Instructions

You’re an alchemist. Do your job, which is countering magical seals on doors. It’s easy. But in case you skipped lock picking classes (who needs these anyways?), here’s a few guidelines:

1. Seals are made up of eight elements. So to break a seal you have to make a counter-array, which is stronger than the seal. A whale won’t work.
2. No, I’m not going to tell you what beats what, you have a brain.
3. Drag items from your inventory to a circle on your array. Yes I mean drag: you’re an alchemist, not a warrior.
4. When all six items are on the array (which means six items, you did go to school, didn’t you?), you can test out your array. If it doesn’t work, you’ll see what went wrong.
5. Everyone will judge you.

That should be enough. Why am I writing this? You won’t read this anyway. It’s not like knowing what to do can help you or anything. Finally, bad luck. What? No, I don’t mean good luck. Good luck would imply your job needs luck, whereas you merely need a functioning brain for alchemy. Even my son could do this, and he’s four.

Why am I telling you this anyways; you’re an alchemist.

Right?