

# Alkimija: The Game

## Rulebook

***Important notice:*** *not everyone enjoys foreplay and sex the same way, or in the same amount (which is a great thing!). This game has been created and tested by human beings with their own taste, and balanced accordingly. Therefore, feel free to tweak, change, adapt, or disregard any element of the ruleset the way YOU (and your fellow players) like it! We don't mind. Really. Do it.*

## Material

The base game comes with the following elements :

- 4x scoreboards
- 21x soft action cards
- 21x mild action cards
- 21x hard action cards
- 42x Time/Rep cards
- 42x Spell cards (14x Runes / 28x Instant)
- 1x d6
- 4x d6
- 16x placement token

**If you want to print the game for yourself**, the updated version of the PDF is [available there](#).

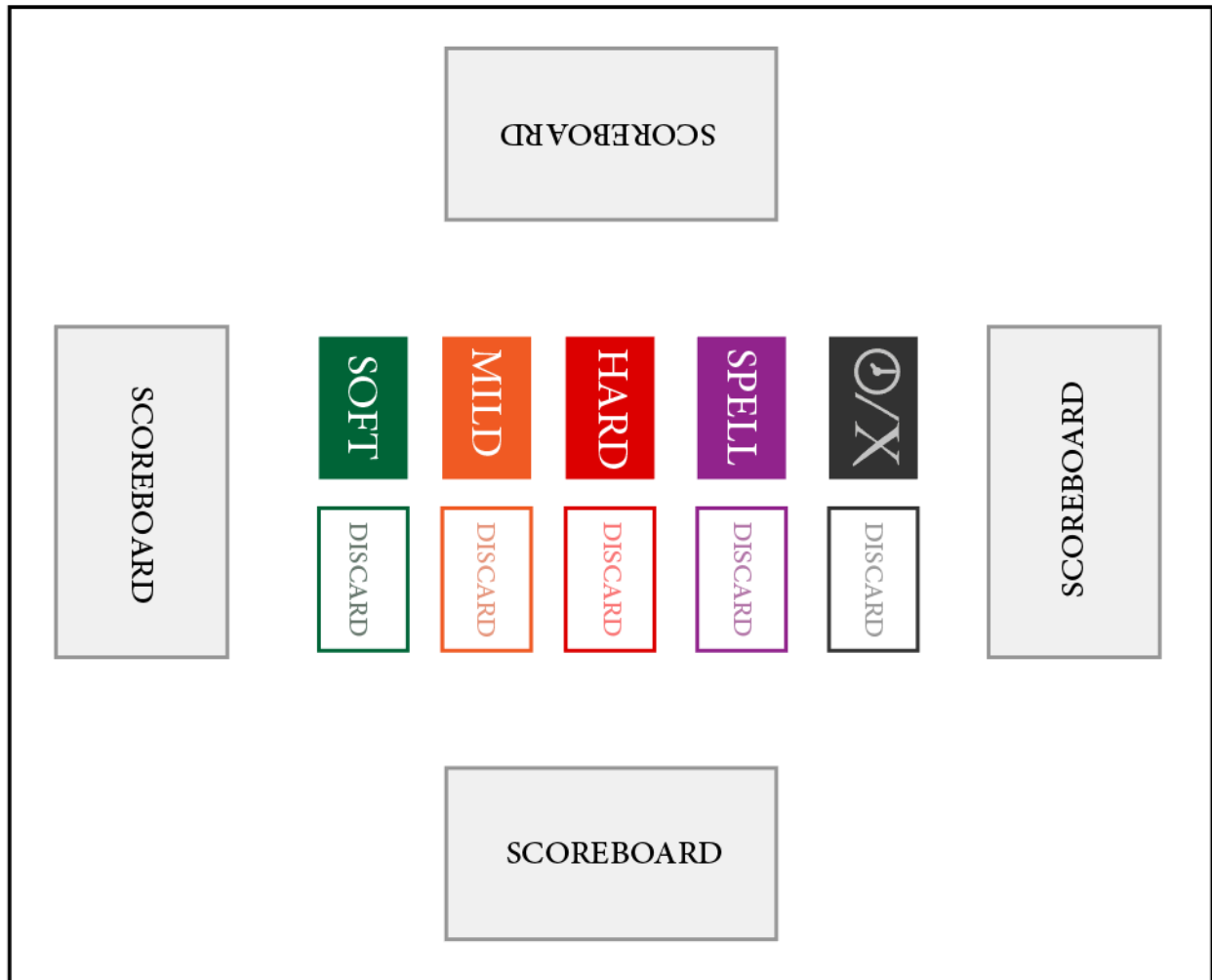
## Game setup

Each player receives 1x scoreboard, 4x placement tokens and 1x d6. They place the scoreboard in front of them, with the d6 in the "Actions" slot. The placement tokens are then placed as follow:

- Runebook: 2
- Coins: 0
- Score: 0 and 0

The d6 must be set with the "1" facing up.

