



A novice alchemist's guide to

The Banquet



30-60
minutes

Age 14+



2 - 6
players

remoragames.com/alchemist-banquet

You are invited to a banquet at the Palace!

Imagine, you're a practicing alchemist trying to make a living in the grand and dangerous world of Ornera.

Scratching out a living isn't easy if you're traveling from town to town with a cart or wagon. Life is better if you've set up a shop in town, or if you're the personal apothecary to a minor branch of some noble house.

Imagine, some Royal Family has lost their Court Alchemist.

Perhaps the prior office holder left of their own accord, retired, or died peacefully in bed. But it's equally likely that something unfortunate befell the old alchemist. An experiment gone wrong or the wrong royal crossed. Palace intrigue, professional ambition, and jealousy are so often involved in the downfall of one involved in the lives of nobility.

Imagine, all who attend the banquet are willing to gamble with their lives for the chance to make an impression and gain a patron.

So, a wealthy and important family is looking for a new Court Alchemist.

This is a coveted opportunity, and word of the vacancy has spread. A banquet is being held at the palace, but only those who know its true nature have a chance at the position. The banquet is a time honored way to evaluate candidates and select a replacement. Invitations have been sent to local alchemists who have made a name for themselves, and some uninvited (but ambitious!) upstarts have arrived with the intent to prove themselves.

So, take a seat at the banquet table. Measure up your competitors. Like you, they want to claim the position of Court Alchemist.

*Here's to our host! It's time for a toast!
Compete for the cups by boasting the most!*

So, you must prove your skill and audacity by toasting the host with the most valuable cups you can. Use your best ingredients along with your alchemical knowledge and competitive instinct to control the table.

After all, only one alchemist will remain upright at the banquet table by the end of the night.

What will you do to ensure that this alchemist is you?

Game Play Overview

Alchemist Banquet is a card game where players compete to win Cups and dispose of their fellow apothecaries.

The game is played in Turns.

1. Serve a Cup to vie for, with an optional Drink to add an effect to the Cup's Potion.
2. Boast in Rounds, by adding secret alchemical Ingredients to the Potion. Choose to Boast or Pass in each round. Win these Rounds to have the choice to Toast or Dump the Potion.
3. Toast by Drinking/Resolving the Potion. Beware - the contents may be delectable.. or deadly! Survive your Toast to Claim the Cup!
4. Deploy an Item card if available
5. Restock from the Draw pile.

The game ends when the **winning alchemist collects 3 Cup points to win!**

Unless ... if there is one lone alchemist who hasn't been eliminated ...one way or another... they **win by attrition!**

