**The Alchemist: Game Play**

1. Once a weapon and armor have been chosen a 6- sided die is rolled to determine the players movement
2. The player then chooses their movement, and follows the instructions of the square they land on. Possible options include:
   1. An battle with a random enemy
   2. A calm space, where you are safe
   3. A start space (treated as a calm space)
   4. An item shop, where you may buy and sell weapons/armor/ element
3. Note that you may not land on wall spaces.
4. Battles
   1. Roll a 6-sided die, the player (or enemy) with the highest roll will attack first.
      1. If the enemy is to go first then they will roll a 6-sided die, if a 6 is rolled they will deal critical damage, and if any other number is rolled, they will attack normally.
      2. If the player is to go first, then the player must choose whether they will attack or use an element.
         1. If they choose to attack then the same procedure is used as the enemy, a 6 is still a critical hit attack.
         2. If they choose an element, the player must choose a single element or compound that they control and then must choose who it is used on. Once the choice is made then the effect of the item is carried out, and the turn ends.
      3. This pattern is repeated until either the player or the enemy is defeated. Always make sure to account for the appropriate defense.
      4. It is important to note that if the player wins, their health does not reset unless an item for healing is used.
5. Players may use elements outside of battles during their turn, there are 2 times in which this is possible.
   1. Before the player moves, as they have no actions required of them at this time.
   2. As the turn is ending.

\* Players may use any elements here however, healing elements are advised.