of smiley faces.

Example:



Leave your card face up on the table until the action space is resolved. Your discount limits your choice of guarantee. When it is your turn to sell a potion, you cannot offer a guarantee whose discounted price would be zero or less.

Example:

Red played her -2 bid card.

- *She can offer an exact-match guarantee at a price of 2 gold pieces.*
- *She can offer a correct-sign guarantee at a price of 1 gold piece.*
- *She cannot offer either of the two lowest guarantees.*

Even if Red is certain she cannot meet the terms of the correct-sign guarantee, she can still offer it. (Maybe she wants to see if her two ingredients make a neutral potion. Or maybe she just wants to block that potion for those who play after her.)

Effects of Reputation

Your reputation goes up and down during the course of the game. At the end, it gets turned into victory points, but it also has an effect during the game. Adventurers prefer to buy potions from reputable alchemists.

Green Zone: 14 to 17 Points

If your reputation marker is in the green zone, you get **1 extra smiley face** added to your bid. For example, if you offer a discount of 0, you will have 2 smiley faces instead of 1.

But you also have more to risk. **Whenever you lose reputation, you lose 1 point more.** For example, if you sell a potion that doesn't have the correct sign, you lose 2 points instead of 1. If you lose 2 points of reputation at a conference, you lose one more, for a total of -3.

This penalty applies even if the normal loss of reputation takes you out of the green zone. For example, if you have 14 points and sell a neutral potion, you end up with 12 points.

When you're this good, everyone expects more from you.

Blue Zone: 18 or More Points

If your reputation is in the blue zone, the stakes are even higher. You get **1 extra smiley face** and you **charge 1 extra gold piece for any guarantee** you offer. (So you could, for example, offer the -3 discount and then offer the 3-gold-piece guarantee. The resulting price would be 1.)

Whenever you lose reputation, you lose 2 points more. Again, the penalty applies when you start in the blue zone. For example, if you have 18 points and you lose 5 at once, you will end up with 11 points. (This can actually happen. But it's much more amusing when it happens to someone else.)

The higher you climb, the farther you can fall.

Red Zone: 6 Points or Less

When your reputation is this bad, you must **charge 1 less gold piece** for any guarantee you offer. This is not a discount. It is a penalty applied after selling order has been determined. For example, if you offered the -2 discount, you would have to offer the exact match guarantee. (It's normally 4 gold pieces, but you must charge 3 for it. After the discount, its price is 1.) You can't offer the -3 discount anymore.

The upside is that **when you lose reputation, you lose 1 point less**. For example, selling a potion of the opposite sign has no effect on your reputation now. If a conference makes you lose 2, you lose only 1.

Your reputation can never go below 1. Any loss that would take it below 1 still leaves you with 1 point of reputation.

When everyone believes you to be a terrible alchemist, it is difficult to lower their opinion of you.

Publish Theory



Players on the Publish Theory action space play in the usual order. With each action, a player can either publish a new theory or endorse a theory that someone else has published.

Publishing a New Theory

You can publish a theory about an ingredient when you know its alchemical. Or when you think you know. Or when you're sure no one else knows, either. It's up to you to decide whether to take a risk and publish early or to wait until you are certain.



To publish a theory, pick up one of the alchemical tokens and place it on one of the books on the theory board. This is your public statement about the true identity of the ingredient depicted on that book. To mark it as yours, place one of your seals face down on any of the seal spaces.



Now pay your publisher! **You give 1 gold piece to the bank.**

What? You thought your publisher would pay you? No, Friend. This is academics.

Once you have published your theory, **gain 1 point of reputation.**

If you look confident enough, no one realizes you might be wrong.

Seals



Keep your seals face down in front of you or hidden behind your screen. When you put your seal on a theory, play it face down.

Why all the secrecy? Because your seal is actually a secret bet on the accuracy of the theory.

Your starred seals are for your sure bets. You have two gold-starred seals and three silver-starred seals. You save these for theories on which you would stake your life. Well, maybe not your life. But you are risking your reputation.

Gold-starred seals earn you 5 victory points at the end of the game and silver-starred seals earn you 3, but only if the theory is correct. If the theory is wrong, you lose victory points. (See page 17.) Or you can lose reputation points if someone debunks the theory during the game. (See page 14.)

The unstarred seals are for **hedging against a certain aspect**. This is represented by a question mark on a background of that color. If you are proven wrong about that aspect of the ingredient's alchemical, you suffer no penalty. (Only the color matters, not the size of the circle.) On the other hand, unstarred seals are not worth anything at the end of the game. (See page 17 for details.)

