

The Little Alchemist

This document will help you understand the game's content better. For each level of the game, you will have a list of vocabulary, and tips to help you if you struggle at any point.








If these tips are not enough and you still feel lost, you can refer to the full game guide in annex of this document.

Overview

Synopsis

Al, the Great Alchemist's apprentice, learns that the King is ill and accepts to go to the castle to save him.

Controls

			
Move	Left click	← ↑ ↓ →	 tap where you want to go
Action button	Left click	Spacebar	 tap
Open/ close menu	Right click	Esc	 or 

1. The introduction - Al's Garden



Understanding the text

English	Translation
Alchemist	
Apple	
Apprentice	
Aubergine	
Away	
Behaviour	
Brown	
Cabbage	
Carrot	
Castle	
Cherry	
Fruit	
Garden	
go prepare yourself	

Green	
Hope	
Ingredients	
King	
Kingdom	
Orange	
Pear	
Pepper	
Potion	
Purple	
Red	
Sick	
Terrible	
To prove something	
To save someone	
To understand	
To wait for someone's return	
Truth	
Vegetable	
Wheat	
Wonderful	
Yellow	

Tips and help

Objective: bring the vegetables and fruits of the colours that the man is asking.

💡 If in doubt, talk back to the man: he will repeat what he needs.

2. Inside Al's house



Understanding the text

Vocabulary and phrases

English	Translation
Bag	
Book	
Bottle	
Bracelet	
compass	
hood	
Inside / outside	
Necklace	

Understanding the game

What is happening?

You learned that the king is sick and you accepted the quest to save him.

You are inside your house to prepare for the journey.

Tips and help

Objective: find the items on the list.

- 💡 Open the list on the table. When you find an item in the room, go back to the list: it will be updated.
- 💡 All the items of the list are in the room, except the compass. When there is only the compass left to find, you can leave the house as instructed.

3. The Farm



Tips and help

West of Al's house, you will find a farm.

- 💡 Talk to the farmer, she will give you milk. It will be useful later.

4. The maze forest



Understanding the text

Vocabulary and phrases

English	Translation
Awesome	
Dog	
Follow the signs	
Hunter	
North, east, south, west	
Right, left, up, down	

Understanding the game

What is happening?

You are looking for the missing compass. You try to find someone with a compass in the forest.

What you should notice

Notice the signs written in dog language.

Tips and help

Objective: find someone with a compass.

💡 You need to read the signs written in dog language. Talk to the dog near Al's house and follow the instructions on the signs in the forest.

5. The hunter's



Understanding the text

Vocabulary and phrases

English	Translation
Egg	
Find your way in the woods	
Flower	
Hunter	
I'm glad you are here	
meat	
Mushroom	
recipe	

The forest needs to be protected	
To be hungry	
To cook	
To destroy something	
To have an accident	
You don't like him very much	

Understanding the game

What is happening?

You found the hunter and he has a compass.

What you should notice

In the forest, there is a chicken, flowers and mushrooms that you can pick.

Tips and help

Objective: find food for the injured hunter in exchange for the compass

- 💡 The hunter wants meat. There is a chicken south of the hunter's.
- 💡 If you spare the chicken, elements for an alternative recipe are in the forest (they sparkle now), on the way to the hunter's that you have already walked.
- 💡 When you have the chicken, or the elements for the recipe, go back to the hunter's to give him his food.

6. The journey to the castle



Understanding the text

Vocabulary and phrases

English	Translation
Boat	
Bridge	
Feather	
Fisherman	
Good luck	
It is not working	
Maze	
Near (the castle is near)	
Scary	
Smart (do you think you are smart?)	
Spell	
To exchange something	

To feel something	
To poison someone	
useful	
Youth potion	

Understanding the game

What is happening?





You need to cross the river and arrive to the castle.

What you should notice

There is a fisherman and a boat along the river.

Tips and help

Objective: get to the castle.

-  You have the compass, what now? Talk to the guard south of Al's house.
-  How to get the old fisherman's boat? Ingredients for a "youth potion" listed in your book are not far from the fisherman. Get them and talk to the fisherman
-  You forgot the ingredients for the potion? Talk back to the fisherman.
-  Not sure what to do with the boat? Go aboard and head south. Then follow the instructions. Be careful to look at your compass.

7. The castle guard



Understanding the text

Vocabulary and phrases

English	Translation
To pass (you cannot pass)	

Tips and help

Objective: convince the guard to let you go to the castle.

💡 You cannot convince the guard to let you go to the castle? You need the blue eloquence bracelet from Al's house and a bottle of milk from the farm west of Al's house.

