

# Alchemicus

## Introduction

Each Player begins the game as an ordinary herbalist who has just a small garden and a small stall in front of house. During the game, Players do their best to become the most famous alchemists in the entire kingdom.

The Road to Fame is often long and difficult. It leads through arduous collection of raw materials, brewing various potions, smelting pure metals and conscientious paying gifts to influential dwellers of the kingdom.

A Player might be also skilful enough to produce gold. Great Fame awaits such a Master. Remember, though, that the Spirit of Transmutation is extraordinarily jealous of his secrets and reveals them to mortals reluctantly...

## Game components

- Manual
- Board
- Checkers for 4 Players – Alchemists
- 1 checker of the Spirit of Transmutation
- 140 Game cards (18x *Horten* [*Garden*], 18x *Metalle* [*Mine*], 18x *Pergula* [*Stall*], 14x *Fornax* [*Smeltery*], 14x *Alembic* [*Alembic*], 14x *Taberna* [*Store*], 14x *Domo* [*Workroom*], 10x *Labrium* [*Laboratory*], 10x *Donarium* [*Treasury*], 10x *Gloria* [*Fame*])
- 48 tokens of Fame (24 x 1, 16 x 5, 8 x 10)

## Preparing for the game

Lay the game board in a place which is accessible for all the Players.

Place the checker of the Spirit of Transmutation on the internal ring, on the *Labrium* field.

Each Player should choose his/her checker and put it in front of him/her.

Each Player should be given one *Horten* (*Garden*) card and one *Pergula* (*Stall*) card. Players begin with their cards laid in front of them. Cards lying before a Player on the table represent buildings built and owned by the Player. The buildings of *Horten* (*Garden*) and *Pergula* (*Stall*) represent the beginnings of an herbalist's career who wants to become an alchemist.

Then, the rest of game cards should be carefully shuffled, each Player should be given 5 randomly chosen cards, and the rest should be put in a place easily accessible by each Player to form a pile of cards for picking. Fame tokens should be put beside the cards.

The game is began by the oldest Player, the one who gained the least points of Fame in the previous game, or a randomly chosen Player. The second to play is the Player sitting on the left side of the first Player.