Example:

Blue published the scorpion theory on the left side of this page. He put his ? seal on it to hedge against the red aspect. If someone proves that scorpion contains −, Blue will lose no reputation.

Unless a theory is debunked, its seals remain face down and secret until the end of the game.

"Dear Colleague: If you are reading this letter it is because my Theory of Scorpion has been called into question. I would like it noted that I was always certain about its blue and green aspects. The red aspect, however, ..."

Available Tokens and Ingredients

You can publish a theory only about an ingredient that does not currently have an alchemical token on it. You can use only a token that is not currently assigned to any ingredient.

The reason for this is simple: Each alchemical token corresponds to exactly 1 ingredient. Each ingredient corresponds to exactly 1 alchemical. So any other theory involving that alchemical or ingredient would contradict the published theory. Oh, you can try to tell the publisher that the other theory is wrong, but the publisher will not believe you. That other theory is published; yours is not. Clearly, the published theory is the more credible one.

You may want to gnash your teeth and rip out your hair, but there is a better way to deal with such fools. You can unmask their incompetence next round. See Debunk Theory on the next page.

Endorsing a Theory

Sometimes one of your colleagues publishes your theory before you do. It is unfortunate that someone else will get accolades for "discovering" something that was already obvious to you, but at least you can get some credit. Just endorse that theory.





To endorse a theory that someone else has published, put your seal on it, just as you do when you publish a theory. You can't endorse your own theory – there can never be two seals of the same color on a single theory.

You must **pay 1 gold piece to the bank.** You also must **pay 1 gold piece to every other player who already has his or her seal on that theory.**

"Of course you can be a co-author ... For a price."

You gain no reputation for endorsing the theory. Except for that, your seal now counts just as much as anyone else's seal on that theory.

Each theory has space for three seals. In a 2- or 3-player game, everyone can endorse the same theory. In a 4-player game, you cannot endorse a theory that already has three seals.

Grants

Research societies are keenly interested in certain ingredients. So interested, in fact, that they are willing to offer you a grant for your studies. Of course, you must first prove that you know something about their field.

In the middle of the theory board are 5 grant tiles. Each depicts 3 or 4 ingredients that you can study to win the grant. You win your first grant if you have seals on theories about 2 of the ingredients depicted on a grant tile. (It doesn't matter whether these seals represent original publications or endorsements, and it doesn't matter whether the seals are starred or unstarred.)

Example:



Blue has published a theory of scorpions. If he can publish or endorse a theory about either toads or mushrooms, he will win this grant immediately.

When you win a grant, immediately take the tile and put it on your board face down. You **immediately take 2 gold pieces** from the bank. Each grant will also be worth **1 or 2 victory points at the end of the game.**

The gold pieces are intended to further the scientific cause. You should only spend money on expenses that the grant committee would approve of. ... Ha ha! Just kidding. Most alchemists spend all their grant money on a shiny new artifact. If anyone asks, you can say it's "an essential piece of lab equipment enabling cutting-edge research."

Once you have a grant, no one else can take it. It will be yours for the rest of the game. Even if one of your theories is debunked, you will not have to give up the tile and you will not have to give back the money.



After your first grant, you can get more grants only by having seals on all 3 of the ingredients depicted (or 3 of the 4, in the case of the middle grant tile). This is the meaning of the "3" on the back of your first tile.

If you make a single publication or endorsement that qualifies you for 2 first grants at once, choose 1 of them to be your first grant. You will need seals on three ingredients to qualify for your second grant.

Debunk Theory



Of course, any theory bearing an alchemist's official seal is assumed to be a correct theory. But some theories are more correct than others.

Technically, this action is available in the second round, but you won't be able to use it until a theory has been published. **If you prove a theory is wrong, you gain 2 points of reputation.** Of course, anyone with a seal on that theory is at risk of losing reputation. Details are below.

The logic of debunking is simpler in the apprentice variant. If you are playing your first game, **you can skip the master debunking rules for now.** They will make more sense once you have practiced apprentice debunking.

The app's debunking action works differently depending on the variant you are playing. If you discover you have it set to the wrong variant, go back to the main menu and change the setting. Then tap Continue Game.