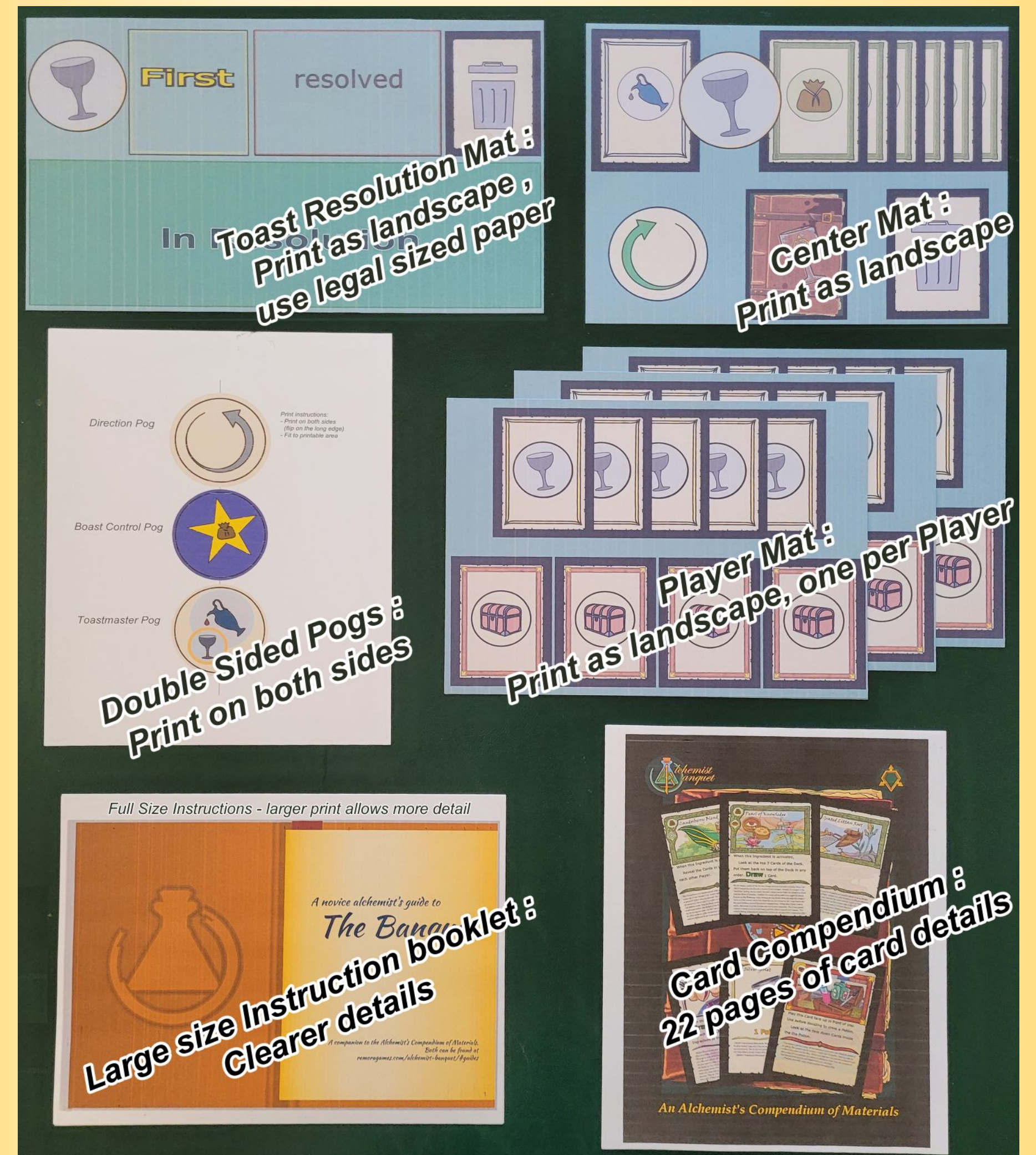
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Game Components



Helpful Downloads



The Guide, Compendium, and helpful gameplay mats
can be downloaded from
<https://remoragames.com/alchemist-banquet/#guides>

Game Play Areas

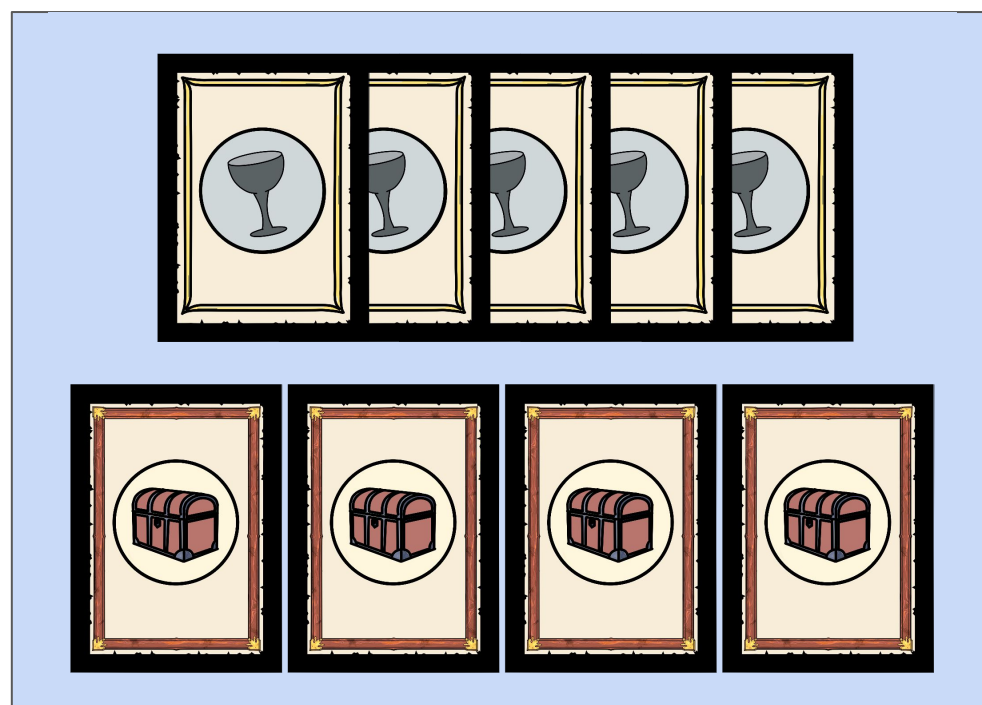
Player



Center Area



Player



This diagram is for illustration purposes only - mats are not provided in the boxed card set