## Game objective

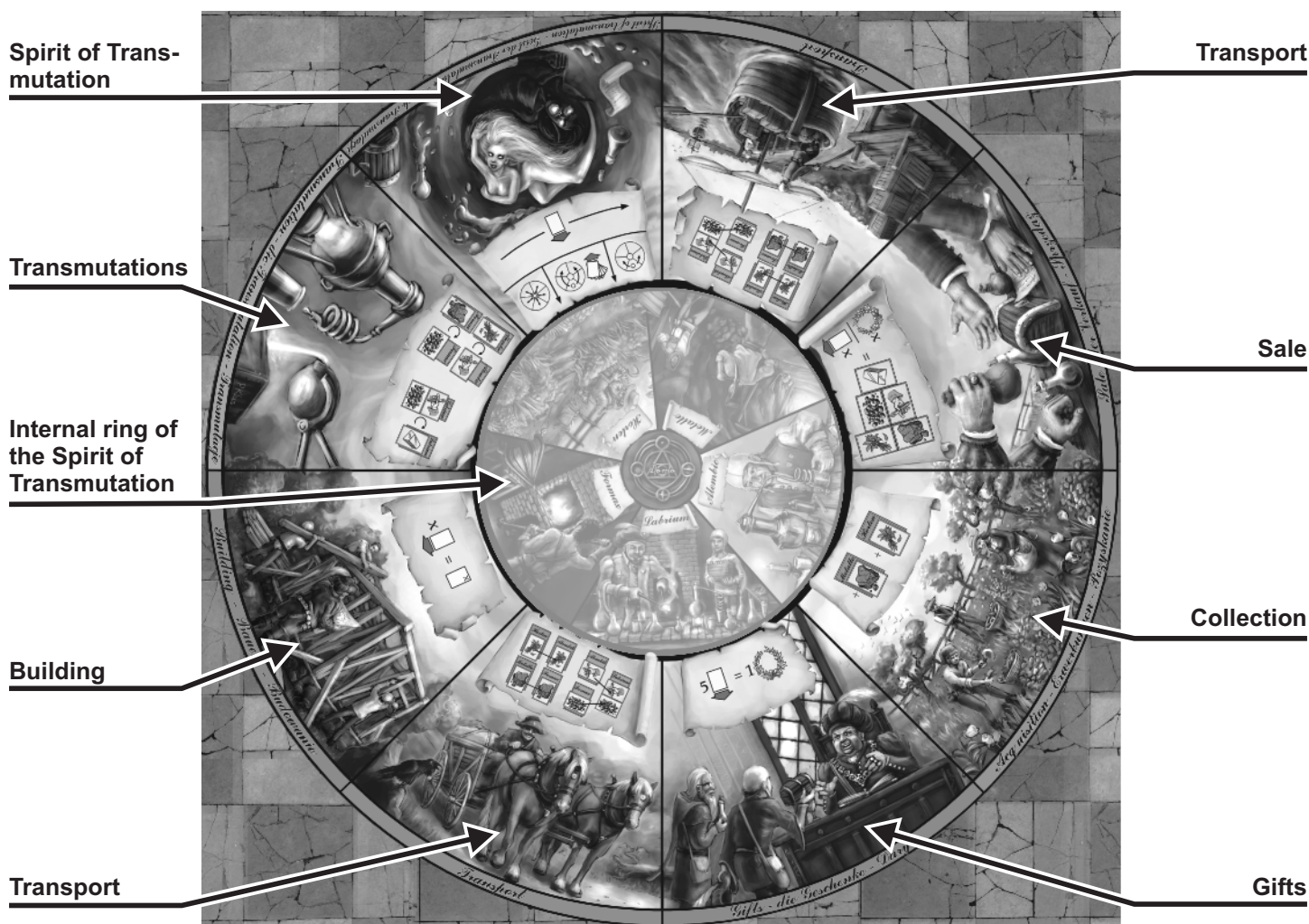
The game is won by the Player who is the first one to gain 20 points of Fame (see: point 5. Finishing of turn).

## Course of the game

Players, starting from the first one, make turns. Each turn is made up of the following phases:

1. Picking a card.
2. Moving the checker.
3. Performing action related to a given game field.
4. Optional use of the card of Fame.
5. Ending the turn.

Figure 1. Game board



## 1. Picking a card

A Player picks one card from the pile of Game cards.

The cards which a Player holds in his/her hand can be used in two ways. On one hand, they can be used in compliance with the description below and symbols depicted on the card. On the other hand, each card can serve as the game currency. By discarding any card, we pay the fee in the amount of one currency unit.

**Buildings** (they can be used only when constructed)

Horten (*Garden*): during *Collection*, a raw material card – herbs - can be placed there, if there is enough room;

Metalle (*Mine*): during *Collection*, a raw material card – metal ore - can be placed there, if there is enough room;

Alembic (*Alembic*): during *Transmutation*, it converts herbs into tincture;

Fornax (*Smeltery*): during *Transmutation*, it converts ore into metals;

Labrium (*Laboratory*): during *Transmutation*, it converts tincture and metals (both are required at the same time) into gold.

No portion of tincture or metal can be transported to *Labrium* when there is gold there;

Pergula (*Stall*): during *Sale*, it makes it possible to exchange 1 raw material card for a certain number of cards to pick or a point of Fame: 1 card of herbs or ore for 1 card to pick; 1 card of tincture or metals for 3 cards to pick, 1 card of gold for 5 cards to pick or 1 point of Fame;

Taberna (*Store*) – during *Sale*, it makes it possible to exchange up to 3 raw material cards for cards to pick or points of Fame: 1 card of herbs or ore for 1 card to pick, 1 card of tincture or metals for 3 cards to pick, or 1 point of Fame, 1 card of gold for 5 cards to pick or 3 points of Fame;

