



Little Alchemists

Matúš Kotry



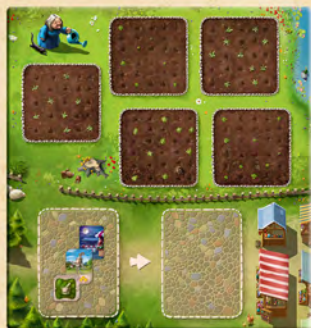
You and your cousins are spending the summer at your grandpa's house, a creaky old building full of spiders, mice, and secrets. One day, your nosiest cousin dares you to see what's in the cellar. Your bravest cousin opens the door, leading you down into the musty darkness. In a long-forgotten corner, you find a curious collection of candles and glassware: This must be equipment leftover from when your grandpa was an alchemist!

You know, if you could find some ingredients, you could probably use this stuff to make a magic potion ...

Little Alchemists is an enchanting game for 2 to 4 players. Players compete to make and sell potions. It's like running a lemonade stand, but the lemonade is magic.

The game is designed for ages 7 and up. (All the way up. This game can be fun for adults, too.) You play your first game at level 1. Sealed boxes contain components for higher levels, 2 through 7. Each level can be unlocked when players complete a collective goal, and the complexity of the game grows with your skill.

Components



1 market board



4 screens, each with ingredient holders

33 ingredient tiles:



frog / jewel fern / chicken foot – 6pcs

scorpion / feather / mandrake – 5pcs



4 triangular trackers

60 result tokens:



20 flying potions



20 luck potions



20 fire potions



1 sheet of key stickers

Do not peel these off yet.



3 customer tiles
and 1 closed market tile



48 coins
in values 1 and 5



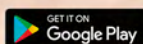
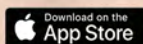
4 tiny bottles



6 mysterious boxes
Do not open any of them yet.



CGE.AS/LA-RULES



YOU NEED THIS APP TO PLAY

Scan this QR code to download the app.
Or search for "Little Alchemists" on Google Play or the App Store. The app works on phones and tablets.

Be sure your app is **Little Alchemists Companion**. There are other "alchemist" apps out there, including the app for the original Alchemists board game.

6 Mysterious Boxes

What's in the boxes? Secrets! Don't open them yet.



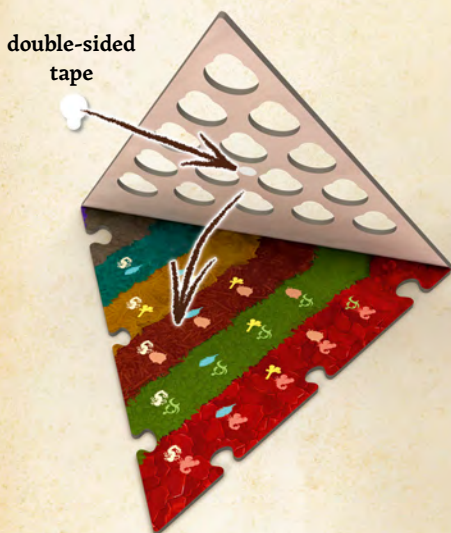
Each of these mysterious boxes contains surprises, which you'll add to the games you play after your first. You'll learn how to open these boxes at the end of your first game.

Each level of Little Alchemists is designed to be played as a complete game. The actions of all players will contribute to unlocking the next level. If any level feels too complex, you can always choose to play an easier one. The goal is to find an appropriate challenge that all of your players enjoy.



Building the Boards

Before your first game, use the double-sided tape to construct the two-layer boards.



Fold the ingredient holders and slide them into the notches on your screen.



Setup

Ingredient Tiles



For a **3-player game**, remove tiles with 4.
For a **2-player game**, remove tiles with 3+ and 4.

Tiles marked with * and ☾ should be included in your game. Don't worry about these symbols for now – they have no special effects.



Shuffle the tiles and deal 5 tiles face up to these spaces.



Deal 3 tiles at random to each player.

Stack the rest of the ingredient tiles face down on top of the customers.