Center Area

This is where a majority of the cards in play will sit. It represents both the alchemists' supply caches and the Potion being passed around the table.

Use the Table Center for:

The Potion (*Serve, Boast, and Toast Phases of each Turn*)

- Cup
- Drink
- Ingredients

Direction Indicator (*you can use a coin head for clockwise*)

Draw Pile

Discard Pile

Player Areas

Each alchemist player uses the area in front of them to display their deployed cards.

Earned points are placed in the Claimed Cups area. Players must display their earned points in a way that shows each card, so other players can easily identify the quantity and quality of the player's Cups.

Item Cards are displayed in the Items In-play area once they have been deployed from an alchemist's hand. There are three types of Item cards with different uses. Refer to each item card to see when it can be used, and how.

Card Types

Cups

Claim cups by winning toasts.
Display Claimed Cups in your Player's Area.



End a Round alive with 3 Cup points to claim victory!

Ingredients

Slip into a drink while Boasting.
Add it face down for secrecy!



Their alchemical
effects turn the drink to a Potion.

Card Types (continued)

Drinks

May be added when Serving a Cup.
Drinks add visible effects to start a Potion.



Resolve drink effects alongside Ingredient effects.

Items

Tools of the trade.
Deploy to player's area between rounds.



Each has its own activation point and effect.

Game Setup

Begin the game

- ❖ Choose which player will begin the game as Toastmaster.
- ❖ Separate the Copper Cup Cards from the Deck and place them to the side, then place the Deck on the Draw Pile area in the Table Center.
- ❖ Clear the table in front of each player to be used for Claimed Cups and Item Cards.
- ❖ Starting with the first Toastmaster, each Player draws seven Cards. Then, each Player adds 3 Copper Cups to their Hand.

Game Play

After the Game Setup, Alchemist's Banquet is played in turns until the Banquet ends in victory or dismissal.

Game order progresses in a clockwise direction unless changed by a card effect. Follow the **Game Turn Order** (pg 9) instructions to play a turn.

Game Turn Order

Serve

The Toastmaster contributes a Cup to the Table Center from their Hand or their Claimed Cups area. They may also add a Drink from their Hand.

If a Player does not Serve a Cup when prompted, they are eliminated from the game - they LOSE.

Boast

Determine who wins the right to Toast the Potion. Follow the **Boast Order Rules** (pg 10)

Toast

The Boast winner decides to either Toast or Toss the Potion.

- ❖ If the winner decides to Toast, **Resolve the Potion** (pg.11).
- ❖ If the winner decides to Toss, place the Cup and any Drink and Ingredient Cards onto the Discard Pile (do not reveal the ingredients).

Deploy

Players may take up to 1 Item Card from their Hand and Deploy it in front of them, following the Item's instructions.

Restock

Each Player draws 3 Cards, then Discards until they have no more than 13 Cards. The Toastmaster role moves in the direction of play.

Boast Order

Boast Start

After the Toastmaster initiates the Boast by placing a Cup and Drink during the Serve step, determine the order of play. The Toastmaster begins the Boast with control over the Potion.

Boast Rounds

Progressing in order and starting with the Toastmaster, each active player is given the chance to either add an Ingredient to the Potion or Pass. If they add to the Potion, they take control of it.

Boast End

The Boast ends once the player currently in control of the Potion is given another chance to add an Ingredient. That player wins the right to toast the potion.

Resolve the Potion

When resolving a Potion, the Player may activate cards in any order they choose, with a few exceptions. Resolved cards are not removed from the Potion, but placed in a separate pile where their elements can still be counted by future Cards.

Perish

You die. You are removed from all future Rounds.

First

All Cards with the **First** Keyword must be resolved before any Cards without this effect.

