



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?

Book Contents

Introduction

Requirements 1

Your invitation to the Alchemist Banquet 2

Boxed Game Components 5

Game Rules

Card Types 6

Element Types / Game Objectives 8

Game Setup / Game Play 9

Game Play Areas 10

Turn Order 12

Boast Order 14

Resolve the Potion 15

Victory at the Banquet 22

Game Play Action Shots

Serve Cup 13

Boast Rounds 16

Toast / Resolve 17

Resolve the Potion 18

Resolved / Claim a Cup 20

Helpful Downloadable Files 21

Game Components



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

Test, Cleanse, or Enhance Potions when Toasting.
But must be **Deployed** to player's area First!



Each has its own activation point and effect.

Element Types

The Element Type helps to determine the Effects that Drink and Ingredient cards can have when Activated while Resolving a Potion (pg 15).

Life	Death	Key
Light	Dark	Common
Fire	Ice	
Wind	Stone	
Thunder		
Creation	Destruction	Rare
Comprehension	No Element	

Game Objectives

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

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

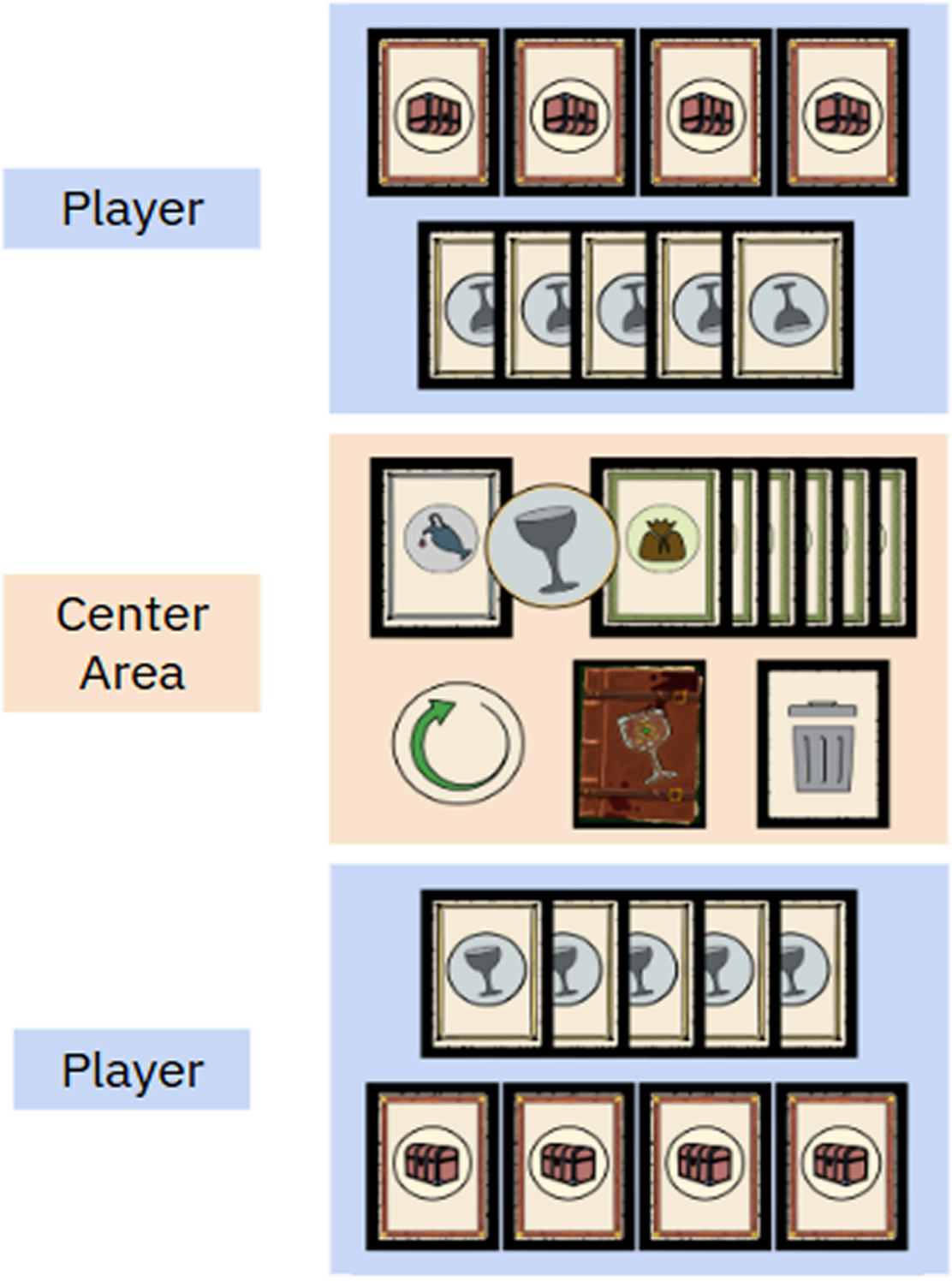
After the Game Setup, Alchemist's Banquet is played in turns until the Banquet ends in victory or dismissal.