Donarium (*Treasury*): during *Sale*, it makes it possible to exchange 1 card of gold for 6 cards to pick or 5 points of Fame;

Domo (*Workroom*): a Player receives 1 additional card for each completed Workroom, during *Transport*, *Collection* or *Transmutation*. You don't have perform any action related to the field, it is enough to put a Player's checker on one of the fields to which Workroom adds a bonus;

### **Card of Fame**

Gloria (*Fame*): the Card of Fame may be played at the end of each round, no matter which field a Player's checker is currently on. To play that card, a Player has to pay its cost first, i.e. discard 5 cards from hand. Then, the Player instantly receives 1 point of Fame. The cards of Fame, unlike any other cards, are not put in front of Players, they are discarded on the pile of discards.

**Only one card of Fame may be played in each round.**

Figure 2. Game card

## 2. Moving a checker

A Player moves his/her checker clockwise by 1, 2 or 3 fields on the external Alchemic Ring. A Player may also move his/her checker by 4 or 5 fields but such an intense effort is paid by 1 point of Fame (by paying 1 point of Fame a Player may move his/her checker either by 4 or by 5 fields forward).

In the first round of the game, a Player, instead of a movement, places his/her checker on any field of the Alchemic Ring chosen at his/her own discretion.





### 3. Performing action related to a given field.

A Player puts his/her checker on one of eight fields of the Alchemic Ring. Then, he/she can perform the action assigned to that field, **however it is not obligatory (except for the field of the Spirit of Transmutation)**. Depending on the field, a Player may perform one of the following actions.

#### 3.1. Building

A Player may construct a building by discarding a chosen card from hand and paying the price specified in the card's upper right-hand corner. The fee is paid by discarding adequate number of cards onto the pile of discards.

*Example: A Player wants to build an Alembic by putting out relevant card. To build it, 3 units should be paid, therefore, a Player must discard any 3 additional cards from his/her hand.*

While building, a Player may put out any number of cards, if he/she can afford payment for all of them.

A Player may have a maximum of 12 buildings built in front of him/her. If he/she wants to construct another building above that limit, then he/she must demolish one of the previously built ones (by discarding a card that symbolizes the demolished building onto the pile of discards).

There is no limitation as to the quantity of the same buildings (a Player can have 12 buildings of the same type).

#### 3.2. Spirit of Transmutation

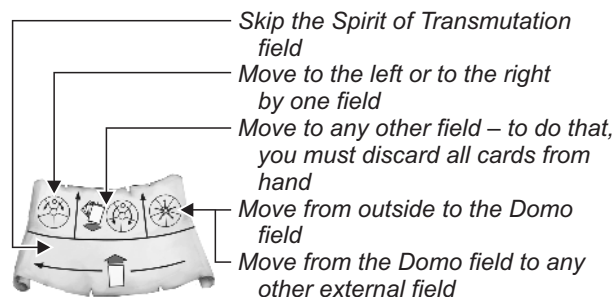
The Spirit of Transmutation is jealous and usually doesn't allow anyone to produce gold. Sometimes he makes jokes and spoils results of reactions performed by Alchemists in Alembics, or ore smelting in Smelteries. It can even cause bad crops of herbs, pollution of ore, or bring about illnesses to employees.

**The Spirit of Transmutation checker indicates which type of buildings is under its rule, and out of operation at a given time. Buildings affected by the Spirit of Transmutation are out of order for all Players.**

When the Spirit of Transmutation checker is standing on a field of Mines, they do not extract ore at that time. Analogically, gardens do not product herbs. When the checker is on the Alembic field, Alembics don't transmute herbs and tinctures which are stored there into gold. When the Spirit of Transmutation checker is standing in the central point of the Spirit of Transmutation ring, Workrooms don't function, therefore none of the Players who have Workrooms receive additional cards. **Additionally, by shifting the Spirit of Transmutation checker to that field, a Player can take away one randomly selected card from any of the other Players but only those who have at least one Workroom.** When another Player shifts the Spirit of Transmutation checker from the central field to the field which blocks other building (e.g. Alembic), he/she does not get any card for that, and Workrooms begin functioning again.