Skip

You are sick, stunned, or otherwise occupied. You are removed from the next Round.

Cleanse

Remove Cards from the Drink. These Cards are sent to the Discard Pile, and do not count when resolving future Cards.

Discard

Send Cards from your Hand to the Discard Pile. Quantity may vary.

Draw

Take Cards from the top of the Deck into your Hand. Quantity may vary.

Special Effects

Deepest Arcana. You must study the Compendium.

After the Potion is Resolved, check Victory at the Banquet (pg.12) to see if any Players win the game.

Victory at the Banquet

Win with Cup Points

End a round with both your life and three Cup Points to win the Banquet!

Congratulations! You've earned the exclusive attention of the Lord of the House, guaranteeing your place as their new Court Alchemist!

Win by eliminating the competition

End a round with all of your adversaries poisoned or otherwise removed from the table. You win the Banquet!

You've earned the respect (if not the trust) of the Lord of the House.

"Certainly here is an Alchemist to keep our eye on. Both eyes, in fact!"

Unfinished Business

Resolve a stalemate

If the Draw Pile becomes depleted, and no (active) Players have any Ingredient or Cup Cards left in their hand (or stashed in a Deployed Trusty Flask Item), then there is no way to win the game.

If this happens, the Player with the most Cup Points wins.

If there is a tie for most Cup Points, those players must decide whether to:

1. Accept the honor of being co-champions, or
2. compete in a play-off game to decide the winner.

The Event begins to Drag, and even the eager host grows weary.

But a House without a Court Alchemist is vulnerable. Is there a clear favorite for the office?