The Action cards, Time/Rep cards, and Spell cards are piled next to each other, in the middle of the playing area.



## Scoreboard

The scoreboard helps you to track different stats throughout the game

## Runebook

The Runebook allows you to carry around 2 rune cards at once. This number can be increased during the game, providing you play the right cards.

## Purse

The purse allows you to store up to 10 coins. Coins are used to buy Action cards and Spell cards.

## Score

Helps you keep track of your points.

## d6

The 6-sided die keeps count of the number of actions you're allowed to play during your turn. It starts at 1 and can be increased during the game.

RUNEBOOK							ACTIONS		
<i>(maximum amount of runes you can equip at once)</i>									
0	1	2	3	4	5	6	d6		
<b>PURSE</b>									
<i>(the amount of coins you can use to buy cards from the shop)</i>									
1	2	3	4	5	6	7	8	9	10
<hr/>									
<b>SCORE</b>									
<i>(The amount of points you got from doing actions)</i>									
0	1	2	3	4	5	6	7	8	9
0	1	2	3	4	5	6	7	8	9

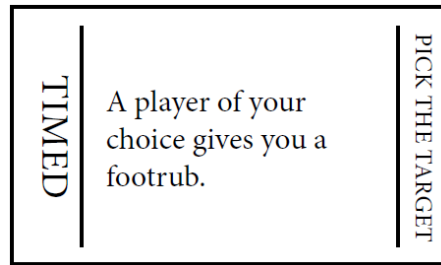
## Cards

The cards are divided into 3 categories

### Actions cards

Action cards can target one or many players at once. The targeted players have to execute the action written on the card, or deny it (see: Denying). An action can be defined by a number of repetitions (e.g.: Give X kisses), or a duration (e.g.: Give a foot rub for X seconds). An action

involving two players can never be played on oneself (e.g. you're not allowed to give yourself a foot rub).



Once executed, the action is discarded and cannot be played anymore.

The action cards are divided into 3 categories:

- **Soft.** *Cost: 2 coins.* They are perfect to get the game started and set the mood.
- **Mild.** *Cost: 5 coins.* The clothes are slowly disappearing, skin is more and more exposed, and contact is more frequent.
- **Hard.** *Cost: 8 coins.* We are definitely past the foreplay now. Or are we...?

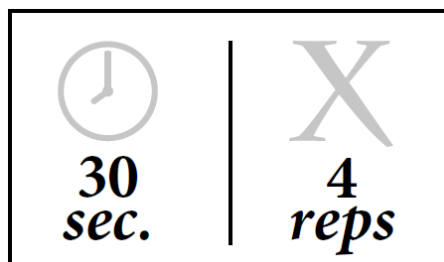
### Free will cards

There are "free will" cards in each category. You may use this card to do absolutely anything you want, as long as the other players agree to it. From designing your own action to adding a rule to this game session, be creative!

Note: these cards have different prices, depending on the pile they are in. However, their effect stays the same. If you want to grab it for cheap, make sure to aim for the soft cards first!

### Time/Rep cards

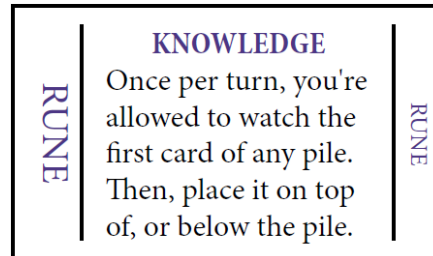
Time/Repetition cards are drawn when an action is played, in order to define how long the action will last. They each display a duration, as well as a number of repetitions. Use the appropriate value to execute the action.



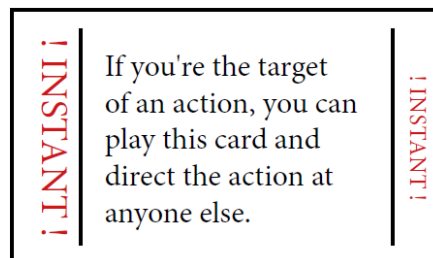
## Spell cards

Spell cards are cards that can bring you a tactical advantage in the game. They're divided into two categories :

- **Runes:** when you cast a rune, it is written down in your Runebook. While a Rune is in your book, its effect is permanent and applies every time it's possible (you cannot prevent it). The only way to discard a rune is to play another to overwrite it. Once a rune is discarded, it cannot be used anymore.