**It is obligatory to move the Spirit of Transmutation checker.**

Figure 3. Internal ring of the Spirit of Transmutation and possible moves



When a Player's checker passes over the Spirit of Transmutation's field without stopping, the Player gets one card from the pile. This is a reward from the Spirit of Transmutation for not being disturbed in the given turn.

When a Player puts his/her checker on the field of the Spirit of Transmutation, he/she can:

- shift the checker of the Spirit of Transmutation one field to the right or to the left on the internal ring of transmutation
- reject all cards on hand and move the checker of the Spirit of Transmutation to any given field,
- move the checker of the Spirit of Transmutation from the central field to any external field.

**Only one Player's checker may be present on the field of the Spirit of Transmutation.** If there is already a Player's checker on that field, no other Player can put their checker there.

### 3.3. Collection

All gardens and mines of a Player collect raw materials at the same time. This is only possible, if there is no raw material in a given Mine or Garden, or unless the Spirit of Transmutation blocks the operation of a given type of buildings.

When collecting a raw material, a Player picks a card from the pile and puts it face down on the card of a Mine or a Garden as shown in the image on the card, i.e. vertically.

### 3.4. Transport

During transport, a Player may relocate his/her collected raw materials or processed products. Transport is performed in the following way: herbs from the Garden (*Horten*) are transported to the Alembic (*Alembic*), ore from the Mine (*Metalle*) is transported to the Smeltery (*Fornax*), tincture from the Alembic (*Alembic*) is transported to the Laboratory (*Labrium*), metals from the Smeltery (*Fornax*) are transported to the Laboratory (*Labrium*).

To transport anything, the destination place must be empty. In the building to which products are transported we put the raw material card as shown in the image of the destination card. The sequence of transport may be discretionary.

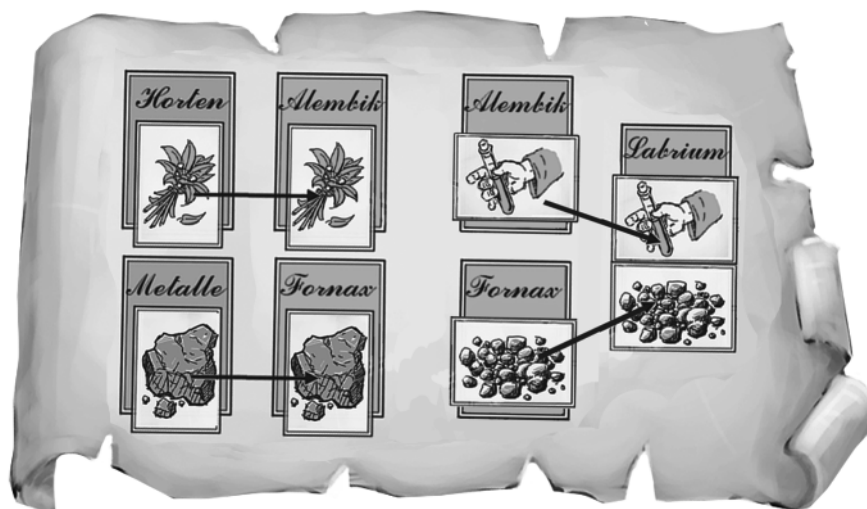
*Example: A Player has a mined ore in his/her Mine, a smelted metal in the Smeltery, and an empty Laboratory. The Player decides to transport the metal from the Smeltery to the Laboratory, which will empty the Smeltery in order to transport the ore from the Mine to the Smeltery.*

### 3.5. Transmutation

During transmutation, a Player uses its Alembics (*Alembic*), Smelteries (*Fornax*), and Laboratories (*Labrium*) to convert products stored there into other goods. The Alembic converts herbs into tincture, the Smeltery smelts metals out of ore, and the Laboratory transforms metals and tincture into gold.

