

EN Every year the best Wizards and Witches battle to mix the most potent elixirs during the annual ‘Festival of Wizardry and Witchcraft’. Will you be this year’s winner by cleverly trading and mixing enough elixirs to score 8 points? Trade your ingredients wisely, as mixing the right elixirs will help you score additional bonus points.

Contents

112 cards: 72 ingredient cards (including 2 wild cards), 30 elixir cards and 10 bonus cards.

Before you begin



- 1) Place the 10 bonus cards face-up in two rows on the table.
- 2) Sort the elixir cards by colour and place them face-up in ascending piles from 10 (least potent) to 15 (most potent), with the 10 showing on top of each pile.
- 3) Shuffle the ingredient cards and create a draw pile.
- 4) Deal each player 5 cards face down from the draw pile. Up to 4 players can take part.
- 5) Turn over the top 6 ingredient cards from the draw pile and lay them face-up in the centre of the table. This is the “market”.

Object of the game

The first Wizard or Witch to score at least 8 points wins the game (10 points in a 2-player game).

How to play

The oldest and wisest Wizard or Witch begins, and play continues in a clockwise direction. On your turn:

- 1) Pick an ingredient
- 2) Mix one or more elixirs (optional)
- 3) Collect one or more bonus cards, if applicable.

1. Picking ingredients



There are 5 different types of ingredient: Eyes (blue), Spiders (purple), Worms (green), Lizards (yellow) and Mushrooms (red), plus 2 wild cards. Each ingredient card shows a value from 1 to 7 – representing the number of ingredients – that is used to mix an elixir (see “Mixing elixirs” below). Each wild card has a value of 4 and may be used as any colour ingredient.

To pick ingredients you **must** choose **one** of the following options:

- A) draw 1 ingredient card from the draw pile, or...
- B) take 1 ingredient card from the market, or...
- C) trade 1 ingredient card with the market.

If you choose to trade with the market, then trade 1 **ingredient card** out of your hand for **any number of cards** in the market that together add up to **exactly the same** trading value.



Example: You can trade a blue 7 for a yellow 6 and a purple 1 (7=6+1).

Once you have finished picking your new ingredients, you **have the option** to mix one or more elixirs on that same turn.

Tip: Try to make clever trades with the market to get as many elixirs and bonus cards in one turn as possible! And remember: wild cards can be used as any colour!

2. Mixing elixirs

Look at the row of elixir cards piled up on the table. From your hand, see if you can **make up the exact value of one of the elixir cards showing** using as many ingredient cards of the same colour from your hand as you can. (You can use one or more wild cards if you need to.) Can you mix an elixir then discard the ingredient cards used to the discard pile and place the elixir card in front of you. You may create more than one elixir in one turn, but you cannot re-use the same ingredient cards for different elixirs. You will **score 1 point** for each elixir card you collect.



Example: You decide to create the top yellow elixir using two yellow ingredient cards (4+6=10).

3. Collecting bonus cards

There are 10 different bonus cards up for grabs. You can earn a bonus card and place it in front of you if you meet one of the conditions described below. Once claimed, a bonus card cannot be acquired by another player. You can claim multiple bonus cards in one turn using the ingredient cards in your hand **or** any combination of elixir cards in front of you. You will **score 1 point** for each bonus card.



All 5 colours

Grab this bonus card if you're the first to mix at least 1 **elixir of each of the 5 colours**.

3 of 1 colour

Grab this bonus card if you're the first to mix **3 elixirs of 1 colour**.



3 in a row

Grab this bonus card if you're the first to mix **3 elixirs of sequential values**. For example: 10-11-12 or 13-14-15. (The elixirs' colours do not matter.)



2 elixirs

Grab this bonus card if you're the first to mix **2 elixirs in 1 turn**. For example: a yellow 10 and a purple 12 elixir (The elixirs' colours do not matter).

An elixir with 4 cards

Grab this bonus card if you're the first to mix an elixir using **4 ingredient cards of the same colour**. There are 5 of these bonus cards available, 1 for each of the 5 colours. Pick the one that matches your ingredients' colour. (Wild cards may be used and each one count as a 4 of that colour.)



Mixed elixir

Grab this bonus card if you mix an elixir consisting of **exactly 17 ingredients**, for example: a 4+6+7=17. Discard the ingredient cards to the discard pile and place the elixir card in front of you. (The ingredients' colours do not matter and wild cards may be used.)

Ending your turn

If you have more than 5 ingredient cards in your hand at the end of your turn, discard one or more cards of your choice **face-up to the market** until you have 5 cards left.

There must be at least **6 ingredient cards** in the market **at the end of a player's turn**. If necessary, draw as many cards from the draw pile as you need to bring the market back up to 6. If the draw pile runs out, shuffle the discard pile to start a new draw pile.

It is now the next player's turn.

Who wins?

The first player to score 8 points wins the game (10 points in a 2-player game).