- **Instants:** these spells can be cast at any moment of the game, including when it's not your turn. They take immediate effect and cannot be countered or denied. Once cast, an instant spell is discarded and cannot be used anymore.



## Victory conditions

The first player to reach a set amount of points wins the game. The winner earns the right to have an orgasm the way they want, with or without the help of the other players.

Be careful! Having an orgasm before the end of the game means a loss (see "Losing" section for more details).

## How many points do I need in order to win the game ?

For a game of about 180 minutes :

- 2 players : 25 points

- 3 players : 40 points
- 4 players : 50 points

Feel free to discuss and adjust those numbers if you feel like your experience is too short, or too long!

## Scoring system

Every time a player performs an action, he scores points according to the value of the action.

- Soft action : 2 points
- Mild action : 5 points
- Hard action : 8 points

If two players perform an action together, they both get full points. It doesn't matter who played the action card in the first place.

*For example :*

**Player A** gives a kiss **to Player B**: Player A scores the points

**Player B** mimes a sex position **with Player A**: both players score the points

## Exceptions and addendum

Some cards mention when a player does not get points from an action. The text on the card always overrides the rules.

Besides, while most action cards easily follow this logic, some can be ambiguous. If you have any doubt, check the following list:

- *Photo sessions: for any photo-shooting, only the model scores the points*
- *(to be completed if needed)*

## Losing

If you happen to have an orgasm before the end of the game, you lose. Discard your whole hand, and turn your scoreboard face down. You are not allowed to buy or play cards anymore. You can still be a target for actions, but you won't score anymore points. You are now a Ghost. As a ghost, at the beginning of your turn, you receive one "*Ghost push*". You can use this ghost push to add or remove 1 from the score of any other player's roll. Once used, you have to wait for your turn to get a new "*Ghost push*". You can never have more than 1 "*Ghost push*" at a time.

# Playthrough

The players announce when was the last time they had an orgasm. The first player is the one who didn't have an orgasm for the longest duration.

Before the game starts, everyone rolls a d6. The result gives them an amount of temporary coins to buy their first cards. Any temporary coin that isn't spent is then discarded and cannot be used anymore. After everyone buys their card(s), the game can begin.

At the beginning of their turn, a player **must**:

- Increase their amount of coin by 1  
AND
- Throw a d6 and resolve the subsequent result (see d6-Table)

d6	Result
1	Get 1 extra coin
2	Get 2 extra coins
3	Get 3 extra coins
4	Get a permanent extra action
5	Get a free soft card
6	Lose a piece of clothing

Afterwards, they **can**:

- Buy any amount of cards they can afford
- Play as many spells as they want
- Play up to X actions, X being the maximum amount of actions available in a turn
- Trade once (*see Trading*)

Once all the actions have been played out, the player announces the end of their turn.

## Denying

Whenever you're the target of an action, you're allowed to deny it by giving a point to the player who played the card. If you don't have any point left, you can still deny the action by removing a piece of clothing. In the unlikely event that you have neither points, nor clothes left, you can still

deny the action by giving up your turn. The player who played the card gets to throw a d4 and get a reward from the following table:

d4	Reward
1	Full Purse
2	Unlock your full Runebook
3	Score 6 points
4	Get 2 cards of your choice from any of the piles

## Trading

Whenever it's their turn, a player can pick any amount of cards from their hand, to trade them for cards of the same value. However, this operation comes at the cost of one piece of clothing. If you're not wearing clothes anymore, every other player **may** roll a d6 and get a reward from the d6 table.

## Heating-up

Once all the soft cards have been depleted, the game enters the second phase. It has several consequences :

- The price of all the cards is halved, rounded up (but you still get the full points) which means mild cost 3, and hard cost 4
- Every mention of **“soft card” becomes “mild card”** (e.g.: when you throw the d6 at the beginning of your turn, rolling a 5 now gets you a free “mild card” instead of a soft one)



# FAQ

## Variantes

Time based game

## Lexicon

### IDEAS

- You can play an action of your choice from the discard pile (one per category)
  - Pick a card of any value at random in an opponent's hand (mild)
  - At the end of each lap, each players gets X free spells (up to a maximum of 4)
  - When rolling the d6, a 4 now gives you a free spell card
  - When you've reached your maximum of action and you can increase your actions by 1, you may chose to draw a free spell instead AND the maximum of actions is now 4
  - If you roll a 6 but you're already naked, every player gets to roll a d4 for a reward from the d4 table
- 
- Try out different iterations