To enable the process of transmutation, a specific building cannot be blocked by the Spirit of Transmutation (checker of the Spirit of Transmutation cannot stand on it), and it must contain all raw materials required for the production (*the laboratory will not produce gold, if there is no metal or tincture*).

Figure 4. Possible options of transport of raw materials (shown on the board in the Transport field)



### 3.6. Sale

If a Player puts his/her checker on the field of Sale, he/she can sell his/her products through stalls, stores and treasuries. Each of those buildings will enable selling a definite quantity of materials. Each Stall can sell only one piece of any product, Store – up to three pieces, and the Treasury – only one piece of gold.

The card of a building which is used for selling products shows a price list which can be used to determine prices of products for selling. When selling some types of products through a stall or a store, a Player may choose between the sale for a definite number of cards or points of Fame.

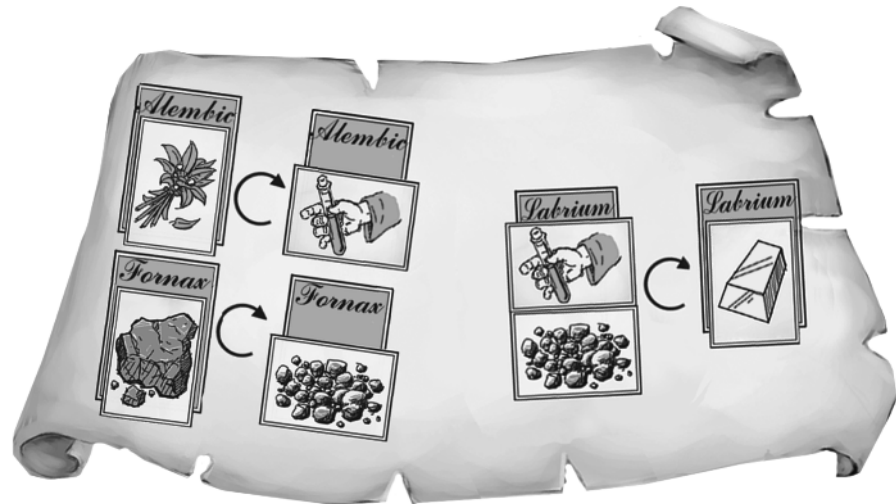
Products for sale may be stored in any building belonging to the Player.

*Example: It does not matter whether herbs are in the garden or in the alembic – their price is the same.*

To perform a sale action, it is not necessary to transport the product to a store, stall, or treasury. Those buildings do not store products.

*Example: A Player built 1 Stall (Pergula) and 1 Store (Taberna). He/she also has herbs in the Garden (Horten), herbs in the Alembic (Alembic), ore in the Mine (Metalle) and metals in the Smeltery (Fornax). The Player decides to sell everything and makes the following decision: in the store he/she sells metals from the Smeltery for 1 point of Fame, ore from the Mine for 1 game card, herbs from the Alembic for 1 game card, and herbs from the Garden for 1 game card at the Stall.*

Figure 5. Possible transmutations (shown on the board in the field Transmutations)



### 3.7. Gifts

If a Player decides to put his/her checker on the field of gifts, he/she can discard any 5 cards in order to receive 1 point of Fame for them. This can be done only once during each visit on the Gifts field.

## 4. Playing the card of Fame

If a Player has a card of Fame, he/she can play it at the end of his/her turn. The cost of playing a card of Fame is equal to 5 game cards which the Player must discard (*as when constructing buildings*). If a Player plays a card of Fame, he/she instantly receives 1 point of Fame.

## 5. Finishing of round

**At the end of a round, a Player cannot have more than 10 cards in his hand.** If a Player has more than 10 cards, he/she discards the surplus on the pile. At any other time of the game, a Player can have any quantity of cards on hand. The limit of 10 cards is checked only at the end of the Player's round. It should be also checked if a Player has 20 points of Fame. If he/she does not, another Player, sitting on the left of the previous one starts his/her round.