Game order progresses in a clockwise direction unless changed by a card effect. Follow the **Game Turn Order** (pg 12) instructions to play a turn.

The game ends when any 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!

Game Play Areas



This diagram is for illustration purposes only - mats are not provided in the boxed card set.
download from *https://remoragames.com/alchemist-banquet/#guides*

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

 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.

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. Play Cup and Drink cards face up.

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

Boast

In Boast Rounds, add Ingredients to the Potion and determine who wins the right to Toast the Potion. Follow the **Boast Order** Rules (pg 14)

Toast

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

- If the winner decides to Toast, **Resolve the Potion** (pg 15) to Claim the Potion's Cup.
- 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.

Important: You must **Deploy** an Item Card BEFORE using it with a **Toast**.

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.

Note: Reshuffle the Discard Pile into the Draw Pile only if instructed to.

Game Play - Serve



Boast Order

Boast Start

The Boast Rounds begin after the Toastmaster places a Cup and an optional Drink card, face up, during the Serve step.

The Toastmaster has initial control of the Boast.

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.

Add Ingredient Cards to the Potion face down.

A Player takes control of the Boast when they add an Ingredient Card.

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. As they are Resolved, cards are placed to the side, where their Element type may affect other Activation Effects.

Perish

You die. You are removed from all future Rounds.

First

All Cards with the Keyword **First** 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