Customer Tiles

Shuffle the customer tiles and stack them on the closed market tile, face up.



Closed Market tile

Place the closed market tile at the bottom of the stack.

Coins and Result Tokens

Keep the coins and result tokens in piles where everyone can reach them easily.



Player Screens

Your screen.

During the game, you will place ingredient tiles here when you scan them with the app.

You start with 2 coins. Keep them beside your screen.



You start with 3 ingredients. Keep them hidden behind your screen. You can look at your own, but you can't look at what other players have.

This triangular tracker is also secret. You will use it to record the results of your alchemical experiments.

Keep this tiny bottle by your screen for now. Each player takes the color that matches their screen.

Start the App

Open the Little Alchemists app and start a new game. Write down the code at the top of the screen. This code allows you to continue the game on a new device if this one runs out of power. We also recommend playing with the sound on: this will keep all of your players honest!

How to Play

In Little Alchemists, you'll discover the secrets of alchemy by brewing potions. On your turn, you'll mix two different ingredients to find out what potion they make. After several turns, customers appear in the market. They are willing to buy particular potions from you for coins, so it is useful to know how to make different kinds of potions. After all the customers are gone, the game ends, and the player with the most coins wins!

How to Make a Potion

On your turn, you make 1 potion.

- 1 Put 2 of your ingredient tiles in the holder hidden by your screen. No one else is allowed to see them.
- 2 In the app, tap **Make a Potion**.
- 3 Scan the tiles with the app. If you have problems with scanning or with the app, check Helpful Hints on page 22.
- 4 The app will show you what potion you made. Show the potion to the other players. (They will know your result, but they won't know what ingredients you used.)
- 5 Using your triangular tracker, find the space that shows each ingredient that you used. If that space is empty, take a result token that matches your potion and push it inside.



Example: Let's say you scan a scorpion and a feather, and the app shows you a flying potion. This means you will get a flying potion every time you scan these two ingredients. Mark this information in your triangular tracker by placing a result token at the point where the scorpion and the feather columns meet.

Note: The app changes the ingredient combinations with each new game. So, two ingredients could make a flying potion in one game, but a fire potion in a different game.



Buying Ingredients

There are five face-up ingredients available in the local market. During your turn, you can purchase these ingredients from the friendly neighborhood herbalist.

You can buy ingredients at any time during your turn, spending one coin per tile. Don't fill any empty market spaces until the end of your turn.

End of Turn

At the end of your turn:

- 1 Discard the 2 tiles you scanned: place them face down in the middle of the table, forming a discard pile.
- 2 Draw 2 new tiles from the top of the stack. (Do not draw any of the five face-up tiles.)
- 3 Refill any empty spaces on the market board.
- 4 The game continues clockwise. Pass the device you're using to the player on your left.

Note: You draw 2 ingredients even if you bought some during your turn.

Now that you know how to make potions, you can start playing the game! To prepare for customers arriving in the market, you should try to figure out how to make as many different kinds of potions as possible.

As soon as the stack of ingredient tiles is empty, return to this rulebook to learn about customers.



MIXING 2 OF THE SAME INGREDIENT

If you mix 2 of the same thing – two feathers, for example – you will not make a potion, but you will be allowed to trade them for a different ingredient. Instead of taking a result token, take one face-up ingredient tile from the market board, without spending a coin.

This counts as a **Make a Potion** action for that turn, so follow the End of Turn steps as usual.

It's **always** better to make a potion with two different ingredients. You should only do this as a last resort, when you have useless ingredients in hand and can't buy more ingredients.

BORING MARKET

In the rare case that 4 – or even 5! – of the tiles on the board all have the same ingredient, shuffle them all back into the stack and deal out new ones. (If this doesn't fix the problem, you can try again next turn.)

Customers!

When you run out of ingredients in the stack, move the revealed customer to the empty space on the market board.

Shuffle the discarded ingredients pile and place it face down on top of the remaining customers. If there were not enough ingredients remaining in the stack for a player to draw 2 at the end of their turn, they can finish drawing ingredients now.