Game Play - Deal

Setup and Deal



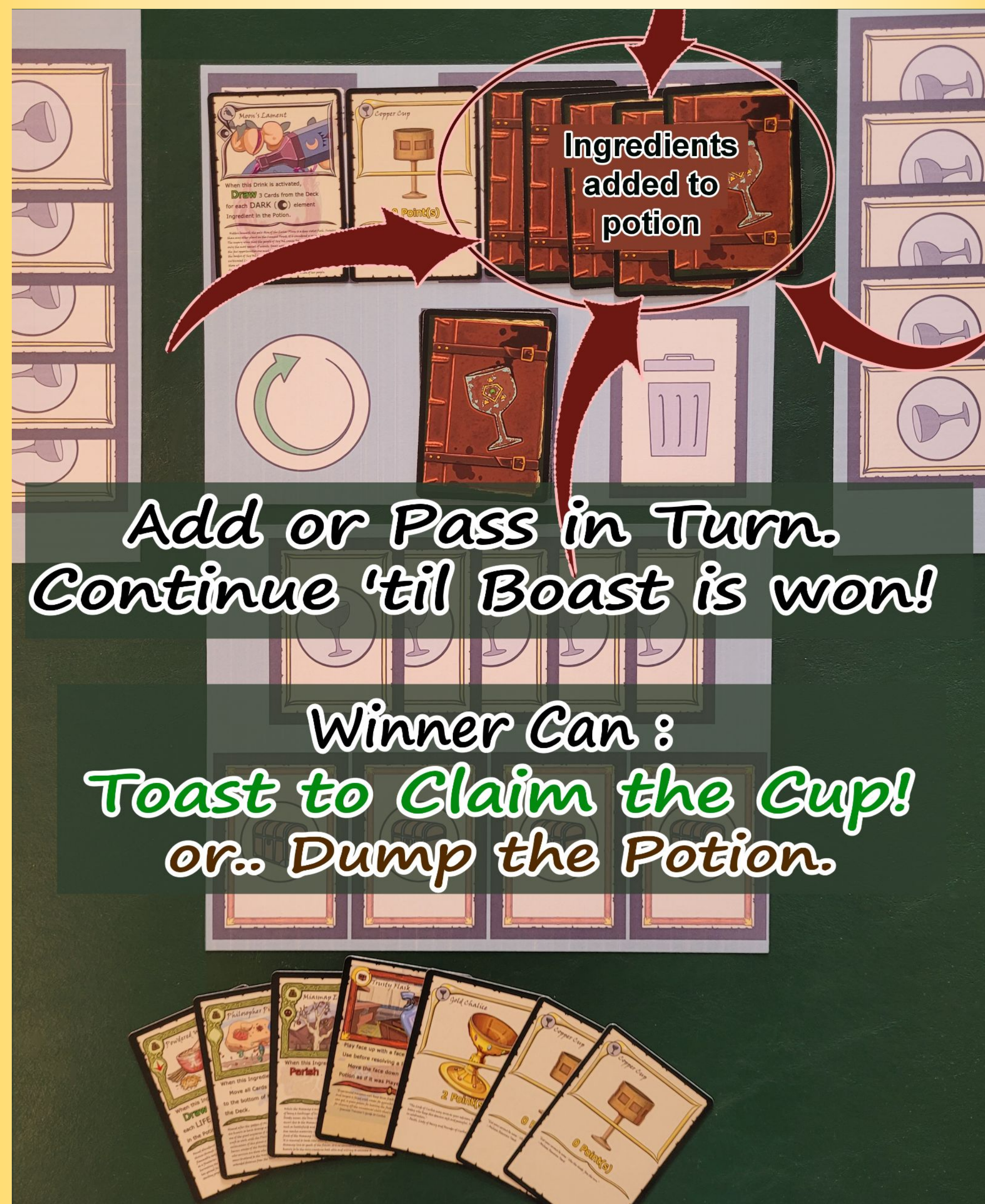
Game Play - Serve



Toastmaster for each Turn Serves a Cup and Optional Drink

If Toastmaster Doesn't Serve a Cup then they Lose the Game

Game Play - Boast Rounds

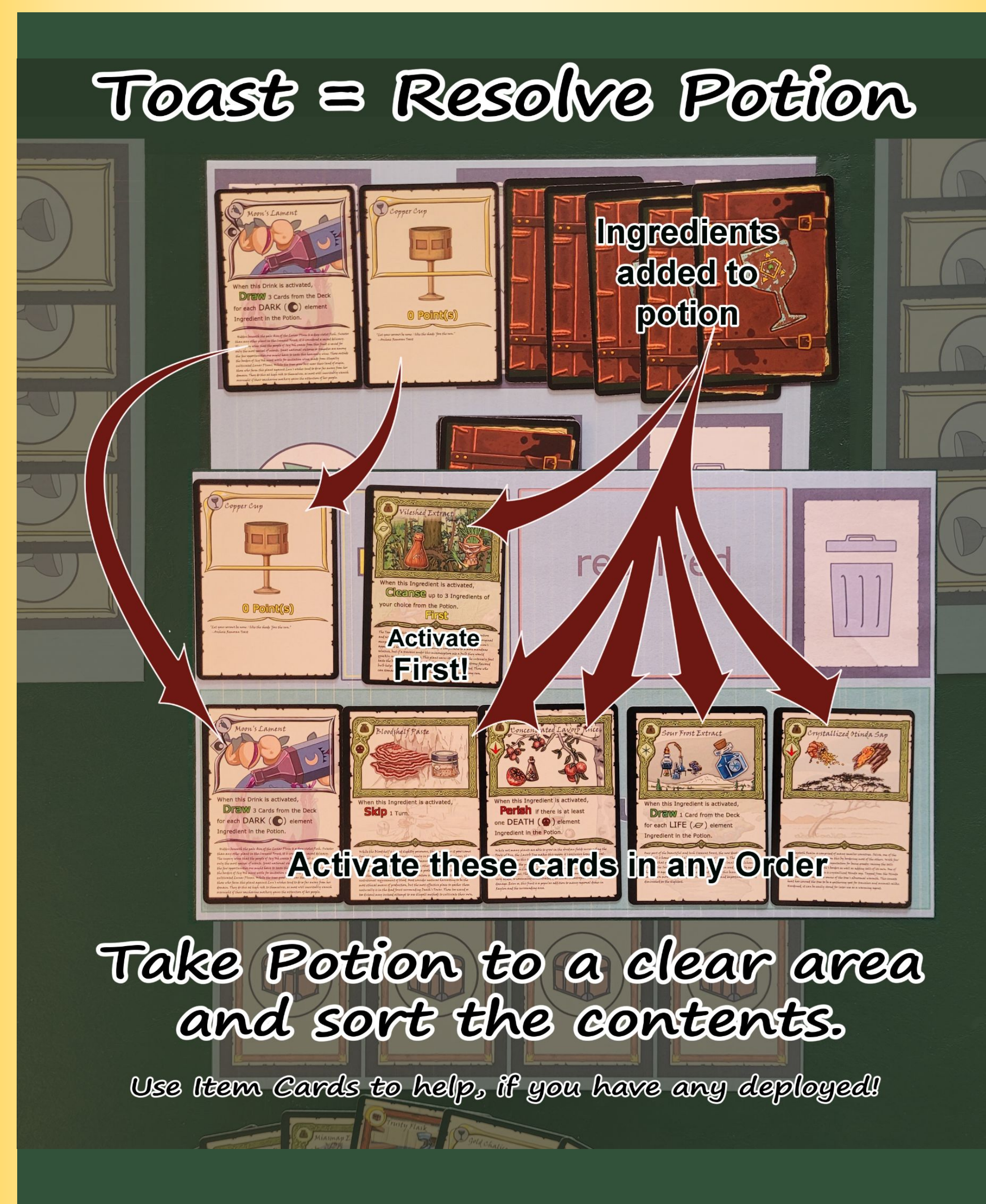


Ingredients added to potion

**Add or Pass in Turn.
Continue 'til Boast is won!**

Winner Can :
Toast to Claim the Cup!
or.. Dump the Potion.

Game Play - Toast



Toast = Resolve Potion

Ingredients added to potion

Activate First!

Activate these cards in any Order

**Take Potion to a clear area
and sort the contents.**

Use Item Cards to help, if you have any deployed!

Game Play - Resolve The Potion

Resolve The Potion



Copper Cup

0 Point(s)

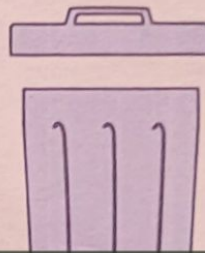


Vileshed Extract