Apprentice Debunking

Tap Debunk Theory and set the card reader on the table where everyone can see it. The card reader will display the 8 ingredients and the 3 aspects. **Debunking does not use the ingredient cards in your hand.**

To debunk a theory, you just need to show that one of the aspects is wrong. Tap the ingredient of the theory you are trying to debunk. Tap the aspect you are hoping to prove wrong. Then tap Confirm.

The card reader will show everyone the sign of that aspect of that ingredient. Compare it with the alchemical token on that theory.

If the sign on the screen **matches** the sign of that aspect on the token, you have **failed to debunk** the theory. (That doesn't mean it's correct. It just means you have failed to prove it is incorrect.) **You lose 1 point of reputation** for wasting your colleagues' time.

If the sign on the screen is the **opposite** of the sign of that aspect on the token, **you have debunked the theory.** See the Consequences of Debunking box for details.

In either case, everyone now knows the sign of that aspect for that ingredient. They can mark that information in their deduction grid.

When using this action, you are not allowed to choose an ingredient that doesn't have a published theory.

Consequences of Debunking

In either variant, the following things happen **if you debunk a theory**:

1. Gain 2 points of reputation.
2. Remove the alchemical token from the theory board.
3. Reveal each seal that was on that theory.
4. Players who used an unstarred seal lose no points if the color behind the question mark matches the aspect that was used to debunk the theory.
5. Players who used an unstarred seal hedging against a different color lose 5 points of reputation.
6. Players who used a starred seal (silver or gold) lose 5 points of reputation.
7. All seals that were on that theory are removed from play. Seals are not reusable. (You can leave them face up near the theory board so no one has to make notes on which seals have already been used.)
8. If you have a cube on the Publish Theory action space, you have the option of immediate publication.

Example:



Blue asks the card reader to reveal scorpion's blue aspect. The card reader says +. This does not debunk the theory and Blue loses 1 point of reputation.

Red goes next. She asks about scorpion's green aspect. The card reader says +. That proves that the alchemical token is incorrect.

Red gains 2 points of reputation and turns over the three seals.



Yellow hedged against the green aspect, so Yellow loses no reputation.



Blue hedged, but not against the green aspect. Blue loses 5 points of reputation.



Green had a starred seal. Green loses 5 points of reputation.

All three seals are removed from play for the rest of the game.

Debunking Your Own Theory

You can attempt to debunk any theory, even one that you have published or endorsed yourself. If you are successful, you gain 2 points of reputation, but you will also lose 5 points if your seal does not hedge against the color you used in debunking. If this happens, count the gain and loss as one change in reputation: a 3-point loss.

For example, if you had 13 points, you would count this as a 3-point loss from 13, not a 5-point loss from 15. (If you don't know why this matters, see Effects of Reputation on page 12.)

Immediate Publication



When you prove that a specific theory is wrong, you have the option of immediately publishing a new theory, if you have any cubes on the Publish Theory action space.

The theory you publish must be either:

- a new theory about the ingredient in the theory you just debunked;
- or a new theory involving the alchemical token from the theory you just debunked.

Example:

Red has just proven that scorpion cannot be . If she has any actions on the Publish Theory action space, she can immediately use one of them to publish a theory assigning a different alchemical to scorpion or a theory assigning to a different ingredient. But she cannot use this immediate action to publish something unrelated (e.g., a theory that raven's feather is).

If you have 2 actions on the Publish Theory action space, your first immediate publication uses up the first one. If you earn a second immediate publication, it uses up the second one.

If you have no cubes on the Publish Theory action space, you cannot take advantage of immediate publication. Immediate publication is optional; you can wait for the Publish Theory action space if you wish and then publish or endorse any theory you want. (But don't forget that a colleague might debunk a theory and use this option to publish ahead of you.)

No Memory

Drinking all those potions does have its consequences.

You are allowed to publish theories that have been proven false. For example, if a debunking action demonstrates that scorpion contains + that does not prevent anyone from publishing a theory that scorpion is the alchemical . You can even publish a theory that was debunked earlier this round. The only limitation is that you cannot use the immediate publication option to publish the exact same theory that you just debunked. That would be very poor form.

Master Debunking

In the master variant, it is not enough to know which aspect is wrong, you have to know an experiment that proves that aspect is wrong.

Example:

Let's say you want to debunk the scorpion theory on the facing page. You need to find something to mix with scorpion to make , , or . Any of these 3 results would prove that the alchemical on the theory is incorrect.

Tap Debunk Theory and set the card reader where everyone can see it. It will display the 8 ingredients. **Debunking does not use the ingredient cards in your hand.**

Select two ingredients. The card reader will show the seven potions. Select one, and then consider these 2 possibilities:

1. The card reader will say that those 2 ingredients do indeed produce the potion you selected.
2. The card reader will say that they do not produce the potion you selected.

