



prima materia



The elementary alchemy game

Components

The box contains 16 double-sided elemental cards, 24 key cards and 48 action cards, as well as this manual.



Prologue

As one of the few living descendants of an ancient order of elemental masters, you sense a disturbance in the world crystals.

Their elements need realigning and they ain't gonna do it by themselves.

Align those elements and align them well or the world eater will come and we're all going to have a bad time.

You also sense that there is a cool thing going on with a time paradox but that might be too much for you to handle right now.

Setup

Separate the sixteen elemental cards from the rest of the cards and arrange the elemental cards in a four-by-four grid at the center of the table. Each quadrant should show a single type of elemental card.



Setup

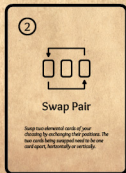
Separate the key cards from the action cards and shuffle the two decks thoroughly. Hand out one key card and three action cards to each player. The cards should be kept secret from the other players.

Place the remaining key and action cards, face down, in separate stacks at the side of the table.

Game Objective

Each player's objective is to manipulate the sixteen elemental cards at the center of the table so that the horizontal or vertical lines of elemental cards match the key of as many key cards as possible.

The sixteen elemental cards can only be manipulated by following the instructions of the different action cards.



Game Steps

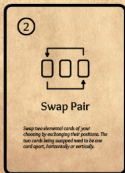
The player most proficient with the dark arts starts the game and becomes the active player.

The active player begins their turn by drawing a new key card if they hold no uncompleted key card. This will never happen during the very first turn but may happen in subsequent turns.

They continue by playing an action card of their choice from their hand. The instructions on the back of the card provide details on the effects of playing the action card.

Game Steps

The active player may choose to play an action card in a way that doesn't change the pattern of the elemental cards, but they may not skip playing an action card.



Game Steps

If the elemental cards are arranged so that there is a line matching the active player's key card, the active player completes their key card!

The line may run left to right, right to left, down to up or up to down but may not run diagonally.

If the active player completes their key card, the key card and the action card that was played are set aside as points for the active player

The cards set aside may not be used again during the game and the number of points given by the cards is indicated in the top-left corner of each card.

Game Steps

If the active player fails to complete their key card, the action card is discarded from the game.

If the elemental cards are arranged so that there is a line matching another player's key card, that player completes their key card.

Other players completing their key cards do not gain the additional points from the action card played by the active player.

A player completing their key card may not immediately draw another key card.

Game Steps

The active player ends their turn by drawing a new action card. If there are no action cards left, the active player ends their turn without drawing an action card.

The game ends either when all key cards have been completed or when all action cards have been played.

Each player counts the number of points awarded by the key cards and by the action cards set aside and the player with the most points wins the game!

Uncompleted key cards and unplayed action cards do not award points.

Credits

Game Designer
Joel Ek

Graphic Designer
Joel Ek

Play Testers
Lovisa Bergström
Dag Hansson
Martina Hansson