

Al-Kimia

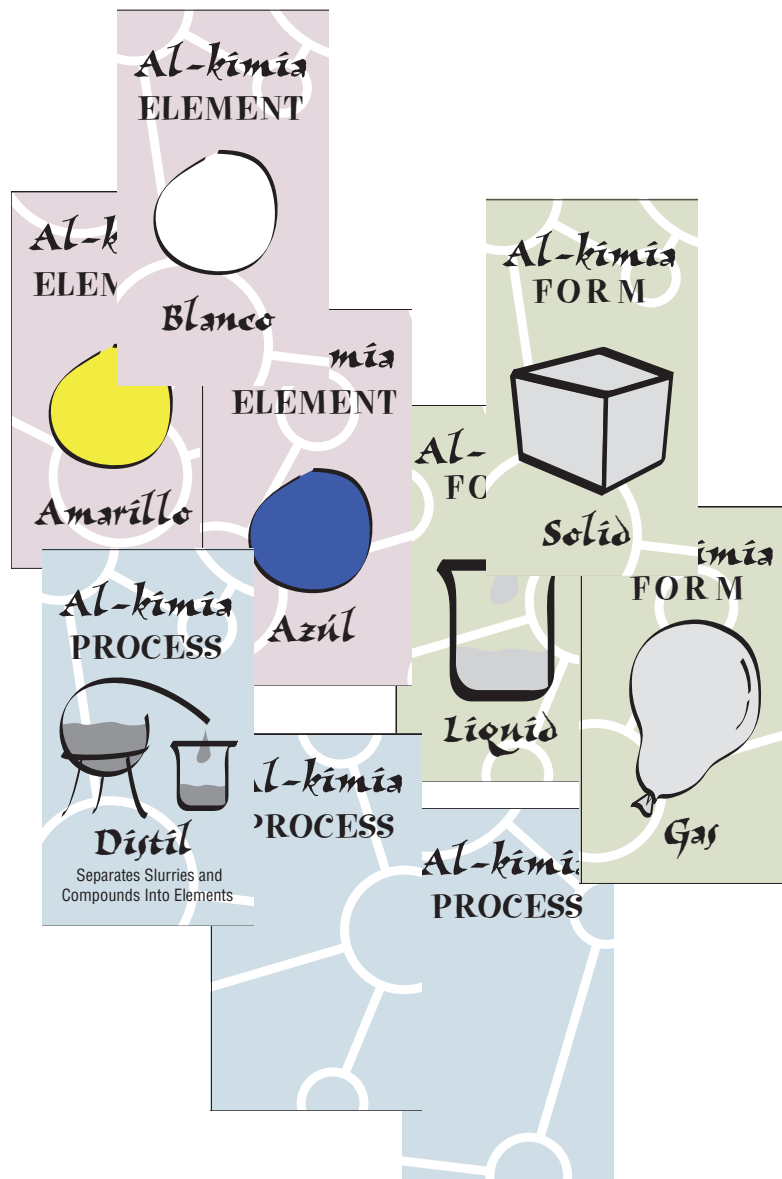
Alchemy!

Type: Card Set Making
Ages: 10+

Players: Two to Six
Duration: 15 - 30 minutes

Synopsis:

This is a card game based on the transmutation of elements. Each player is given a starting condition and a goal, and must collect the necessary cards to achieve that goal. Beginning with basic elements, through chemical processes and catalysts, the final elemental combination can be reached. Sometimes the cards reveal a simple sequence, but sometimes several transformations are required to complete the scenario.



Equipment & Features:

Some of the prototype cards are pictured here - much work needing to be done.



The Rules:

OBJECTIVE: From the cards dealt, played, and in their hands, each player will attempt to complete a set of cards on the table which will turn their starting set (ELEMENT and STATE) into the goal set (ELEMENT and STATE) while utilizing a PROCESS drawn at the beginning of the game.

SET-UP: Separate the ELEMENT, STATE, and PROCESS cards from the deck into separate piles. Each player draws two ELEMENT cards, two STATE cards, and one PROCESS card. One ELEMENT and STATE card sits on your left – this is your starting point. The other ELEMENT and STATE card sits on your right – this is your goal. The process card sits in the center for now. All five cards must be used in your solution.

After all players have set up their initial five cards as described, reshuffle the remaining ELEMENT, STATE, and PROCESS cards back into the deck. Deal a hand of five cards to each player and place the rest of the deck facedown as a draw pile.

THE PLAY: Each in turn will begin their turn by drawing an additional card from the deck or face-up discard pile (unless blocked from doing so by another play), then either playing cards to the table or as directed on certain cards in their hands.