For the rest of the game, there will always be a customer visiting the market. Customers are almost as excited by your alchemy skills as they are to buy a potion! They will handsomely pay any little alchemists who can create a particular potion before their eyes.



Selling a Potion

Below the picture of each customer, you can see what kind of potion they want to buy, and how much they will pay for it.



For example, this customer will pay you 3 coins if you make a fire potion.

After you make a potion on your turn, check to see if it matches the potion the customer wants. If it does:

- 1 Take the indicated amount of coins from the bank.
- 2 Place your tiny bottle on top of the customer.

Each customer wants to buy potions from as many different alchemists as possible. As a result, you are not allowed to sell a potion to the same customer twice. The tiny bottle you placed on the customer indicates that they will not buy a second potion from you. (They are still eager to buy potions from the other alchemists!)

If the potion you make does not match the current customer, well, you don't make a sale this time. But maybe you can learn something that will help you make the right potion next time!

Next Customer

Each time the stack runs out of face-down ingredients, a new customer enters the market. The previous one goes home for the day and is replaced by the newly arriving customer. Before leaving, they will kindly return all of the tiny bottles to their owners.

As before, shuffle the discarded ingredients and place them face down on top of the remaining customers.

Hint: You can always see which customer is coming next and what potion they want to buy.



End of Game

The final tile in the stack is a closed market: when this tile is revealed, the market closes for the day, and the game is over!

Press the **End Game** button in the app, and count up everyone's coins. The player who has the most wins.

Next Level?

At the end of the game, the app will give you a test. **All players work together**, pooling their knowledge from the potions they made during the game. If you pass the test, the app will allow you to unlock level 2.



Level 2

Little Alchemists has seven levels of gameplay. Each level adds new content and an additional layer of rules that gradually teach you the full game, making it more complex with each new level.

To avoid spoilers and preserve the sense of wonder and surprise associated with unlocking new content based on your own achievements, we have hidden the rules for chapters 2–7 from this rulebook preview.

We will release the full rulebook once the game becomes more widely available.

Thank you for your understanding, and happy mixing!



**Alchemists, please don't
remove these seals right
now! You will be told when
to remove them.**

Helpful Hints

The app is having trouble scanning my ingredient tiles.

Usually, this is because you are holding the device too close or too far away. Try to hold it steady. Adjust the distance slightly until both ingredients are clearly visible on the screen. If the camera seems to show a lot of glare, try shifting your stand out of the light. Or, if the tiles seem too dark, try shifting your stand into more light. If you're still having trouble, change the scanning settings on your app to Select by Hand.

My app can't see the ingredients. The top half of the screen is black.

Your app needs permission to use the camera. You might have to give it permission by changing the settings on your device. If you have given permission, exit the mixing screen and then try again. When the app has access to the camera, you will see the scanned tiles in the top half of the screen.

Is it possible to start my turn with more than 3 ingredients?

Yes. If you buy ingredients from the market, you will start all remaining turns with more than 3. This means that your hand size has been increased!

Can I sell the customer a potion I've already made?

You have to sell the customer a fresh potion that you made this turn. You do not give them the result token, just your tiny bottle.

What if I don't know how to make what the customer wants?

You can still try to mix them a potion. If you mix the right potion by luck, it still counts!

When is it a good idea to buy ingredients?

Sometimes you may need to get more information about one specific ingredient. Or you may already know the results of all combinations of ingredients in your hand. Other times, you might buy ingredients you already know so you can make a specific potion for a customer.

Can I buy more than one ingredient from the market on my turn?

Yes, as long as you can afford it. Just don't forget that coins are worth points at the end of the game.

When I make a potion, do I have to say what ingredients I used?

No. In fact, you should not tell anyone. Discard the tiles face down to keep them secret.

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**Stop digging through the
box and read this first!**

This game contains many hidden surprises. If you don't want to ruin them, don't open any of the paper boxes you find, until you are told to!

Also don't peel off any stickers you find yet.