Explain which outcome will debunk a theory or demonstrate a new conflict between two theories (as described below). Once everyone understands your explanation, tap Confirm.

If your experiment does not debunk a theory or at least demonstrate a new conflict, you **lose 1 point of reputation** for wasting the scientific community's time.

If you debunk a theory, that counts as success and you **gain 2 points of reputation**. In master debunking, it is possible to demonstrate a conflict without actually debunking a particular theory, and that is also worth 2 points. Most of the time, however, you will have debunked something:

Debunking 1 Theory

The most common case is the simplest. You show that one aspect of one ingredient is the opposite of what has been published. You **gain 2 points** and everyone with a seal there is at risk of losing points, as explained in the Consequences of Debunking box.

Example:

You ask the card reader if scorpion and mushroom make . The card reader agrees that they do. This disproves the theory of scorpion in the example on the facing page. You have debunked it through its green aspect. Everyone with a theory on that seal will lose 5 points except for those who played a seal that hedges against green.

If you are learning master debunking, **you can skip the rest of the Master Debunking section and go play the game now**. All your debunking actions will probably be this type. If something weird happens in debunking, you can come back and read the rest of this section.

Debunking 2 Theories

If the board has theories for both ingredients in your demonstration, it may be possible to debunk them both simultaneously. If you show they both have an aspect that is the opposite of what their theories claim, they are both debunked.

Example:



Before you have a chance to debunk the scorpion theory on the facing page, someone publishes this theory of mushroom. You ask the card reader if scorpion and mushroom make and the card reader agrees that they do. You have debunked both theories through their green aspect.

When you debunk two theories, reveal all the seals on both theories and add up the penalties for both. (If a player loses 10 points, count it as one loss of 10, not two losses of 5.)

Your reward for a successful debunking attempt is still only 2 points, even though you debunked two at once. You get the option of one immediate publication, not two.

Demonstrating a Conflict

Sometimes your demonstration shows that one of two theories must be wrong, but it doesn't show which one is wrong:

Example:



Before you can debunk the scorpion theory, someone publishes this theory of toad. You know toad and scorpion make . You ask the card reader if this is so, and the card reader agrees that it is.

The theory board claims that toad and scorpion both have a positive blue aspect. The card reader has confirmed this, so you have not debunked either theory. However, you have shown that both theories cannot be true. According to the theory board, those two ingredients should make .

Example:

The situation is the same as above, except this time you ask the card reader if scorpion and toad make . The card reader says they do not. But if both theories are correct, is the potion they should make. You have demonstrated a conflict.

Unlike the previous examples, a negative answer from the card reader means success for you in this case. It also gives your opponents less information.

Whenever you demonstrate a **new conflict** between two theories on the board, it counts as success and you **gain 2 points of reputation**. No one loses points, however, because it is not clear which theory is wrong. You don't have the option of immediate publication.

Theories in Conflict



When 2 theories are demonstrated to be in conflict, mark them with matching conflict tokens. The seals and alchemical tokens remain on the theories, but **the seals no longer count for conferences, grants, and the top alchemist award.** (See page 16 for details.) **No one can endorse a theory that is in conflict.**

Conflict tokens have no effect during victory point scoring at the end of the game. Theories in conflict may be used in debunking attempts.

If either theory is debunked, remove both conflict tokens from the board. The other theory is a normal theory once again. (Even though it might be wrong.)

Invalid Demonstrations

Your choice of ingredients and resulting potion should either

1. be able to debunk at least one specific theory; or
2. be able to demonstrate a new two-theory conflict, as described above.

If your selection can do neither of those things, you should hit the button and rethink your demonstration. If you perform a demonstration that does neither of these things, it is a failed debunking attempt and you lose 1 point of reputation.

Example:

Theories are published for every ingredient except mandrake root and raven's feather. The only alchemicals not on the theory board are and . Yellow knows that mandrake root and raven's feather do not make . If he demonstrates this in debunking, he will prove something is wrong with the theory board, but this information is not good enough to debunk any specific theory, nor does it establish a two-theory conflict because the two ingredients have no published theory. He should try to find some other demonstration.

If he forgets this rule and shows everyone that mandrake root and raven's feather do not make he will lose 1 point of reputation.

