

ALCHEMY BAZAAR

“Worker movement” in an exotic marketplace

OVERVIEW

Players are alchemists who jointly own a growing bazaar of alchemical shops. Apprentices move through the bazaar, collecting ingredients to complete alchemical formulas in the quest to gain the most wisdom by the end of the game.

GAME PLAY

Alchemy Bazaar is played in a series of rounds called days. Each day, new shops are added to the board, after which the players will take turns moving their apprentices through the bazaar.

Each apprentice's first move is free, with the second move costing 1 coin, the third move costing 2 coins, and so on.

Choosing where to end your apprentice's turn is crucial. That shop can't be *used* by other apprentices, but they can *move through it* for free.

When your apprentice visits a shop, you gain alchemical ingredients. Use these to complete formulas and earn wisdom points. Or, collaborate with rivals for big gains at the Guilds.

You can also take action cards, which let you interfere with your opponents and advance your own quest for wisdom.

Every alchemist also has a secret goal of collecting particular flavors of formulas. These are revealed at the end of the game for bonus points!



Age: 13+ **Players:** 2-4 **Time:** 90 min.

COMPONENTS

35 Shop tiles	60 Ingredients
12 Apprentices	40 Coins
4 Player sheets	6 Key markers
108 Cards	Round tracker
1 Ingredient Die	First Player token
Scoreboard	Rulebook

ABOUT THE DESIGNER

Michael Iachini is the designer of **Chaos & Alchemy**, a highly successful Kickstarter project from Game Salute. Alchemy Bazaar is the second game that Michael is taking to publication.

-Unique “worker movement”
-Replayable modular board

- Mid-weight Euro game
- Quick to learn



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