



# POTIONS

A Wizard's Apprentice Game™

How To Play



## Object:

Everyone is a wizarding apprentice, competing to become a wizard! Earn Potion Class Credit Tokens by being the first to match your Potion Cards with the rolled Potion Elements Dice. The first apprentice to collect five Potion Class Credit Tokens wins!

## Contents:

- 52 Cards (Potion and Action)
- 4 Potion Elements Dice
- 20 Potion Class Credit Tokens
- 1 Potion Class Credit Token Bag
- 1 Cauldron

## The Potion Elements Dice:

There are four Potion Elements Dice (Potion Type, Ingredient 1, Ingredient 2, and Application) that determine the specific potion you must make.

## The Potion Cards:

1. Potion Type: Love, Wisdom, or Transforming
2. Ingredient 1: Eye of Newt, Tooth of Dog, or Toe of Frog
3. Ingredient 2: Lizard's Leg, Wool of Bat, or Fenny Snake
4. Application: Drink, Powder, or Ointment
5. Merlin's Ashes: This can represent any element on the Potion Elements Dice.

## The Action Cards:

1. Merlin's Roll: You must re-roll one Potion Elements Die.
2. Change: You must change one Potion Elements Die to any element you like.
3. Take: You must take one card from another apprentice. If your card is taken, you must replace it with a blind draw from the top of the Draw Pile.
4. Spilled Cauldron: You can spill another apprentice's Cauldron. A player with a spilled Cauldron must discard all cards and draw an entire new hand (four cards) from the top of the Draw Pile.

**Note: After an Action Card is played that changes a Potion Die, all players must check the Potion Cards they've already laid face down to make sure all cards still match the dice icons. Return to your hand any card that no longer matches the Potion Elements Dice.**



## To Begin:

1. Shuffle the cards and deal each player four cards facedown.
  2. Place the remaining cards facedown in the center of play to create the Draw Pile.
- Note: During game play, start a Discard Pile (face up) beside the Draw Pile (facedown).**
3. Place the Potion Class Credit Tokens in the Cauldron and put them beside the Draw Pile.
  4. Select a player to roll the four Potion Elements Dice to determine the potion that must be made to complete the first round.
  5. Arrange the Potion Elements Dice on the table in the following order: Potion Type, Ingredient 1, Ingredient 2, and Application.
  6. Place any of your Potion Cards that match the Potion Elements Dice facedown in front of you. If you have duplicate Potion Cards in your hand, only one of them can be placed facedown to match the Potion Elements Dice.
  7. You can play any number of Action Cards you may have to help match the Potion Elements Dice.

## How to play:

1. Starting with the person who rolled the Potion Elements Dice and moving counterclockwise, begin the turn by taking one new card from the Draw Pile.
2. You will now have five cards and must discard one card from your hand. To complete your turn, choose a single card from your hand to be discarded.
  - If you have a matching Potion Card or Merlin's Ashes, you may place it face down in front of you, however, this card is still considered to be in your hand so you must still discard to complete your turn.
  - If you discard an Action Card, complete the action on the card, before play moves to the next player.
  - If you discard a Potion Card, there is no action, and play moves to the next player.
  - Once a card has been discarded, another player cannot pick it up.
3. Play moves to the next player and begins by a draw of a new card from the Draw Pile.

## Completing the first round:

The first apprentice to complete a Perfect Potion wins the round. This means the apprentice has only four Potion Cards and all have been laid face down into play. They match the four Potion Elements Dice. The winning apprentice receives two Potion Class Credit Tokens.



## Additional Rounds:

Collect and reshuffle the Cards after each round. Begin a new round with a new dealer (player to the left), who will deal the cards and roll four Potion Elements Dice. Resume play as in the first round.

## Apprentice Challenge:

Once you have collected at least one Potions Class Credit Token, you can call an **Apprentice Challenge** during your turn. You gamble that although your potion is not yet complete, it will beat at least one other player's potion. Once you call for a challenge, complete your turn by discarding face up and complete any action required. Play moves on to the next player. Each player has one final turn to try to beat the challenger. When all players have completed this last turn, reveal your hand. If you beat at least one other player, then the challenge has been successful and you receive **one Potions Class Credit Token**.

If you do not beat at least one player, you've made an unsuccessful challenge and you lose one Potions Class Credit Token to the cauldron.

**Note: Action Cards continue to affect play during Apprentice Challenges.**

## Scoring:

Potions Class Credit Tokens are awarded to the winning apprentice at the end of each round. Two Potions Class Credit Tokens are awarded for completing a Perfect Potion, and one Potions Class Credit Token is awarded for completing a successful Apprentice Challenge. An unsuccessful Apprentice Challenge requires the challenging apprentice to put one of his Potions Class Credit Tokens back into the Cauldron.

## Winning the Game:

The first player to earn five Potions Class Credit Tokens wins the game.



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