

Alchemical Antics Rulebook

Game Materials:

- 4 Unique Boards
- 4 Unique Player Pieces
- 4 d10s (for tracking points)
- Deck of Potion Cards
- Deck of Special Event Cards
- 1 d6
- Colored Cubes (Ingredients)

Objective: Be the first to **10 points!** Move around the board to collect ingredients and trade them with other players. Earn points by brewing potions and using them on other players, while trying to survive the potions they use on you!

Setup:

1. Each player chooses a color which will correspond to an ingredient type, board, character, player mat, and a 10 sided die. The colors of these pieces match and are either red, green, blue, or yellow (the LEGO characters are each holding a piece that corresponds to their color).
 - a. Ear of an Elf - Green
 - b. Tongue of a Troll - Red
 - c. Brain of a Bard - Yellow
 - d. Wing of a Wyvern - Blue
2. Shuffle the deck of potion cards and the deck of special event cards. Then place the deck of potion cards and the deck of special event cards in the middle of the play area. (make sure to leave room for a discard pile for each deck)
3. Place 5 potion cards face up in the middle of the play area. These potions are the currently brewable potions.
4. Place your board in front of you and then place all of the ingredients (cubes) matching your color in the center of your board. (*Note: You do not own these ingredients yet!*)
5. Place your colored d10 with the 0 facing up on the Points section on your player mat.
6. Place your character on the “Start” position of your board.

Rule of Thumb: The player with the longest thumb gets to go first. Play continues clockwise. (If it is a tie then roll off)

Moving:

- On your turn roll the white d6. Move your character clockwise around your board by that many spaces.
 - If you land on a tile with a number, collect that many ingredients of your color from the center of your board (2, 3, or 4).
 - Because you only collect ingredients of your color, you will need to trade with other players to be able to brew a potion.
- If you land on the 'Special' tile, draw one card from the 'Special' deck and do what it says (starting with the player that drew it and going clockwise if needed).
- If you land on the 'Any 1' tile you make take 1 resource from the center of any player's board

Brewing:

1. From the five face up potions, you may spend your ingredients to brew one each turn.
 - a. Each potion costs ingredients of each color equal to the number of that colored squares at the top of the potion card.

When you brew a potion:

2. Return the ingredients you spent to their respective locations
3. Place the potion at the top of another player's board
 - a. Place it in the same number slot as the number in the top right corner of the potion card (or in line with other potions in said slot)
 - b. The player the potion is placed on must follow the potion's effect from the moment it is put down until it expires.
4. Replace the brewed potion with a new one from the potion deck.
 - a. If the potion deck is empty, shuffle the discard potion pile and place it face down as the new potion deck.
5. Gain two victory points! (make sure to increment your die!)

Note: Make sure to keep track of which potions you brewed!

Trading:

- Every player can only collect materials that correspond to their own color. So in order to brew potions, you must trade with other players.
- You can trade anything you want, at any time, even if it's not your turn!
 - This includes ingredients, active potions, victory points, and even your seat at the table, as long as you can reach an agreement.

Victory Points:

There are three ways to earn points

1. Brewing a potion will earn you +2 points.
2. A player failing a potion that you applied to them will earn you +2 points.
3. Being the first person to point out a player has failed a potion will earn you +1 point.

You can also lose points...

- Whenever you fail a potion (do something violating what it says on the card), you lose 1 point and discard that potion card.
 - If your points are already at 0 when you lose a point, you instead discard half of your ingredients (round down).
 - This is moderated by the other players so **always be on the lookout for people breaking potion rules!**

On Your Turn:

1. **Your active potion effects on your duration table all move down one number.** If the number goes from one to zero (not on the board) discard the potion card.
2. **Roll the white die and move that number of spaces around the board clockwise.** There are three types of spaces you can land on:
 - a. Collection Tile: Indicated by a number on the tile (start is included), draw the number of pieces from your corresponding ingredient pool.
 - b. Special Event Tile: Indicated by the special event text on the tile, draw a card from the special event deck. Reveal the card to all players and then perform whatever is written on the card.
 - i. Potions applied by special event tiles grant no points when failed, but still take one away
 - ii. If you are unable to do the effect (ie you have no ingredients or active potions, then you just skip)
 - c. 'Any 1' Tile: Indicated by the "Any 1" text on the tile, the player collects 1 ingredient from any pool.
3. **You can brew 1 potion.** When you brew a potion, you must use it right away on any player. Return the ingredients spent and place the potion on another player's board.
4. **At the end of your turn,** discard ingredients until you have 7 at maximum.

Bonus Rules / Info:

- Some potions conflict with one another intentionally. Play them on the same player (or don't)! See what happens. Have fun with it.
 - Ex. Don't bend elbows + do T-Rex arms.