**If a Player collects 20 points of Fame, the last round of the game begins. In this round, only the Players who performed less rounds than the Player who collected 20 points of Fame as the first one are to make their turns.** Having completed the rounds, points are summed up. The winner is the Player with the most points of Fame. In the event of draw, prices of buildings built by the Players are calculated, and the Player who has more costly buildings wins. If that does not define the winner, then the draw result should be final.

### Other rules of the game

If, at any point of the game, cards for picking run out, the pile of discards should be shuffled carefully and put on a pile facing down.

Points of Fame are open to other Players, so that everyone knows how many points of Fame their opponents have.

### Optional advanced rules

Players can also play advanced version of the game. The following additional rules are used then. You can choose one or all of them.

#### Card bank (a recommended rule)

When preparing to play, five cards facing up are put on the table. They are the card bank. When picking cards, a Player can decide that instead of picking a random card from the pile, he/she will pick a card from the card bank. In return for that privilege, he/she will resign from picking a card in a normal way, and, in addition to that, he/she must discard one card from hand on the discard pile.

A Player can pick only one card from the card bank in his/her turn.

After selecting a card from the card bank, the Player puts a new card taken from the pile of cards on the empty place.

When cards run out during the game, cards from the card bank should be also added, and after shuffling, 5 new randomly chosen cards should be put as a new bank card.

#### Advanced sale of raw materials

If a Player decides to sell some of his/her products for cards (but not for Points of Fame), another Player, starting from the Player sitting on his/her left, may buy those products. He/she can do that only on the condition that he/she has room in his/her buildings to store the products appropriately.

The cost of such purchase of raw materials equals to discarding the same number of cards as the selling Player received from the sale, plus one.

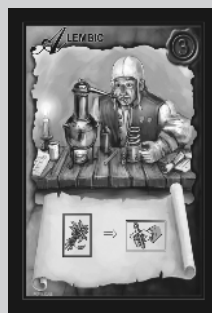
*Example: A Player sells Tincture from his/her Alembic through a store. He/she decides that he/she wants to receive cards for the Tincture. Thus, he/she receives 3 cards. The Player sitting on his left declares that he/she wants to buy the Tincture, therefore, he/she discards 4 cards (3 received by the selling Player + 1), and then puts the Tincture on his/her Laboratory, on an empty place for Tincture.*



*Andrzej "Soulless" Kozakowski*



## Production Cycle



## Trade Buildings



**Workroom**

**Card of Fame**



# Alchemicus

## NOCTIS

### What is it?

Alchemicus Noctis is an independent add-on to the game of Alchemicus. To play it, you need the basic version of the game. Alchemicus-Noctis introduces an element of direct negative interaction between players, thus making the game more aggressive.

### Introduction

In Alchemicus-Noctis, players again become alchemists trying to gain the most fame in the kingdom. In the add-on they can utilize new possibilities. These are represented by a new separate pack of Noctis cards.

### Preparation

The gameplay should be prepared in the same way as the basic version. Moreover, **each player receives one Golem card from the Noctis pack.** Then, the Noctis pack should be shuffled and put beside the basic pack.

### Purpose of the game

The game is won by the player who **gets 16 points of Fame** first.

### Gameplay

There are some differences compared to the basic version of the game. Players make their rounds one after another, starting with the first one. Each round is made up of the following phases:

1. Taking a card from the pile of basic cards, **or discarding one card from hand and taking one card from the Noctis pile.**
2. **Playing Noctis cards** (in any number).
3. Moving a checker (you cannot place a checker on the Spirit of Transmutation field, if there is another player's checker there).
4. Performing an action related to the game field.
5. Playing a Card of Fame, if needed.
6. End of round.

