

RuleBook



15-30
MINUTES



2-4
PLAYERS



FAMILY
FRIENDLY
AGES
12+



Potions PLEASE

**LAURA
ERWIN**

Design and Games

LEDESIGNANDGAMES.COM

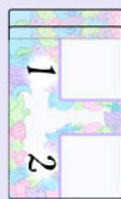
Potions PLEASE

Components:

- 55 Ingredient Cards (6 Mandrake Root, 6 Lavender, 6 Bloodroot, 6 Tea Leaves, 7 Crystal, 7 Candle, 7 Water, 7 Oil, 3 Wild)
- 26 Potion Cards (6 Pink, 6 Blue, 6 Purple, 6 Green, 2 Double Colors)
- 4 Witch Cards (Pink, Blue, Purple, Green)
- 3 Market Holder Cards



x6 x6 x6 x6 x2



x3

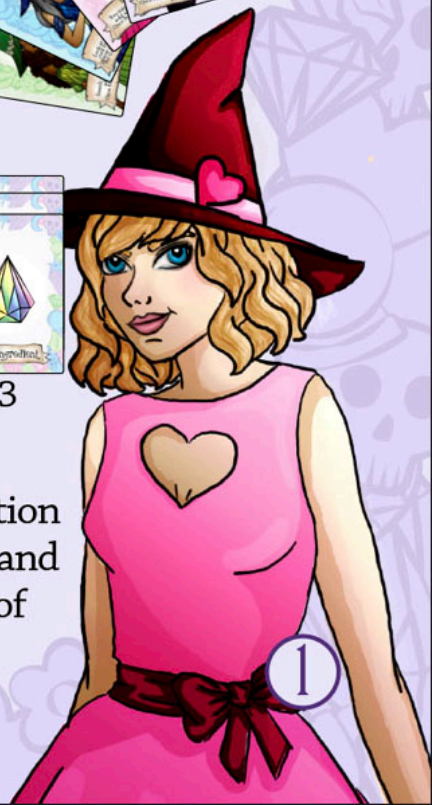
x4



x7 x7 x7 x7 x6 x6 x6 x6 x3

Objective:

Collect ingredients to brew 1 potion of each color: pink, blue, green, and purple. First player to brew one of each color wins.



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Set Up:

Separate and shuffle the Potion Cards and Ingredient Cards and place them on opposite sides.

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2-player game: Look through the ingredient cards and remove any cards that have a 3 or 4 in the corner

3-player game: Look through the ingredient cards and remove any cards that have a 4 in the corner

Take 3 Potions Cards off the top of the Potions deck and place next to the Potions deck face up.

Take 5 cards off top of Ingredients deck and place in a row next to the draw pile. This area is called the Market.

Line up the 3 Market value cards under the 5 ingredient cards from 1-5.

Reserve a space for a discard pile for Ingredients cards.



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Choose your Witch:

Each player picks a witch card before the game starts. Each witch has a special ability. Players can use the ability once per game at any time during their turn.

Witch Card Abilities:

Rosy Lovett: You may count crystal ingredient cards as a wild while making one potion.

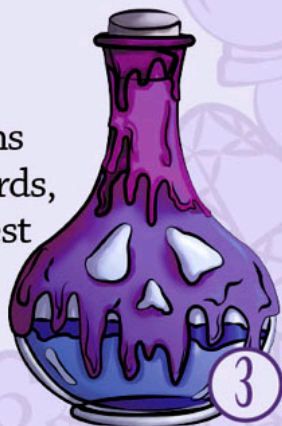
Iris Nightshade: You may drink someone else's potion and use its power.

Sky Celeste: Look at everyone's hand and take one card from each player. In a 2 or 3 player game, take 2 cards each.

Holly Forest: Search the discard pile for 3 cards add them to your hand.

Lets Play:

Choose a player to go first. Take turns clockwise. The first player draws 3 cards, the second player draws 4 and the rest of players draw 5 for the first turn.





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- There is no maximum card limit that a player can have in their hand. If a player has less than 5 cards at the end of their turn, they need to draw from the ingredient pile back up to 5 cards.
- If the ingredient pile becomes depleted, then the discard pile is shuffled and becomes the ingredient pile.

On a player's turn, the player will take four actions in the following order (no exceptions):

Ask, Take, Drink, and Make.

Special Rules:

For Colorblind Players!
Sometimes Colors can look similar, if so use these symbols to keep track of potion cards.



Purple



Pink



Blue



Green



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Ask. On their turn, a player must ask another player for a card (they cannot ask for a wild card).

- If the player has the requested card in hand, they must give the card to the person making the request.
- If the player does not have the card asked for, then the requesting player must draw a card from the ingredient deck.

Take A player will have 5 credits to spend at the Market for ingredient cards.

- They can take 1 or 2 ingredient cards each turn adding up to 5. The cost of the ingredient cards in the Market are from 1 to 5 (left to right).
- If a wild card is drawn from the ingredient deck, it automatically is placed in 5 spot first, a second wild card would be placed in the 4 spot, etc.
- At the end of the player's turn, all cards shift down to lower cost spots (i.e. if 2 cards were taken from 1 and 4, 2 becomes 1, 3 becomes 2, 5 becomes 3 and the replacement cards would be put in the 4 and 5 spots respectively).
- You **MUST** spend all 5 credits in a turn or lose them. You cannot carry credits to the following turn.

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Drink If you have a potion, you may “drink” it, use its ability, and flip it to the drunk side.

-Potions, once acquired, all count toward the end game goal, regardless of whether they have been used for their effect.

-Dump the Cauldron: Use one potion in your hand to spill all 3 potions in line up, and refill with 3 new potions

Make If you have the correct combination of ingredients that match a potion card, you can mix them to make that potion by putting them into the discard pile and collecting that potion card.

End of Game

The game end is triggered immediately when one player completes 1 potion of each color.



Potions PLEASE

Ingredients:



Water



Oil



Candle



Crystal



Wild



Tea Leaves



Mandrake Root



Lavender



Bloodroot

Quick Rules:

Ask Ask a player for a ingredient card (except wild). If they don't have it draw a card from ingredients deck.

Take Each turn you have 5 credits to spend on taking cards from market. You can take 1 or 2 ingredient cards each turn adding up to 5. Market replenishes at end of take phase.

Drink If you have a potion, you may "drink" it, use its ability, and flip it to the drunk side. You can Dump the Cauldron.

Make Fulfill a potions recipe in line up and take the corresponding potion.