

Dueling Alchemists



Introduction

Your journey to become a master alchemist has culminated in one final quest, to transmute lead into gold. Many have tried, but only the greatest will succeed. Each turn will take you a step closer on your journey, but only one alchemist can be the first to complete this fateful quest. Will your character and ingenuity be the key to greatness, or will you be bested by your rival?

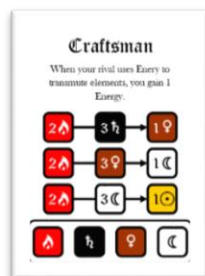
Objective

Be the first player to transmute elements into Gold.

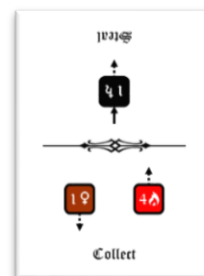
Contents

- 9 double sided cards (character side and action side)
- 8 dice (2 red, 2 black, 2 brown, 2 white)
- 1 rotation token

Character Side of Cards

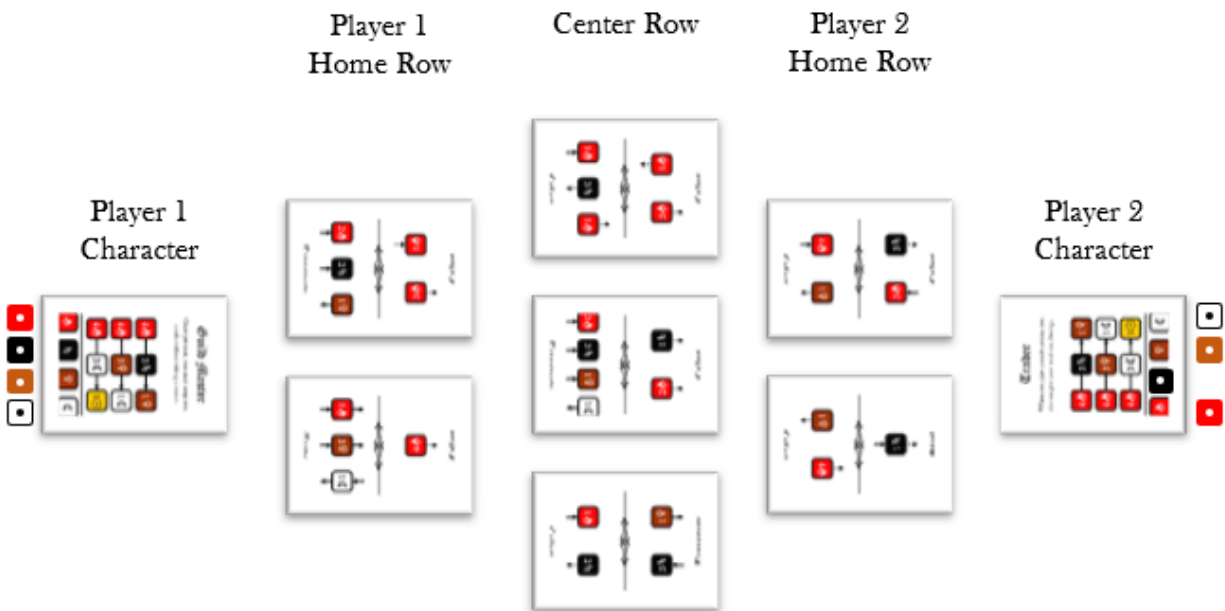


Action Side of Cards



Setup

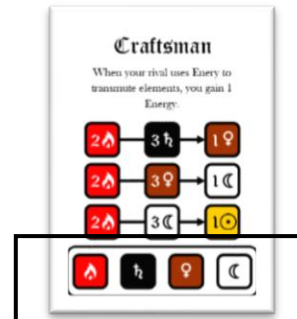
- Shuffle the deck of 9 cards with the action side up. Randomly deal one card to each player. These cards are your character cards. Flip them over to reveal your characters and place your character in front of you.
- Shuffle the remaining 7 cards with the character side up. Deal 3 cards in a line between the players and 2 cards in front of each player. After dealing, flip over these cards so that they are action side up.
- Distribute dice so that each player has 1 die of each color to track the items in their inventory.
- Choose a starting player. The starting player will take the first turn, the second player begins the game with 1 Lead in their inventory.



Inventory

Each player has 4 dice used to track their inventory of items (elements and energy). Your inventory on your character card can hold a maximum of 6 of each item type. The dice track your inventory of each item type:

-  Energy
-  Lead
-  Copper
-  Silver



If you do not have any of an item type in your inventory, move the corresponding die off your character card.

