

The Alchemists Apprentice

A Puzzle Game written by Scraggle



The object of the game:

To turn all the stone tiles into gold.

You do so by placing a coloured shape into the play area.

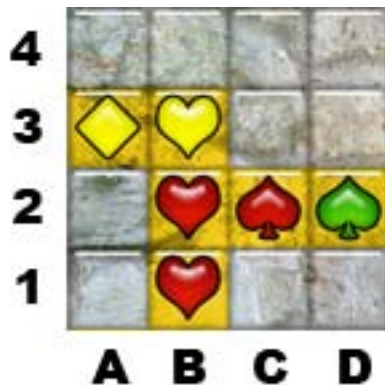
Of course, if you could place your shapes anywhere it wouldn't be much of a game!


So, there are rules as to where you can and can't place them.


Game Play:


A shape can only be placed next to another identical shape or alternatively a different shape that is the same colour.



For example, let's assume that our game currently looks like this:



If the shape we are currently trying to place is a yellow diamond  .
It can be placed in square A4 because both the shape and colour match.
It could also be placed in square B4 because the shape below it is yellow.
It can't be placed in C4 because diagonals do not count.
It can't be placed in A2 or C3 because it would then also be next to a red shape.

Now let's try to place a green heart  .
It is green so it will go next to the green spade in either D3 or D1.
Because it is a heart it can also go in squares B4 and A1.
But it can't go in C1 or C3 because of the spade in C2.

Now we will try a blue spade  .
There are no blue shapes so we cannot go by colour, only shape.
There are 2 spades already in place but we can only use one of them.
We can put our blue spade in square D1 or D3 only.
C1 and C3 are not available because of the hearts at B1 and B3.

Finally let's try a blue club  .
There are no blue shapes and no clubs which means it will not go anywhere. You will know this already without having to look too hard because your shape will have this  symbol over the top of it indicating that it can't be used.
In this situation you must discard the shape and get a new one. You do so in any one of three ways: 1. by clicking the discard button, 2. by clicking in the discard jar or 3. simply right click anywhere in the play area.

When you discard a shape bubbling acid will start to fill the discard jar. When it is full it is game over. However, everytime you successfully place a shape in the play area the acid will go down. Meaning you get only three consecutive discards if you need four then ... game over!

There are two shapes that don't follow these rules.

There is the block  and the bomb .

The block is the first shape you will be given at the start of each level and can be placed anywhere in the play area. It allows any shape and any colour to be placed next to it.

You might also get the block at random intervals throughout the game. If that happens then it must be placed adjacent to another shape but again this can be any shape and any colour.

The bomb is used to destroy any shapes that you have placed and are not happy with. There is no score for doing so but strategic use can be very beneficial.

Initially you have 5 shapes and 5 colours to contend with but each time a level is completed there is another shape and another colour to contend with.

Controls:

The mouse is used throughout the game. Position your shape with the mouse and left click to place it in the play area.

Right clicking can be used as a shortcut for discarding unwanted shapes but be careful ... you can only discard three!

Scoring:

- 5 points for every shape placed on to a tile that is already gold.
- 10 points for turning a tile into gold.
- 100 points for completing a vertical or horizontal line.
- 500 points for completing a vertical and horizontal line simultaneously.
- 1000 points for every level completed.

Credits:

The Alchemists Apprentice was written by Craig McFarlane aka Scraggle for a puzzle competition hosted by TheGameCreators.com.

All programming written by Craig McFarlane

All graphics produced by Craig McFarlane

Sounds and music sourced through royalty free internet sites. With the exception of the 'Level Complete' sound. Which is a voice sample of the creator.

Any suggestions and comments should be emailed to scraggle@gmail.com