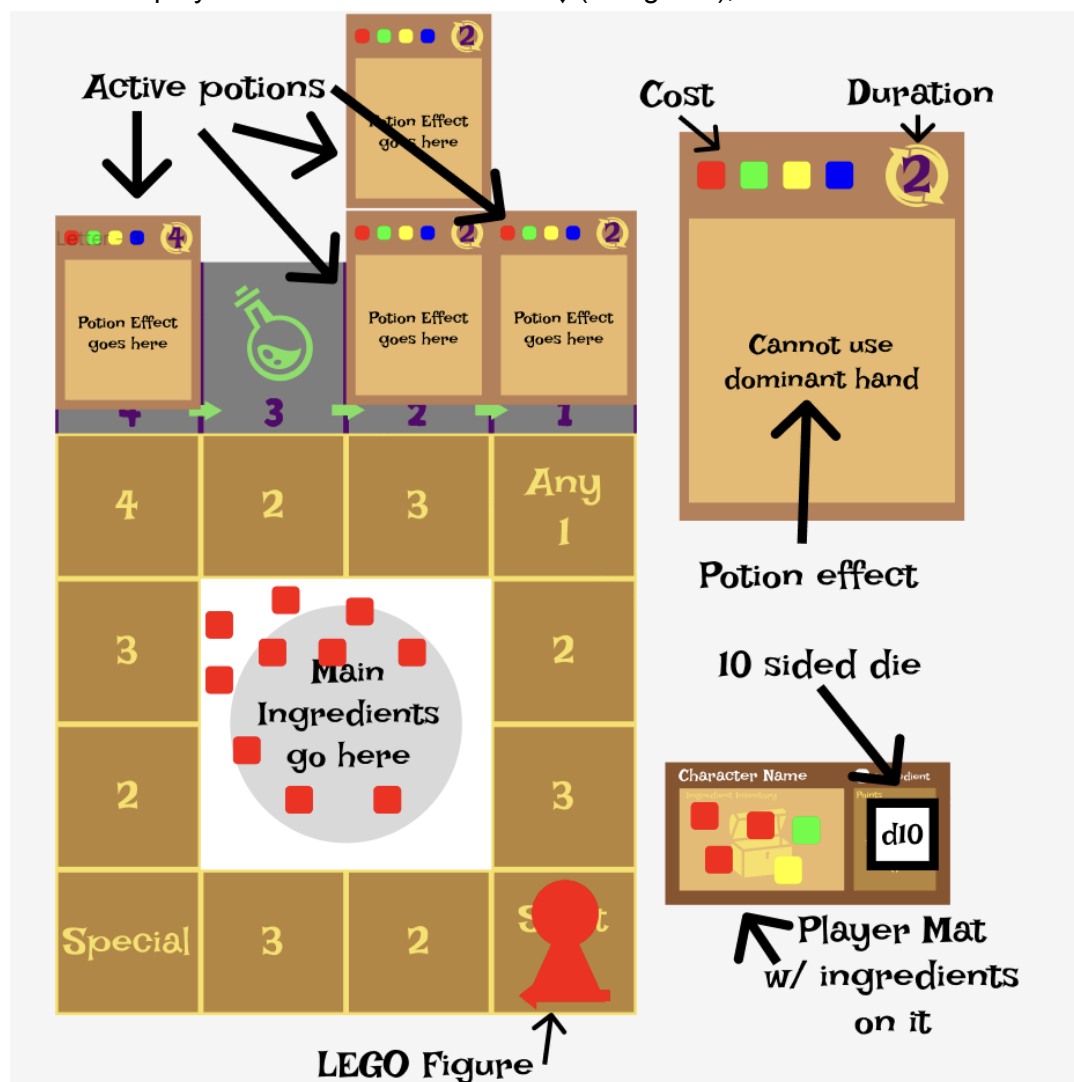
- Ex. Say “unique New York” every die roll + no talking.
- If a potion or rule is unclear, it’s open to interpretation!
 - Maybe a player has to do something with their non-dominant hand, but they’re ambidextrous. Players can collectively decide what’s fair.
- And lastly, try not to be a buzzkill! Have fun. If a potion makes talking difficult, try to say a few things every now and then instead of being totally silent. It might be extremely difficult and that’s why you’re not forced to, but it’s more fun for everyone if you try.
- Refusing to trade for no reason only slows the game down for you and everyone else, so don’t do it! :)

NOTE ON ACCESSIBILITY:

This game, at times, requires players to engage in a lot of physical movements. If, for some reason, a player is physically incapable or extremely uncomfortable doing something, other players should try to be as accommodating and inclusive as possible :)

- Maybe don’t play a certain potion on a person that won’t be able to do it, or collectively agree to modify it to better suit them

What each player's board should look like ↓ (mid game), Potion Card reference



What the center of the table should look like ↑