When this Ingredient is activated, **Cleanse** up to 3 Ingredients of your choice from the Potion.

First

resolved



Example : How would you Resolve this Potion?



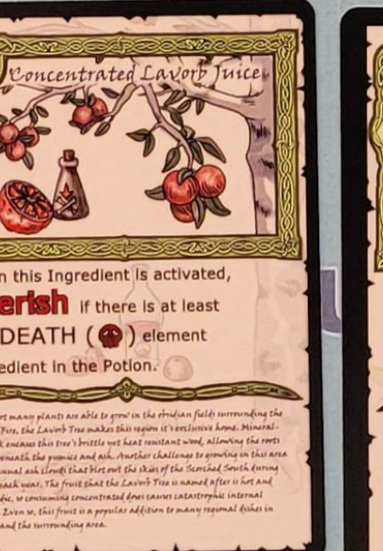
Moon's Lament

When this Drink is activated, **Draw** 3 Cards from the Deck for each **DARK** (☾) element Ingredient in the Potion.



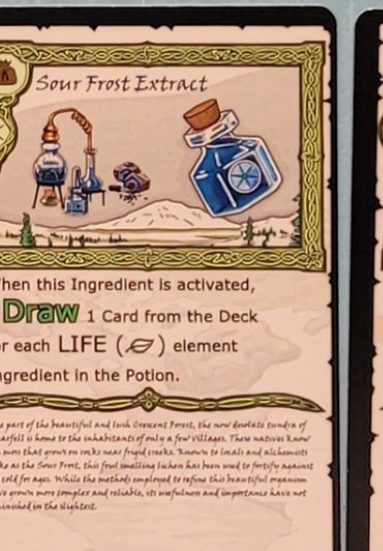
Bloodshelf Paste

When this Ingredient is activated, **Skip** 1 Turn.



Concentrated Lavour Juice

When this Ingredient is activated, **Perish** if there is at least one **DEATH** (☠) element Ingredient in the Potion.



Sour Frost Extract

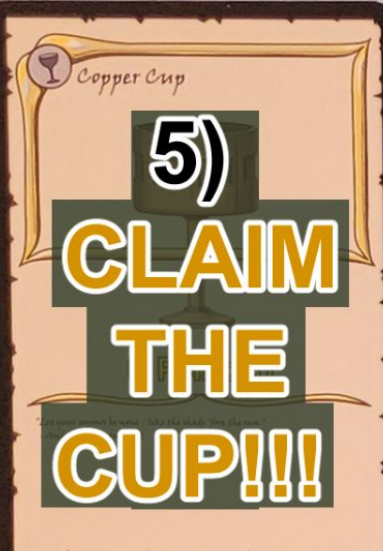
When this Ingredient is activated, **Draw** 1 Card from the Deck for each **LIFE** (♂) element Ingredient in the Potion.



