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POTION EXPRESS



6+



15min



2 - 4

KIWI
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Contenu - Contents - Inhalt
Contenido - Contenido - Inhoud



x50



x12



6+



15min



2 - 4

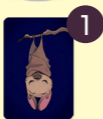


Hurry, there's no time to lose! The moon has just risen and everyone at "Potion Express" is getting ready to go gather the ingredients the various village witches have requested. There are pumpkins, mushrooms, and earthworms to find – there's lots to do tonight!

Aim of the game: Be the first to brew three potions (or four if you're playing the two-player game)!

Game setup:

1. Split the deck of bat cards in half. Turn one half to the side with the sleeping bat and the other half to the side with the awake bat. Now put both halves back together to create a single pile with the cards facing in opposite directions. Shuffle the pile and place it on the table so that everyone can easily reach it.
2. Draw nine cards from this pile and lay them out on the table in a 3x3 grid without changing the orientation of the cards.
3. Shuffle the twelve potion tiles and flip three of them over. Lay the remaining potion tiles ready in a face-down pile.
4. Each take a magic wand.



How to play:

The last person to have seen a magic trick starts; play then continues in a clockwise direction.

Playing your turn:

1/ Place your wand so that it points at a row or column in the card display.

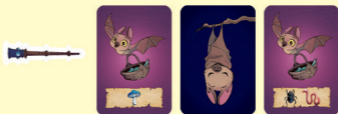


Careful: You're not allowed to point the wand at the start or end of a row or column that another player's wand is already pointing at.

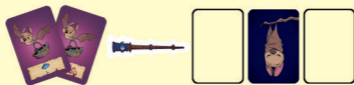
You must move your magic wand in each turn so that it points at a different "free" row or column.



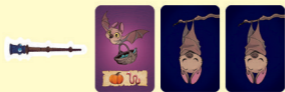
2/ **Abacadabra!** Turn the three cards in this row or column over: The awake bats are now asleep and the sleeping bats are now awake.



Pick up all of the cards in this row or column now showing awake bats and place them in front of you so that you can see them and the ingredients they're offering. Leave the cards showing sleeping bats on the table.



3/ Add new cards from the bat card deck to fill any empty spaces without changing their orientation.



4/ Check whether you can use the ingredients on the bat cards to brew one of the potions shown on the three potion tiles on display.

-If you can brew a potion, take the potion tile and place the required bat cards on the discard pile.

If you still have enough ingredients left over after brewing a potion to brew a second potion, then you can do so immediately. You can continue brewing potions for as long as you have enough ingredients to brew them.



When you've finished, replace each completed potion tile with a new one so that there are three potion tiles laid out again.

– If you don't have all of the ingredients you need to brew a potion, leave the bat cards in front of you for the next round.

Either way, it's now the next player's turn.

Note: If the pile of bat cards has been used up, make a new one like at the start of the game so that some bats are awake and some are asleep. Shuffle the cards, then place them ready as a new draw pile.


Special cards: There are two special cards:



Stardust is magical and can be used to replace any ingredient.



Turnaround: Use this card at any point in your turn to flip over any bat card on the table. (This allows you to turn a sleeping bat into an awake bat, for example, before you take the cards in a row or column.)

 **End of the game:**
The first person to brew their third potion (or fourth potion in the two-player game) wins.

 **Crédits:**

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Illustrations: Carine Hinder

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POTION EXPRESS

Attention. Petits éléments. Warning. Small parts.
Achtung. Kleine Teile. Advertencia. Partes pequeñas.
Avvertenza. Piccole parti. Waarschuwing. Kleine
onderdelen. Varning.
Små delar. Advarsel. Små dele. Advarsel. Små deler.
Προειδοποίηση. Μικρά μέρη.



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