When you demonstrate a two-theory conflict, it must be a new conflict. If you demonstrate a conflict that is already denoted by a pair of conflict tokens, that is not a valid debunking attempt and it will cost you 1 point of reputation. However, you can use a theory under a conflict token in a demonstration of a different conflict.



End of the Round

A box next to the order spaces reminds you of the things that happen at the end of the round. Resolve them in the order shown.

Top Alchemist Award



The player with the most seals on the theory board gains 1 point of reputation. If no theories have been published, no one gets this award. If players are tied, all tied players gain 1 point.

It doesn't matter whether the seals are original publications or endorsements. And of course it doesn't matter whether they are starred or unstarred because that information is secret. But if you are playing the master variant, don't count seals on theories with conflict tokens.

Unused Cubes



The round doesn't always go as planned and sometimes you have to decline actions and move cubes to the unused cubes space. For each pair of cubes you have here at the end of the round, draw 1 favor card. (An unpaired cube doesn't get you anything.)

Take back your unused cubes. You should have the full set now ... unless a Drink Potion action put you in the hospital.

Hospital



Once the unused cubes space is empty, move any cubes from the hospital to the unused cubes space. They will count as unused cubes at the end of the next round.

New Adventurer



Remove the old adventurer tile if it's still hanging around. Put the next one on the adventurer space. If this reveals a conference, it will occur at the end of the next round. Set the conference tile on the conference space, after the Drink Potion action space.

Conference or no, turn the top adventurer tile face up. You will always know which adventurer is coming to town one round ahead.

Conference



The alchemy conference is always well attended. Alchemists come from far and wide to exchange knowledge with their peers. Well, actually it's just a big brag fest, but the sandwiches are nice.

If you set up the adventurer stack correctly, there will be conferences at the end of rounds 3 and 5. (If you didn't set it up correctly, fix it now.) The conference takes place after resolution of the Drink Potion action space and before the top alchemist award and other end-of-round business.

Those who have the required number of publications and endorsements gain 1 point of reputation. Those who do not will lose reputation points as indicated by the conference tile, depending on the number of seals they have on the theory board. As with the top alchemist award, count all seals (except for those on theories with conflict tokens).

No one enjoys the embarrassment of arriving at the conference with nothing to brag about. There's always a rush at the publisher's office when conference papers are due.

New Artifact Cards



The end of the conference also marks the arrival of new artifacts. Remove any artifacts still remaining on the board and deal out the three new artifacts – level III after the first conference or level IIII after the second.

Then it's time to move on to the top alchemist award and the other end-of-round business.

Setup For Next Round

If any ingredient cards are left in the ingredients row, remove them. Deal 5 new ingredients to the row. If the deck runs out (during setup or at any other time) shuffle the discard pile to make a new deck.

Move all the order markers off the order spaces. (Except for any that were put on the paralysis space this round.)

The starting player marker should be passed one place to the left. (If it is passed to a player whose order marker is stuck on the paralysis space, see "Other Fun Things That Can Happen To You When You Are Paralyzed", page 10.)

Now you are ready for another round of discovery, glory, and mocking the fool who published that ridiculous theory about scorpions.

The Final Round

The game lasts six rounds. At the beginning of the final round, the final adventurer will be placed next to the Sell Potions action space. (There are 6 adventurers, you randomly chose 1 to return to the box, and there was no adventurer in the first round.)

Exhibition

Mostly, alchemists try to impress each other, but once in a while it can be satisfying to demonstrate our skills to the masses.



USE THE OTHER SIDE FOR A FOUR-PLAYER GAME.

When setting up for the final round, place the exhibition board over the Test on Student and Drink Potion action spaces. They will be replaced by the Exhibit Potion action space. Select Final Round on the card reader.

Exhibit Potion actions are declared with your other actions. You are limited to the number shown (3 in a four-player game or 4 in a two- or three-player game).

This is the final action space to be resolved, after Publish Theory. Each cube is worth 1 action.

When it is your turn to exhibit a potion, remove your cube from the action space and place it on one of the six potions depicted on the exhibition board. This is the potion you are promising to exhibit. (You can't choose a potion you have already successfully exhibited. The neutral potion is not depicted because no one is impressed by toad soup.)

Prepare two ingredients in your laboratory as you do for experiments, tap Exhibit Potion on the card reader, and scan the ingredients. Discard the ingredients afterwards, as usual.

If you do not get the result you claimed, move your cube to the space. You lose 1 point of reputation.

If you are the first player to successfully exhibit that potion, you gain 1 point of reputation. Put your cube on the space.