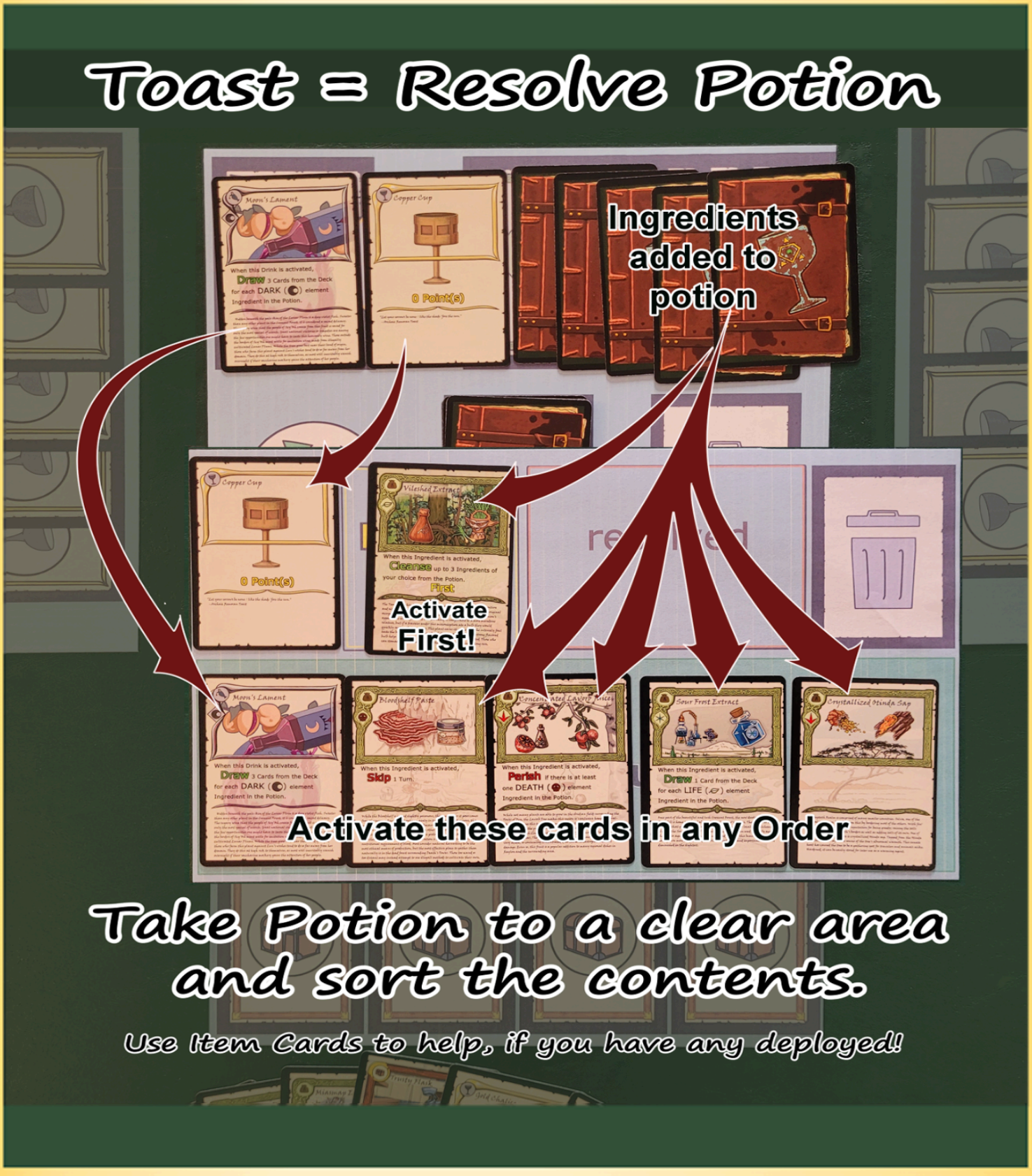
Deepest Arcana. You must study the Compendium.

After the Potion is Resolved, if the player survives they move the Cup to their Claimed Cups Area. Check *Victory at the Banquet* (pg 22) to see if any Players win the game.

Game Play - Boast Rounds



Game Play - Toast



Game Play - Resolve The Potion



Game Play - Potion Resolution



Potion Resolved - Claim a Cup



Helpful Downloads



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

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

Play does not end when the Draw Pile becomes depleted.

But if the Draw Pile is empty, and if 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.

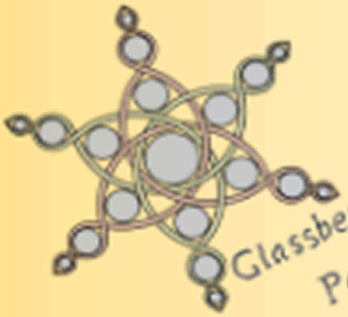
If this happens, the Player with the most Cup Points wins.

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?



Glassberry Pendant



Gloomgourd patch



Salve made from grinding roots



overlooking homestead

Stand of Paintbrush



Pestle used for Wickweed Root



. cultivation and uses



Mountain's Burden



Lead Designer: Chris Plassmann
Art & Design: Ernst Plassmann
Art: O.P.



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