Gameplay

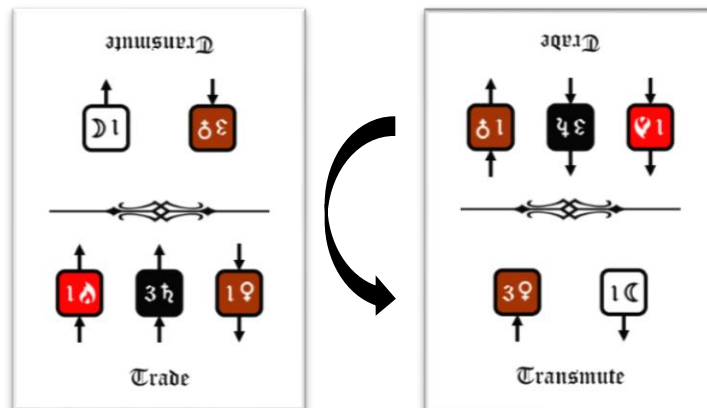
Alternate turns, beginning with the starting player, until one player transmutes elements into gold. That ends the game, and the player with the gold wins.

On your turn

1. Rotate one card
2. Take 3 actions

Rotating cards

At the start of each turn you must rotate one card in the center row or in your home row. You cannot rotate a card that your rival rotated on their last turn. You can only play actions that are facing you, so rotating cards changes which actions each player can take. Move the rotation token onto the card that you just rotated to indicate the most recently rotated card.



Actions

Actions can either be Swap Actions, Card Actions or Character Actions.

Swap Actions: For 1 action, you may swap the positions of 2 action cards in adjacent rows. These cards can be between your home row and the center row, or between your rival's home row and the center row. You cannot swap character cards, or directly between home rows. You cannot swap a card that your rival swapped on their last turn.

Card Actions: For 1 action, you may play an action on a card in your home row or center row. You can only play actions that are facing you. **You cannot play actions from the same card more than once per turn.**

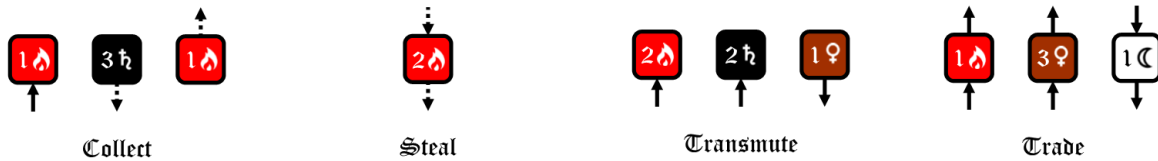
Character Actions: Most characters have three default Transmute actions available, represented in a more compact form.



Example: To use this Transmute action you must have at least 4 Energy and 3 Lead in your inventory, along with space to fit 1 Copper.

Card Action Types

The 4 basic action types are Collect, Steal, Transmute, and Trade. Examples of each are shown below:



Arrows on the action cards indicate how you and your rival's inventory are affected by the action. Arrows pointing from the element icon on the card toward a player represent elements that are added to the player's inventory, while arrows pointing from a player toward the element icon represent elements that are removed from the player's inventory.

Solid arrows indicate a requirement for the action to be played (either the player must have enough room in their inventory to gain all the indicated elements or must have enough stock in their inventory to lose all the indicated elements). An action card can only be played if both player's inventories satisfy the requirements of the card.

Dashed arrows indicate a maximum number of elements to be transferred, not a requirement. In this case a player only gains as many elements as their inventory can fit or loses as many elements as they currently have.

Collect: Collect actions cause you and your rival to gain or lose items from your inventory. If a collect action has a cost, you must have at least the quantity shown on the card to play that action. If your inventory fills with a gain, you only collect up to the maximum value that you can hold in inventory and lose the rest.



Example: To use this Collect action you must have at least 1 Energy in your inventory to spend. Then, you gain up to 3 Lead and your rival gains up to 1 Energy. For elements being gained, if there is not enough room in your inventory for all the elements gained, the excess is lost.

Steal: Steal actions allow you take elements and energy from your rival's inventory. You can only steal as many items as your rival has.



Example: When you use this Steal action, your rival loses a maximum of two energy. Then, you only gain as much energy as your rival lost. If there is not enough room in your inventory for all the energy gained, the excess is lost.

Transmute: Transmute actions allow you to convert lower level items into higher level items. You must have all the listed items in your inventory to use this action.



