

Alchemists - Investigations

In this short scenario, you have to determine the alchemical composition of 8 ingredients using only your cauldron, your wit and yourself as a test subject.

Setup

- Start with 6 action cubes and 2 vials.
- Setup your results triangle (lay it flat on the table) and deduction sheet; Place the results tokens within easy reach.
- Shuffle the deck of ingredients cards and place it nearby.
- Start a new game on the app.

Round

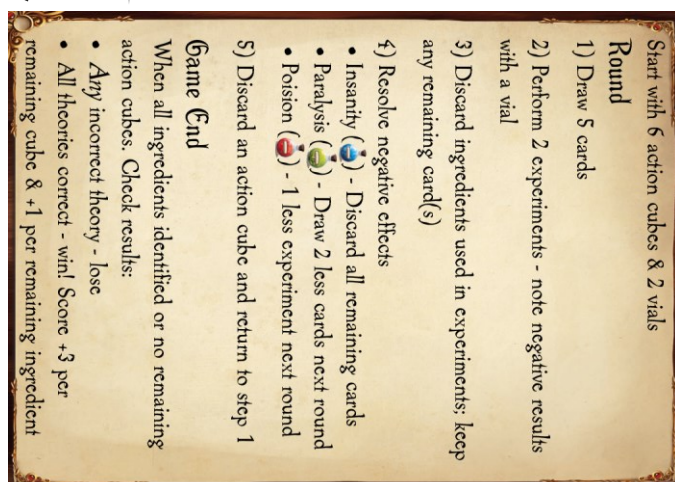
Each round follows the same simple procedure:

1. Draw 5 ingredient cards.
2. Perform up to 2 experiments - use the Drink Potion action. Record the results and place a vial on the 'results' token if you created a negative potion.
3. Discard ingredients used in experiments and keep any remaining ingredient card(s).
4. Resolve negative effects.
5. Discard 1 action cube; Return to Step 1.

Results

Date	Score	Date	Score	Date	Score	Date	Score

Quick Reference Card



Negative effects

Sometimes you will drink a potion with a negative effect.

Depending on the color, apply the following effect:

- Blue (Insanity) - Discard all cards remaining in your hand.
- Green (Paralysis) - Draw 2 less ingredient cards next round.
- Red (Poison) - You must perform one less experiment next round.

Remove vials from the results triangle as you resolve their effects.

Game End

The game ends either when you run out of action cubes or when you think you have determined the alchemical formulas for all 8 ingredients. Check to see if your hypothesis is correct:

- If any ingredients have been incorrectly identified, you lose.
- If you correctly identified all ingredients, you win! Score 3 points per remaining action cube and 1 point per remaining ingredient card.