If you successfully exhibit that potion but you are not first, your cube goes on one of the other spaces below. You get no points for mixing that potion, but you can still try to mix its opposite. Read on.

If you successfully exhibit 2 different signs of the same color during the exhibition, then you have demonstrated mastery of that color. Score 2 points of reputation. (More than one player can score this bonus.)

You do not have to play here in the final round. Note, however, that ingredients in your hand are worth nothing during final scoring, so this is your last chance to make use of them.

Once all the actions are resolved, score the top alchemist prize and draw favor cards for pairs of unused cubes, as usual. Then it is time for final scoring.

Final Scoring

Reputation Points and Victory Points

Reputation points are gained and lost during the game. Certain artifacts give you reputation bonuses, and your zone of the scoring track can affect how much reputation you lose.

Victory points are scored at the end of the game. Reputation bonuses and penalties do not apply to them. Most victory points are positive, although you can lose points when the true identities of the ingredients are revealed.

At the end of the game, score victory points as follows:

All reputation points become victory points. So if you ended the game with 16 points of reputation, you begin final scoring with 16 victory points.

Next, score the victory points for your **artifacts**.

Special cases: If a player has the **Magic Mirror**, that player should count up points for the Magic Mirror first, before other artifacts and grants.

If a player has the **Wisdom Idol**, it is not scored until after the Big Revelation.

Next, score the victory points for your **grants**.

If you have any favor cards left in your hand, **exchange each favor card for 2 gold pieces**.

Now score **one-third of a victory point for each gold piece**. Or, to put it another way, buy 1 victory point for every 3 gold pieces, and keep any leftover gold pieces as a tiebreaker.

The Big Revelation

And now comes the moment of truth. Place the card reader where everyone can see it and tap Show Answers.

Do you really want to show the answers? Yes, of course you do! This is your moment of glory!

The card reader will tell you which alchemical was associated with each ingredient. Go through the theories one-by-one. On each theory, reveal all the seals.

If the theory is **correct**, each player scores the following points for a correct seal:

- Gold-starred seal: 5 points.
- Silver-starred seal: 3 points.
- Unstarred seal: no points.

If the theory is **incorrect**, players lose points, as follows:

- Starred seal: -4 points.
- Unstarred seal, not properly hedged: -4 points.
- Unstarred seal, properly hedged: no points.

How do you tell if the unstarred seal is "properly" hedged? Look at the aspects of the incorrect theory. **If only one aspect is incorrect, then seals hedged against that color are properly hedged** and seals hedged against a different color are not properly hedged. **If more than one aspect is incorrect, then none of the seals can be properly hedged.**

Note that players are losing victory points, not reputation points. They don't suffer a loss of 2 extra reputation for being in the blue zone. The red, green, and blue zones of the scoring track have no meaning during final scoring.

Conflict tokens do not matter at this point of the game. The seals score positive or negative points regardless of conflict tokens. (If you are playing the apprentice variant, you aren't using conflict tokens, anyway.)

The Winner

The winner of the game is the player with the most victory points. Break ties using leftover gold pieces, as explained earlier. If players are still tied, they remain tied. Well done!



Apprentice Variant and Master Variant

There are three differences between the two variants:

1. At the beginning of the game, **apprentices get 3 ingredient cards. Masters get only 2.**
2. The **conference tiles** are different. (Masters are held to higher standards.)
3. The **debunking rules** are different. (Apprentice debunking is much simpler.) Don't forget to set the card reader to the correct variant.

We recommend you use the apprentice variant for your first game. After that, it's up to you.

You can even mix and match the variants. For example, you could start with 2 ingredients, use apprentice conferences, and play by the master debunking rules.

It's also possible to use the two variants as an equalizer for newer players. A new player can start with 3 ingredients while everyone else starts with 2. The conference tiles can be flipped over to apply apprentice standards to the new player and master standards to experienced players. And the app can be switched between apprentice and master during debunking.

Use these rules to make the game fun and challenging for everyone!

Using Your Deduction Grid

Throughout the course of the game, you gain information from various actions – even actions of other players. You can record this information on your deduction grid using any system you want. The only one who needs to understand it is you. This section gives some examples of how to use what you learn.

Experimenting



You get most of your information from the **Test on Student** and **Drink Potion** actions. For example, you might mix toad and mushroom and discover that they make . In fact, that was our first experiment on page 2. In your deduction grid, you would eliminate every alchemical with a . These are no longer possibilities for mushroom or toad. In the illustration, these possibilities have been crossed out.

