

## Market Alchemist

The prince is coming to the market at the end of the month and you want him to notice your work, and pay for it.

This solo game needs 2 10 sided dice, a pencil, and this sheet.

Each turn is a day and the player chooses whether to go on Adventure or work in the Workshop. You will be trying to complete 6 alchemical formulas, and activate them. You may not place die value in an activation until the formula is complete. Adventuring may give you benefits in the Workshop and vice versa. Each day, roll 2d10.

### Days:

				5					10					15					20				25
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#### Workshop:

Roll 2d10 and place the value separately in any   .

   +    = A,    +    = B A must be less than B.

Activate it by:  $B - A > \_$

                  where each die roll is the same.

Activate it by: # that are the same  $\geq \_$

                  where each die roll is different.

Activate it by: # that are unique  $\geq \_$

M =   , N =   , M -    = C,    - N = D C must be greater than D. Where M is not equal to N.

Activate it by:  $M - N < \_$

(   \*   ) - (   \*   ) = P P must be greater than 0.

Activate it by:  $P / 10 < \_$

X =   , Y =   ,    / X <    /   ,    / Y <    /    Where X is not equal to Y.

Activate it by:  $X + Y \leq \_ + \_$

**Final Activation:** # activated \* 2 <    +    - 2

#### Adventure:

Roll 2d10 and add them together. Compare the result to:

-2 - 5 cost an extra day

6 - 10 roll a reward

11 net gain of a day

12 - 16 roll a reward plus or minus 1

17 - 20 future adventure rolls are at -1, cumulative.

#### Reward:

Roll 1d10. May have multiple of the same reward.

1 +1 to a die

2 -1 to a die

3 Change even die to one of nearest odd values

4 Change odd die to one of nearest even values

5 Reroll an ingredient. (Any    in a workshop formula.)

6 Reroll an activation.

7 Copy a die value already rolled.

8 May use a zero. (A 1 would have to have -1 applied.)

9 Set a die to any value.

10 Roll 3d10 instead of 2d10, and discard 1.

#### Workshop Activation Effects:

Optionally, these may be randomly assigned to the 6 formulas.

1 May +1 on adventure rolls.

2 May reroll an adventure roll, once.

3 May reroll an adventure reward, and choose which to keep.

4 May roll 3d10 and discard 1 for an adventure roll.

5 If an adventure roll cost an extra day, roll for a reward anyway.

6 If you roll doubles, you may reroll one. (This applies everywhere.)

#### Wastebasket:

You may put unused workshop dice here.

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**Score:** 25 per formula activated with a bonus of 4 per day less than 25 used. Beyond 25 days, the prince has come and gone.

If you don't know how to do the math of a formula, you may repeat a formula for 12 instead of 25 points.

If you activated 4 formulas, you can turn lead into gold.

If you activated 5 formulas, your quintessence is a perfect preservative against time.

If you activated 6 formulas, your hexaflexamonium can transform to and from different materials.

*Version 05. Designed by ThroughTheDeckGlass an BGG. Free, but don't claim you designed it.*