8. Fight the Dark Mage and save the King



Understanding the text


Vocabulary and phrases

English	Translation
Democracy (put in place a democracy)	
Evil	
Fire, water, wind	
Fist (attack with your fists)	
Strong (you are not strong enough)	
Threaten (the forest is threatened)	
To attack	
To banish someone	
To be unconscious	
To capture	
To defeat someone	
To defend oneself ("defend yourself!")	
To happen (what happened?)	

To imprison	
To pretend (pretend to be someone)	
We'll see!	
What took you so long?	

Tips and help

Objective: in the castle, fight the dark mage and win.

 You cannot defeat the dark mage? You probably don't have the correct necklace. Go back to Al's house and get the necklace that is on the list on the table before trying to fight the dark mage again. Any attack else than using your bare fists should do the trick!

Annex: Full game guide

Phase A – Player’s exposition of the story and controls

A.1. Game basics

Al must pick fruits and vegetables of specific colours, as asked by the man.

- **Goal 1:** Bring back at least 2 red fruits
- **Goal 2:** Bring back something green, something yellow and something purple

Step A.2 – The Quest to save the king is revealed

The weather changes and someone comes screaming in panic that the King is dying. The little alchemist accepts to go save the King, returns to his little hut to prepare for the quest.

Phase B – Prepare the journey to the kingdom

B.1 – Gathering necessary items in the house

On the table in Al’s house, there is a check-list of items to take with him, left by the Great Alchemist.

The player will find all the items in the house, except the compass, which is elsewhere. Every time that a new item of the checklist is found, the player can go back to the check list and see that the item is now checked.

B.2 – Get a compass

On leaving the hut, the protagonist has two options: The forest (east) or the farmer's (west).

Path of the forest: The alchemist heads for the forest. A real labyrinth. There are signs telling the direction, but they are written in “dog language”, incomprehensible

to humans. Fortunately Sparkle (Companion dog) can help. Sparkle is near Al's hut, speaking to him will make him follow the hero everywhere in the game.

Encounter with the Hunter

The hunter has a compass for Al, but will only give it to him in exchange for food, because he is hurt and cannot hunt himself. Al has never killed an animal and doesn't want to have to do it. He has 2 options:

- kill a chicken just before the hunter's place, but it's against his principles
- Al can get all the ingredients to make an alternative recipe from the "book of spells and potions". If spared, the chicken will give Al an egg and the other ingredients can be found in the forest.

The hunter gives the compass to the alchemist after receiving his meal.

To the Farmer's: The farmer doesn't have a compass for the player, but will give Al a bottle of milk that will serve later.

Phase C – Reach the castle border

C.1 – Encounter with the Dark Mage

Al talks to the soldier that is guarding the way to the castle south of Al's house. With the compass, Al is allowed to pass and get to the river bridge.

Al sees the **Dark Mage** for the first time on the bridge. With an evil laugh, he will destroy it. The mage disappears immediately.

Al needs to find another way. A fisherman nearby may be able to help him.

C.2 – Help the fisherman

The fisherman has a boat that he can give to Al, but only if Al helps him by making him a youth potion.

Al collects the ingredients for the potion on the riverside: a blue flower, a red flower, a pink flower, brown mushrooms and a chicken feather.

To potion works, the fisherman becomes young again and leaves the boat to Al.

He also gives a map to Al that will guide him to the castle.

C.3 – On the river

When Al takes the boat and goes south to the castle, the Dark Mage appears again.

He cursed the place and now the directions are all mixed up, just like in the forest.

But with the map and the compass, Al and Sparkle find their way.

Phase D –The king’s castle

The little alchemist finally arrives at the castle's ramparts. A guard is sleeping near the entrance.

D.1 – Encounter with the castle guard

The guard wakes up when Al tries to get to the castle. He doesn't want to let him pass at first, but with the **blue eloquence bracelet**, Al convinces him, in exchange for a bottle of milk.

If Al does not have the bracelet or the milk, go back to his house or to the farmer's.

The bridge is now repaired, it should be faster than before to come back.

Phase E – Save the King

E.1 – Defeat the Dark mage

Al enters the main door of the castle and goes to the king but the Dark Mage is there too. He begins to cast dangerous spells on the alchemist.

If Al has the **purple necklace**, as supposed to, powerful spells are available and defeating the Dark Mage is possible without much issues.

With the **red necklace**, however, only weaker spells are available, and without any necklace at all, only his bare fists. In this circumstances, AI will probably have to go back to his house and get the proper necklace to defeat the Dark Mage.

AI wins the battle and the Dark Mage cannot move.

E.2 – The end of the game

With the Dark Mage immobilised, AI can try to cast a spell to reveal his identity. The spell only works if AI has a sufficient karma score (>1). The ending of the game is then revealed to the player.