

King x Alchemy Research Institute

Time required: 30 minutes

Number of players: 3-5 people, 8+ years

Game Design: Yoshiike Shinichi

1) Contents

- 44 Cards

- 1 Special Card (Enchanted Dancer)

- 5 Trump Cards

- 1 Manual

2) Game overview

You are an apprentice alchemist at the Royal Alchemy Institute in a kingdom. At one point, the king said "Now that the finances are under pressure, we will cut down on unnecessary costs at the facility." And at the Alchemist Institute, useless alchemists will be dismissed. Sometimes you will appeal to the king with the materials you have collected yourself, and sometimes made with the cooperation of the other talented alchemists. And in the end, the alchemist with the most victory points is the winner.

3) Card Explanations

Material Card

- 1) Name indicating the Material Card
- 2) The suit and strength of the card (*the larger the number, the stronger*)
- 3) Victory points of the card
- 4) Specific materials when using the card as a material for alchemy

Manufacturing Method Card

- 1) Name indicating the Manufacturing Method Card
- 2) The suit and strength of the card (*the larger the number, the stronger*)
- 3) Victory points of the card
- 4) Items made by this manufacturing method
- 5) Manufacturing methods and materials that can be used as alchemy formulations
- 6) Items and victory points that can be obtained when the formulation is actually successful

Trump Card

- 1) Name indicating the Trump Card
- 2) The suit and strength of the card (*the larger the number, the stronger*)
- 3) Character name of the Trump Card
- 4) Victory points of the card
- 5) Manufacturing methods and materials that can be used as alchemy formulations
- 6) Items and victory points that can be obtained when the formulation is actually successful

Enchanted Dancer Card

- 1) Name indicating the Enchanted Dancer Card
- 2) The suit and strength of the card. *Enchanted Dancer can be used as any suit by declaring the suit when played.*
- 3) Character name of the Enchanted Dancer Card
- 4) Victory points of the card
- 5) Manufacturing methods and materials that can be used as alchemy formulations
- 6) Items and victory points that can be obtained when the formulation is actually successful

4) Icon description

4.1) King's Crown – The victory points for each card. Each player aims to earn victory points. You can get a lot of victory points if you succeed in compounding.

4.2) Suits (Fire, Water, Earth, Wind) – On all Material, Manufacturing Method, and Enchanted Dancer Cards. There are 4 suits, but there is no difference in strength due to the difference in suits. (*Translator note: Means there is no suit hierarchy.*)

5) Prepare

5.1) Shuffle all the cards together. Then, according to the number of players, remove the following number of cards from the deck and turn them face up. *Translator Note: I added in the "Left in deck: XX Cards (XX cards per player)", for clarity sake.*

3 players: Remove 5. Left in deck: 45 Cards (15 cards per player)

4 players: Remove 2. Left in deck: 48 Cards (12 cards per player)

5 players: Remove 0. Left in deck: 50 Cards (10 cards per player)

5.2) Distribute the remaining cards in the deck evenly to everyone. The cards dealt will be in your hand. Don't show your hand to others.

5.3) Next, everyone chooses one card simultaneously from their hand and plays it face up in front of them. This card is an unconditional card that you have won, regardless of the upcoming game. It's a good idea to choose a card that you really want to get.

5.4) Decide the start player. The start player is "the person whose most recently cooked food that seemed to be the most delicious". If that cannot be decided, it will be decided by rock-paper-scissors.

6) Play Procedure

6.1) This game has two stages: a "small game" (called a trick) in which each player plays one card from their hand, and a round in which the trick is repeated until the hand runs out to compete for the round score. The game is played over 3 rounds, and the total score after the 3 rounds will determine the final victory or defeat.

- 6.1.1)** First, the start player plays a card from their hand. This is known as the lead card. The suit of the lead card is known as the lead suit.
- 6.1.2)** Play proceeds in clockwise order. When it's your turn, play one card from your hand.
- 6.1.2a)** If you have at least one card that matches the lead suit, you must play one of them.
- 6.1.2b)** If you don't have a card that matches the lead suit, declare "I don't have it" and play a card of a different suit. Any player who does not match the lead suit will lose this trick.
- 6.1.2c)** You may play a trump card in your hand, even if you have a card that matches the lead suit. You do not have to force the trump card. You don't need to declare if you have a trump card in your hand.
- 6.1.2d)** If a trump card is lead, the subsequent players can choose to play a trump card. You don't need to play trump if you have it, and cards of other suits can be played, but you will lose the trick. You don't need to declare if you have a trump card in your hand.
- 6.1.2e)** There is a special card called the "Enchanted Dancer". This card is the only card that is stronger than all trumps. If there is a trump card in play already, you can always win the trick by playing "Enchanted Dancer". However, if there is no trump card in play, it will be treated as a suit. The "Enchanted Dancer" can be used as any suit. Declare which suit it is when playing it.
- 6.1.3)** Once everyone finishes playing a card, the trick will be decided. Win/loss is determined by the suit and number of the card. The strength is in the following order:
- 1 - Enchanted Dancer** (unless a Trump card is not in play, then it falls in either 3 or 4 depending on the suit chosen. If lead suit is chosen it falls to 3. If non-lead suit, it falls to 4.)
 - 2 - Trump** (the higher the number, the stronger. The trump is stronger even if the number is smaller than the lead suit by the start player)
 - 3 - Lead suit** (the higher the number, the stronger)
 - 4 - Cards of other suits** (all applicable players are unconditionally defeated)
- *The player with the strongest card wins the trick. Among the cards that match the lead suit, the player with the lowest number is at the bottom of the trick. (If everyone except the start player is unconditionally defeated, *meaning no one followed the lead suit*, there will be no bottom).
- 6.1.4)** The winner of the trick collects all the cards and then selects **two cards** from the "cards below the number of the card that they played". You can take a card even if it is a different suit or trump card. The number just needs to be lower. **When you win by playing a trump card, there may be no cards with a number smaller than yours. In that case, you will only get the card you played.**
- The winner of the trick then chooses **one** of the remaining cards and gives it to the **lowest player** in this trick. *There are no restrictions for the card you choose.* The remaining, unselected cards are discarded face up.
- 6.1.5)** The winner of the trick becomes the starting player for the next trick. Repeat tricks until players have run out of cards, and then move on to score calculation.

7) Score Calculation

7.1) The score is calculated based on the following two points: "total victory points for cards" and "successful compounding victory points".

- 7.1.1)** Total victory points (King's Crown symbol) on the card: Record the number of VPs on the cards you won.
- 7.1.2)** Formulation success victory points: The manufacturing method, dancer, and trump cards have a "creation" that allows you to formulate special alchemy items by collecting specific materials and earn bonus points. If you have all the necessary material cards on the bottom right of the card, it is "successfully compounded".
- 7.1.3)** You can mix as many as you like, as long as you have the manufacturing method and materials, but you cannot use the manufacturing method card or material card that you have used once.
- 7.1.4)** Combine your points from **7.1.1** and **7.1.2-7.1.3**. Record this score for the round. Complete **5.1-7.1.4** for a total of 3 rounds. The start player in the 2nd and 3rd rounds is the winner of the previous trick. The player with the most total victory points is the final winner! Tied players share the victory.

Production/copyright: Gemini Games, Fox Gear Games **Character logo design:** Takamizawa Kura **Item design:** Space whale

Unofficial English Translation: Ryan Campbell