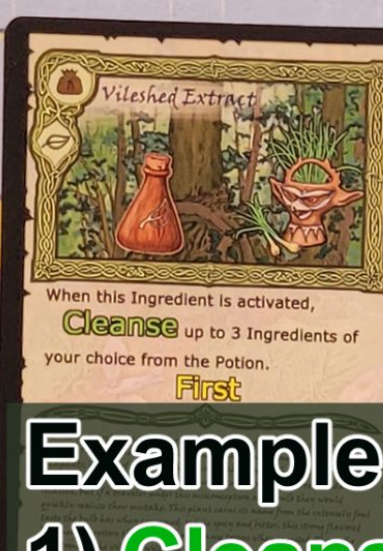
Crystallized Otinda Sap

Game Play - Potion Resolution

Potion Resolution



5) CLAIM THE CUP!!!



Vileshed Extract

When this Ingredient is activated, **Cleanse** up to 3 Ingredients of your choice from the Potion.

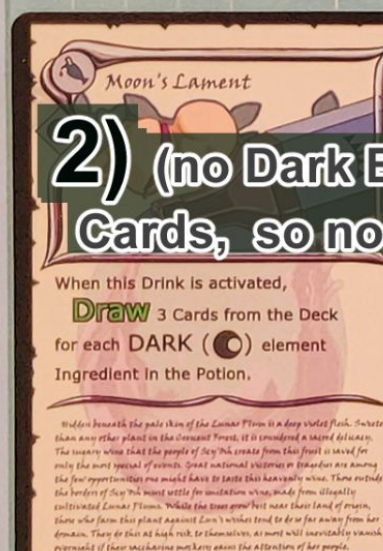
First

resolved



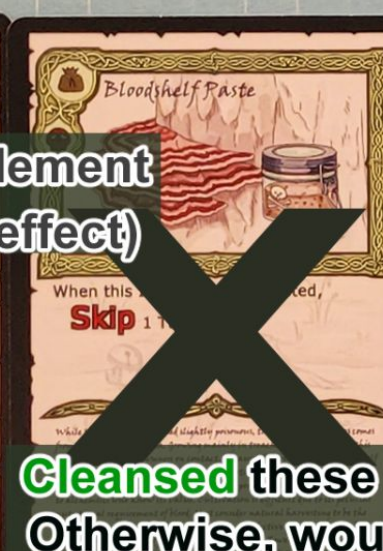
Example steps to Activate Cards:

- 1) **Cleanse** Bloodshelf and Lavourb Cards!
- 2) (no Dark Element Cards, so no effect)
- 3) One Life Element Card, so **Draw 1 Card to Hand**
- 4) (no effect)



Moon's Lament

When this Drink is activated, **Draw** 3 Cards from the Deck for each **DARK** (☾) element Ingredient in the Potion.



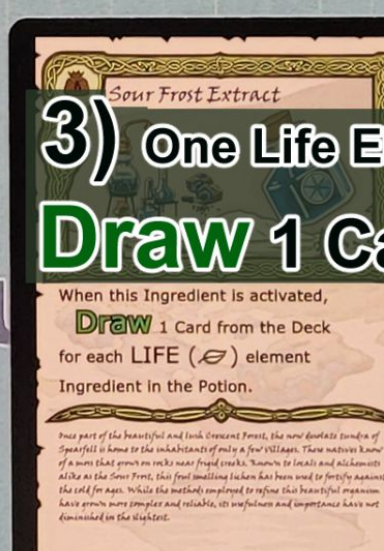
Bloodshelf Paste

When this Ingredient is activated, **Skip** 1 Turn.



Concentrated Lavour Juice

When this Ingredient is activated, **Perish** if there is at least one **DEATH** (☠) element Ingredient in the Potion.



Sour Frost Extract

When this Ingredient is activated, **Draw** 1 Card from the Deck for each **LIFE** (♂) element Ingredient in the Potion.



Crystallized Otinda Sap

Cleansed these from the Potion - Otherwise, would have Perished

Potion Resolved - Claim a Cup



Game Play - End Game





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