Example: To use this Transmute action you must have 2 Energy and 2 Lead in your inventory, along with space to fit 1 Copper.

Trade: Trade actions allow you to forcefully trade elements and energy with your rival. Both players must have the full quantity of elements and energy to be traded and must have room in their inventory to hold the elements and energy that they are receiving.



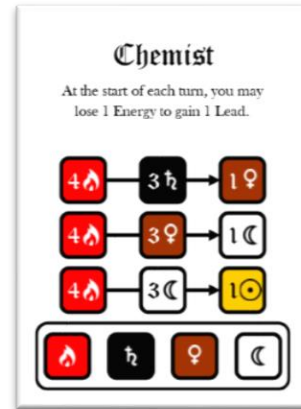
Example: To use this Trade action you must have at least 1 energy and 3 Copper in your inventory, along with space to fit 1 Silver. Your rival must have at least 1 Silver in their inventory, along with space to fit 1 Energy and 3 Copper.

Characters

Some character cards allow that character to play special actions unique to them, while other characters have passive effects.

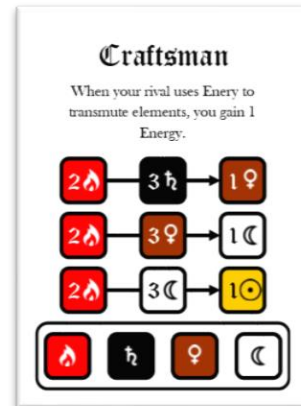
The Chemist

At the start of each turn, you may lose 1 Energy to gain 1 Lead.
You must have Energy at the start of your turn to use this ability.
This ability does not count as an action.



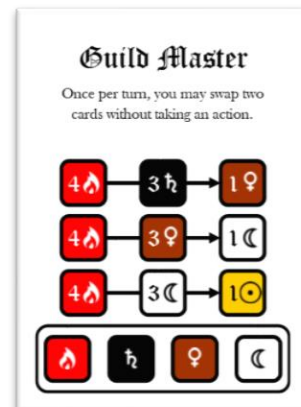
The Craftsman

When your rival uses Energy to transmute elements, you gain 1 Energy.
If their transmutation does not use Energy, then you do not gain Energy.



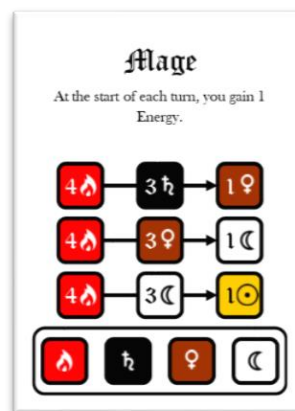
The Guild Master

Once per turn, you may swap two cards without taking an action.
All rules for swaps still apply. This swap can occur at any time during your turn, including prior to rotating a card.



The Mage

At the start of each turn, you gain 1 Energy. This ability does not count as an action.



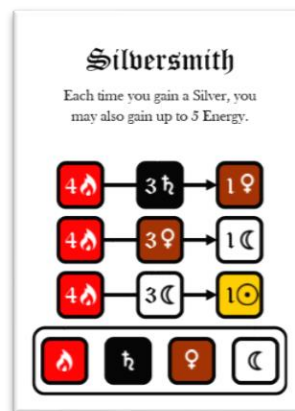
The Miner

Once per turn, you may take an action to gain 3 Lead.



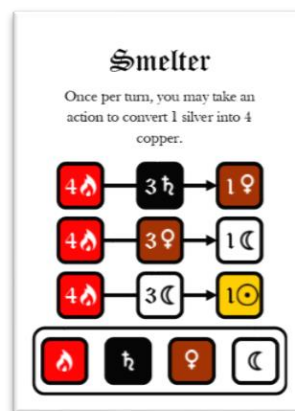
The Silversmith

Each time you gain a Silver (Transmute or Trade), you may also gain up to 5 Energy. This ability does not count as an action.



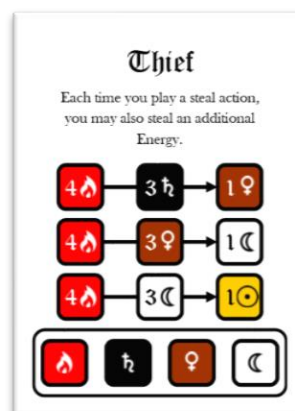
The Smelter

Once per turn you may take an action to convert 1 silver into 4 copper.



The Thief

Each time you play a steal action, you may steal an additional Energy.



The Trader

When you play a trade action, you do not give your rival any Energy.