### Other differences in gameplay

1. A Noctis card can be picked from pile when passing above the Spirit of Transmutation field (a player may choose whether to pick a card from the basic pack or the Noctis pack).
2. A player receives one Noctis card if he/she stops at the Spirit of Transmutation field.
3. Players cannot pick Noctis cards as payment for the sale of raw materials in trade buildings.
4. Players can pay the cost of playing all other cards with the Noctis cards, as if they were from the basic pack.

## Description of Noctis cards



**Golem** (cost: 2) – the card may be played on player's own building. The building will be then protected by Golem and other players cannot play any cards on that building. The card should be placed under the building's card.

When a player plays the Golem card on his/her building, where there is already the Spiritus card, the Golem will not remove that card. Spiritus can be removed only by the Homunculus card or during transmutation.



**Homunculus** (cost: 2) – when the card is played on the opponent's raw material, it reverses transmutation and changes the transmuted products back into their initial form (it will not reverse transmutation of metals or tincture, if they are stored in Labrium), or eliminates one Spiritus card placed on a building.



**Mutabilis** (cost: 1) – when this card is played, a player takes away one piece of basic goods (herbs or raw materials) from one of opponents, irrespective of the fact where it is stored, and places the material on his/her building. Herbs taken over in this way may be placed both in the Garden (Horten) and Alembic, and ore may be placed in the Mine (Metalle) or Smeltery (Fornax), on the condition that the player has space for a given type of product.



**Pactum** (cost: 3) – when this card is played, a player immediately takes 3 cards from the Noctis pack.



**Spiritus** (cost: 2) – this card blocks one transmutation at the building belonging to opponent. The Spiritus card should be placed on opponent's building. During another successful transmutation of that player, instead of conversion of products, the player simply discards the Spiritus card from its building. This refers only to the situation when transmutation would be normally successful, therefore, all components must be present in the building and the building itself must not be blocked by the Spirit of Transmutation. If the conditions are not met, the Spiritus card remains on the building.



**Infamia** (cost: 5) – when played on another player, it takes away one of his/her Points of Fame. The player may defend by discarding one of its active Golems (which is already protecting a building), or any 5 cards.

### **Race for gold (alternative version of game)**

In this alternative version of the game, players do not win points of fame - the game is won by the player who produces and sells gold first. Some rules to modify the basic game rules and functions of some cards should be applied:

**Gloria** - by playing this card, a player may move his/her checker by one additional field. It is possible to play more than one card at a time. Cost of playing the card equals 0.

**Golem** - beside its basic functions (protection of buildings and protection against Infamia), Golem may be also played by placing it on one of external fields of the game board. In such situation, the first player whose move would end on a field after the Golem-occupied field will be stopped by the Golem. The checker ends its move on that field and the Golem card is removed. Subsequent players move their checkers without limitation. There may be only one Golem on each field of the game board.

**Infamia** - if a player attacked by the Infamia card fails to protect against it immediately after it has been played (by discarding 5 cards or a Golem from a building), he/she is burdened with infamy. The Infamia card should be put face up beside him/her, and it may be put aside only when the Player stops its checker at the Gifts field and discards 4 cards from hand, or when his/her checker stops on any field of the gameboard and he/she rejects 8 cards. A player burdened with infamy cannot sell gold. A player may be burdened with maximum two Infamia cards at the same time.

Gold may be sold by a player only if he/she is in possession of Donarium.

# Alchemicus

## — N — O — C — T — I — S —

Author: Andrzej „Soulless” Kozakowski

Game graphic layout: Paweł Klus  
Game graphic layout (Noctis): Sandra Kochanowska, Radosław Jaszczyk  
DTP, additional graphic: Andrzej „Soulless” Kozakowski  
Translators: Paweł Goździewicz (Eng)  
Paula Himmelmayr, Peer Sylvester (Ger - Alchemicus)  
Dorota Manelska (Ger - Noctis)

Project coordination: Mirosław Talik  
Coordinator of the 2<sup>nd</sup> Edition: Andrzej Kurek  
Redaction: Andrzej Kurek, Hanna „poswix” Matejczyk

