



Conversion Rule Set

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Setup

Layout the board.

Place the element tokens on the board. (10)

Each player receives 3 elements matching their color.

Place currency tokens to the side of the board. (40)

(Both element and currency tokens are piece limited.)

Deal two objective cards to each player.

[Optional: Layout a Objective Trade Row. Deal 5 Objectives.]

[Optional: Layout a Resource Trade Row. Randomly deal 5 elements.]

Turn Options (morning, afternoon, evening)

Work:

Generate: Draw an element from one of the 4 token pools.

[Optional: Only generate an element matching the player color.]

Place an element from your collection (this does not have to be the one generated):

1) Alchemy: Put an element with a player token in locations to do different conversions.

Placing a token in an element's section will generate an element of that type though placements are type limited, there are only 4 spaces per type:

Air: 1x to Fire, 1x to Water, 2x to Earth, 1x to double Air.

Earth: 1x to Fire, 1x to Water, 2x to Air, 1x to double Earth.

Fire: 1x to Air, 1x to Earth, 2x to Water, 1x to double Fire.

Water: 1x to Air, 1x to Earth, 2x to Fire, 1x to double Water.

2) Fair trade:

1) Offer Fair Trade

Put one element in the player's fair trade location for someone to trade with you.

2) Complete Fair trade:

Swap with elements between players from their fair trade locations. Collect the new resource.

3) Reverse a trade:

Pick up any of their fair trade tokens, and perform a conversion.

4) [Optional: Purchase a resource from the Resource Trade Row for its numbered space.]

Delivery:

Return the designated elements to their respective pools.

Collect currency in the amount of the highest element required.

[This will eventually be on the card.]

Buy elements from the other players:

When buying from other players, those players may set their own prices or refuse to sell. A player can only sell from their collection, not from placed elements, to include the fair trade location.

[Optional: Buy elements from the bank at a price of 3.]

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Advertise:

Draw a new objective.

[Optional: If the trade row is available, then you may either swap from it or draw.]

Rounds

Players take 3 turns per round.

The round leader is the first player to go in a round.

The round leader rotates clockwise each round.

End of Round

Resolve placements.

[Optional: Discard the lowest numbered objective in the Trade Row, move each objective down one space in the Trade Row, and deal a new objective to the Trade Row.]

[Optional: Move the lowest numbered element back to its pool, move each element down one space in the Trade Row, and randomly deal a new element to the highest number of the Trade Row.]

End Conditions

Buy Out: A player is out of objective cards, with at least 10 currency.

Retire: A player is out of objective cards, has completed 5 objectives and is out of elements.

Shortage: No elements can be collected.

Monopoly: A player has all of one element.

Market Crash: No currency is available.

Win Condition

Most currency wins.

In the event of a tie, then the first player to triggered the event wins.