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Alchemess: Tidy Up Your Potion Shop! is out now on Steam

A cozy first-person sorting game from Techplay, a two-person studio in Phuket. 2,080 bottles lie on the floor of a potion shop, and the player puts them back on the shelves at their own pace, alone, in co-op or in versus.

PHUKET, Thailand, 23 September 2026. Techplay Co., Ltd. released **Alchemess: Tidy Up Your Potion Shop!** on Steam for Windows PC on 17 September 2026. The game costs US$5.99. A free Label Maker in the browser lets anyone rename all 260 potions or translate the shop into another language, without owning the game.

Trailer: https://www.youtube.com/watch?v=pTic_wSrJWE
Steam: https://store.steampowered.com/app/4997190/Alchemess_Tidy_Up_Your_Potion_Shop/
Label Maker: https://techplay.co.th/alchemess/label-maker/

The game

Overnight, all 2,080 bottles in the player's potion shop have ended up in a heap on the floor. Each bottle has a name, a number and a printed label. The player picks them up one by one, works out which of the 26 shelves each belongs on, and puts it there.

There is no timer and no way to fail. A bottle placed in the wrong slot can simply be picked up again. A bottle in the right slot locks in with a green glow and stays there. The game saves every ten seconds, so an unfinished shop can be picked up the next day.

Physics and light

The heap runs on real physics. Bottles roll aside when the player walks through them, knock into each other and settle. Pulling one out from the bottom of a stack moves the ones above it. The liquid inside moves when a bottle is carried and foams when it is shaken.

The shop has a day and night cycle. The sun rises at a quarter past six and moves across three glass domes in the roof, and its light falls on the shelves as it passes. At night the candles take over. The shop never goes fully dark.

Technology

Alchemess is built in Unreal Engine 5.8 with Lumen for lighting and reflections, Nanite geometry, virtual shadow maps and Substrate materials. Substrate is what lets the bottles be transparent and tinted, with liquid moving inside them. The bottles reflect the candles, the fireplace and the domes, and the reflections change with the time of day.

Hardware ray tracing and ray-traced shadows are available in the settings. Both are off by default, and the default settings are tuned for graphics cards with 8 GB of memory.

The game detects the graphics card and offers the matching upscaler:

- **NVIDIA RTX cards: DLSS 4.** Super Resolution with the transformer model, which keeps the small label text sharp, plus DLAA, Ray Reconstruction, Frame Generation, Multi Frame Generation, NVIDIA Reflex and a sharpness setting.
- **AMD, Intel Arc and older NVIDIA cards: AMD FSR 4.1.1.** Native AA, Quality, Balanced, Performance and Ultra Performance modes, RCAS sharpening and Frame Generation.

There are also Low, Medium and High presets, a Custom mode with ten separate quality settings, and a built-in flythrough benchmark.

260 potion names

All 260 potion names were written by hand. They are sorted onto 26 themed shelves: 24 named after the Greek letters from Alpha (Beginnings & Firsts) to Omega (Dramatic Exits), plus a Sun shelf and a Moon shelf. Other themes include Goblin Economics, Ghosts & Yokai and After Dark Lunacy. Some examples:

- *Elixir of the Lich Who Just Wants a Hug*
- *Tonic of Invisible Until the Bill Arrives*
- *Brew of the Nap That Fixed Everything*
- *Potion of Arrows Politely Missing You*
- *Ambrosia of Poltergeist Paying Monthly Rent*

The labels are printed on aged parchment with the shelf's letter as a watermark and a red and gold initial. The game uses no AI-generated art.

Multiplayer

- **Online co-op:** one player shares a six-character room code and a friend joins their shop. No account, launcher or port forwarding is needed.
- **Couch co-op:** a second player joins on the same screen with a controller.
- **Versus, Sun vs Moon:** the shop is split in half, 13 shelves and 1,040 slots per side. Players race on time, on bottle count, or to be first to finish their half.

Label Maker

The free Alchemess Label Maker at techplay.co.th/alchemess/label-maker runs in the browser. Players can rename all 260 potions, rename the 26 shelves, set a language, see a preview of the

printed label, and download the result as a mod folder for the game's Mods folder. The game reads plain UTF-8 CSV files, so the community can translate the shop or fill it with their own names, for example as a joke pack, a language-learning pack or a set of in-jokes for a stream.

Also in the game

- Three difficulty levels, plus a Purist mode without helpers and a Hardcore mode
- 20 licensed music tracks that unlock as shelves are completed, with a music player in the menu
- Full controller support with button remapping, Steam Achievements, Steam Cloud, Remote Play Together and Family Sharing
- Ten languages: English, German, French, Spanish, Russian, Japanese, Simplified Chinese, Thai, Portuguese (Brazil) and Portuguese (Portugal)
- Made in Unreal Engine 5.8 by a two-person team in Phuket, Thailand

Key facts

Title	Alchemess: Tidy Up Your Potion Shop!
Developer and publisher	Techplay Co., Ltd., Phuket, Thailand (Dan Fury and Sunny)
Platform	Windows PC (Steam)
Release date	17 September 2026
Price	US$5.99, regional pricing applies
Genre	Cozy, first-person, sorting, co-op, versus
Technology	Unreal Engine 5.8, Lumen, Nanite, Substrate, optional hardware ray tracing and ray-traced shadows, NVIDIA DLSS 4 and Reflex, AMD FSR 4.1.1
Players	1 or 2 (online co-op, couch co-op, online and split-screen versus)
Languages	10 (see above)
Steam	https://store.steampowered.com/app/4997190/
Press kit	https://techplay.co.th/alchemess/press/
Website	https://techplay.co.th/alchemess
Press contact	techplayth@gmail.com

About Techplay

Techplay Co., Ltd. is a two-person independent studio in Phuket, Thailand. Alchemess: Tidy Up Your Potion Shop! is its first Steam release.

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