Lead testers: Krzysztof „brat” Sowa, Krzysztof „Koval” Kowalewski, Michał Walczak-Ślusarczyk,  
Testers: Kolder, M.G., Evenfall, Jar, Ziela, Przemek Dorecki, Plazma, Kuba, Mayasty, Jadwiga Kurek, Goszczko Squad & Goździewicz,  
Tomek Ochnio, Paweł Bułacz, Robert Jaskuła, Marcin Cyprys, Andrzej Hładki, Familia Teryks, Dariusz "mazoku" Starzyński,  
Sebastian "seba" Pawlak, Michał "Charon" Murawski, Paula Himmelmayr, Andrzej Palicki, Szymon,  
groups of players from Gdańsk „Schron” club, Kraków „Strych” club, and others.

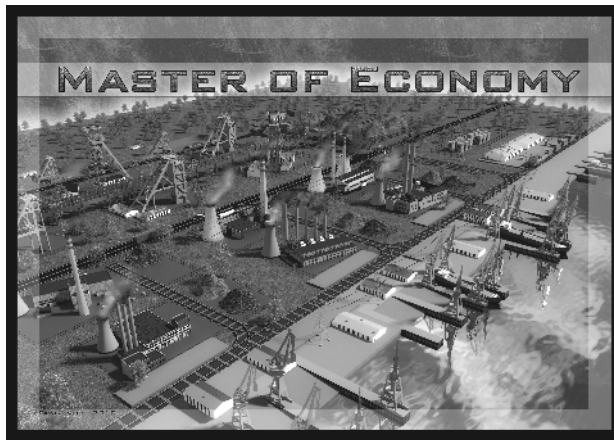
2<sup>nd</sup> Edition  
Gdynia 2010

Publisher:  
Wydanie I (2009) - Ace of Brains  
Wydanie II (Noctis Edition, 2010) - SINONIS  
ul. Orkana 4c / 48, 40 - 553 KATOWICE, POLAND  
www.sinonis.pl

Distribution:  
Business 24 Sp. z o.o.,  
ul. Tuwima 6d/15, 81-594 Gdynia, POLAND  
antyprx@wp.pl



**SINONIS**  
[www.sinonis.pl](http://www.sinonis.pl)



## MASTER OF ECONOMY

Inside this box you will find components of a financial simulator in the approachable form of a boardgame for 2-4 players. The gameplay circulates around management of industrial corporations which are sources of private income for game players. Securing high profitability of the company you manage and skillful re-investing profits in its further development, or in the shares of other companies that win better positions on the market more quickly, is of key importance for winning.

What makes this simulator unique is that it contains no random factor whatsoever. The result of gameplay depends only upon decisions made by players, their ability of planning and choosing appropriate reactions to investments of opponents. The simulator requires effective combination of actions aiming at optimizing flow of goods and money in corporations and speculating with their shares. Finding of adequate balance between those methods of increasing player's property value is a basic element of winning strategy.

<http://www.boardgamegeek.com/boardgame/75441/master-of-economy>



## SHOW BUSINESS

Show business is the economical-tactic game for 2 to 5 players aged 13+ with play time 60 – 150 min. You act as manager of music group playing one of 5 major music styles: rock, pop, black (e.g. rap, soul, R&B), jazz, club (electronic dance music) and compete with other managers to gain fame and money for you and your musicians.

Employ best musicians and motivate them to write popular songs. Forecast market trends and influence media to have songs of your group on top of charts. Use your contacts in branch and hire professionals available on the market to support your group as well as to sabotage successes of your competition. Contract most lucrative concerts and travel with your tournees around Europe. Take care of highest possible satisfaction within a group in order to have your musicians as long as possible with you. It is one year time for you to lift up your debutants on top of popularity. Gain fame and money greater than your competitors.

<http://www.boardgamegeek.com/boardgame/69232/show-business>