Debunking

You can get the same information from the **Debunk Theory** action. These demonstrations are public.

In master debunking, if another player demonstrates that mushroom + toad = , you can record that information in your deduction grid. (However, if someone demonstrates that mushroom and toad don't make , it is less clear how to use that information. You'll have to devise your own system for that!)

In apprentice debunking you learn about only one ingredient at a time, but you are guaranteed to get a specific answer, positive or negative. If any player demonstrates that toad contains , you can eliminate those four possibilities for toad. Later, if another player demonstrates that mushroom contains , you can mark that down for mushroom.

Ambiguous Results



You don't have to be certain of the result when you **sell a potion**. You can even use it as sort of an experiment. For example, if you were trying to sell the potion and you mixed mushroom and toad, the app would say you got an exact match, which is just like learning this information from drinking the potion yourself.

Often, the results are ambiguous. Suppose you try to make from fern and toad. The card reader tells you fern + toad = . What have you learned?

You know you have mixed either or . Put the token in your results triangle. You can eliminate and because they cannot make or . This is marked for fern in red. You can also mark it for toad, but it turns out that those possibilities have been eliminated for toad already.

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Neutralizing Pairs



As explained on page 3, the **neutral potion** is created by mixing two alchemicals that have opposite signs in every aspect Each alchemical has exactly one alchemical that neutralizes it. Neutralizing pairs are grouped together on your deduction grid. (That is the meaning of the light and dark shading.)

You can learn about neutralizing pairs through experiments, debunking, or selling potions. If you discover that fern + mushroom = , that tells you those two ingredients are neutralizing pairs. By itself, this is not enough information to eliminate any possibility. But you already have information about these ingredients.

In the previous example, you discovered that fern cannot be or . Because mushroom neutralizes fern, you know mushroom cannot be either of the alchemicals that neutralize these. Green arrows illustrate how this information eliminates 2 possibilities for mushroom.

The information goes both ways. In the first experiment, you learned that mushroom must have . Fern neutralizes mushroom, so it must have . You can eliminate the neutralizer of each alchemical that was eliminated for mushroom. This is illustrated by the purple arrows in the picture.

Advanced Techniques



Now go back and look at your previous experiments while considering the 2 possibilities that are left for fern. Can you figure out why the result allows you to eliminate the two toad possibilities marked in this illustration?

There are many other lines of reasoning that we have not covered in this example. Part of the fun of being an alchemist is finding clever techniques that keep you one step ahead of your colleagues.

Deductions and Hedging



In the end, each of these ingredients has only two possibilities remaining. You know their red and blue aspects. If you learn the green aspect of one ingredient, you will be able to deduce all three.

But you might need to publish a theory before you learn what you need to know. That's why it's nice to be able to hedge against green.



Notes on Selected Artifacts

Feather in Cap

For example, if you correctly predict the result of mixing toad and scorpion and then correctly predict the result of mixing toad and fern, you get 3 points because you used 3 different ingredients.

Special case: If you also have the Magic Mortar, a colleague will randomly choose 1 card to be set aside for Feather in Cap and the other will be returned to your hand. Once you know which card is returning to your hand, you can decide to not use the Magic Mortar and leave both cards set aside to be counted for Feather in Cap.

Magic Mirror

During scoring, you should count this artifact first, while the scoring track still shows how many reputation points you had at the end of play. It gives you extra points for reputation only. The victory points you get from artifacts and grants have no effect on the value of Magic Mirror.

Round down: 14 reputation points are worth two victory points from the Magic Mirror; 15 are worth three.

Magic Mortar

Whenever you have to discard the ingredients you used in a potion, you ask another player to choose one of the two cards at random. Only the chosen card is discarded. You keep the other.

This applies to the Sell Potion, Test on Student, Drink Potion, and Exhibit Potion actions.

Periscope

You use the Periscope immediately after you see the result, before the next player's action. The Periscope applies to the Sell Potion, Test on Student, Drink Potion, and Exhibit Potion actions. It does not apply to the Thinking Cap artifact.

Printing Press

When you endorse a theory, you still must pay 1 gold piece to players whose seals are already there. But you don't pay a gold piece to the bank. This means you can publish new theories for free.

Robe of Respect

Each gain of reputation is bigger by 1. For example, if you debunk a theory, instead of gaining 2 points, you gain 3.

Special case: If you successfully debunk your own theory (see page 14) the Robe of Respect applies only if the result is a net gain in reputation (in other words, only if your seal was hedged against the color you used in debunking). If you suffer a net loss, the Robe of Respect does not apply.

Seal of Authority

For publishing a new theory, you get 3 points instead of 1. For endorsing a theory, you get 2 points instead of 0.

This bonus is cumulative with the Robe of Respect. If you have both, you get 4 points for publishing a new theory and 3 for endorsing a theory.

Thinking Cap

Use the Test on Student button. You have to show the results to your colleagues, as usual, but there is no penalty for mixing negative potions. You are not allowed to use the same card in both experiments. For example, if you want to test scorpion + toad and fern + toad, you need 2 toad cards.

Wisdom Idol

Wisdom Idol is not scored with the other artifacts. You use it after the Big Revelation. When scoring seals for correct theories, your seals score 1 extra point, whether they are starred or not. The Wisdom Idol does not apply to incorrect theories.

Witch's Trunk

You can still choose order spaces with ingredients; you just aren't allowed to draw the ingredient cards. You can still get ingredients from the Forage for Ingredient action or the Herbalist.

Favor Cards

Each favor card tells you when it can be played. You are allowed to play multiple favor cards at the same time. Their effects are cumulative, as explained below.

Assistant

Your faithful assistant is happy to run an errand so you can get a little more work done.

In a 3- or 4-player game, you can find your extra action cube in the box. In a 2-player game (or a 3-player game in which you play 2 copies of this card at once) you can use an action cube in one of the unused colors. Don't forget to return the cube at the end of the round.

The Assistant just gets you an extra cube for this round. You are still limited to the maximum number of actions allowed at each action space.

Associate

"My associate and I would like to go first. Will that be a problem? No? Why, thank you."

Because your cubes are in the top row, everyone who declares that action after you will have to put their cubes one row lower than usual. If someone else's cubes are already in the top row (because they played an Associate favor, too) move those cubes down to the second row and put yours in the top row. In other words, a player on a higher order space has a bigger, pushier associate than a player on a lower order space.

On the Sell Potion action space, your Associate makes you first initially, but players still bid for the right to go first by offering discounts, as usual. (Of course, you win ties. Your Associate is good at breaking ties.)

If you play two Associate favors, you must use them on two different action spaces.

Barmaid

She can find you a little something to give your potion an extra punch.

Levels of quality are explained on page 11.

For example, let's say you play the Barmaid favor and guarantee that you will mix a potion with the correct sign. If you mix , it counts as though you actually mixed . You will not lose reputation for mixing a neutral potion and you meet the terms of your guarantee.

If you play 2 Barmaid favors and get a result of , the first favor makes it count as an exact match and the second favor gives you +1 reputation.

Custodian

It's nice to know someone who can let you into the lab early.

When you play this card, place it next to the board, between the Transmute Ingredient and Sell Potion action spaces. It works like a Drink Potion action space at an earlier time. If you use 2 Custodian favors, you put 2 cubes there. The second card can go to the discard pile immediately because you need only one to serve as the action space.

If someone else has already played their Custodian favor in that spot, use their card as the action space. Put your cube above theirs in the usual play order.

Actions taken on this space do not count against the limit of 2 Drink Potion actions on the usual space. You can use the Custodian favor even in the final round, when Drink Potion is not available.

When it is time to perform the action, you have the option to decline it. Once all actions on the card have been resolved, put it in the discard pile.

Herbalist

She knows all the secret paths through the Forest, and she always finds the best ingredients.

You can discard any 2 ingredients. They don't have to be 2 of the 3 you have just drawn.

This card must be played as soon as you draw it. If you draw 2 at once, resolve the first one, then resolve the second.

Merchant

His advice is free. Even better than free: It's profitable.

Use a cube to block off the potion you sell, as usual, even if there is already a cube there. This might make it possible for every player to sell a potion.

If you are not the first player and you play multiple Merchant favors, one favor essentially puts you in the same position as the first player and you get 1 gold piece for each of the rest.

Shopkeeper

If you spend a bit of time talking with the shopkeeper, you'll discover that his prices are flexible.

Playing more Shopkeeper favors gets you a bigger discount, but it is not possible to take the price below 0.

Sage

The old alchemist has many secrets. One secret is just how much gold he can extract from a raven's feather.

If you play 2 Sage favors, you get 3 gold pieces for one ingredient. This is obvious from the card, but we didn't want this venerable alchemist to be the only one without rulebook text.