

Potions & Sortilèges



Every 100 years, many witches from different countries are confronting during a witchcraft contest on the top of a very old crater's volcano. All the witches are taking many tests but only 4 of them are fighting for the final prize: a **Golden Broomstick** whose former owner was the witch **Brossetoi**. This Magic Broomstick gives 6 supreme powers to the witch who takes control of it until the next tournament: **Enchantment, Invisibility, Levitation, Petrification, Premonition and Regeneration**.

During the blue moon night, the four witches **Cépakoul, Manjunra, Yapafoto** and **Yapluka** were chosen to fight. They have to make a magic potion to win the **Golden Broomstick**.

*Have your cauldron and magic formula ready,
And let the battle begin!*

Aim of the game

Possess all the ingredients of your Potion card.

Set up

- **Pick randomly:** a Witch card, a Potion card and a Power card.
- **Dispose in front of you** the Witch card and the Cauldron card that correspond to your witch; the Power and Potion cards disposed on the hidden side.
- **Deal the players in 6 Sorcery cards each.** There are composed of Spells (S), Anti-spells (CS) and Special cards.
- **Dispose in the center of the table** the cards left into 3 stockpiles: Sorcery, Ingredient and Golden Coin cards.

Course of the Game

- 1) The witch who has the **higher number** on her card **starts**.
- 2) We play following the **clockwise direction**.
- 3) Before the first player starts, everyone has to play their **Special Cards** (with the thunder) if they have one. If a Special Card is picked during the game, it must be played directly. However, it is not an action of the game, the player must play again after using his Special Card.



La Pie Birthday: I stole a golden coin from the stockpile OR from another witch.

Tombapic: I stole a Sorcery card of my choice in the discard pile.

Volcano: Changes the chemicals in my cauldron. I change all my ingredients with new ingredients of the stockpile.

↳ The player who picks the card Volcano must immediately change all his ingredients with new ingredients from the stockpile. If he picks double ingredients or if he doesn't need some for his potion, the player has to throw the ingredients in the discard pile. Those ingredients cannot be purchased by other players. This is not an action of the game; the player can play right after.

4) When it is **your turn**, you **choose an action to play** (page 4).

5) The Sorcery Cards are put in a discard pile after being played.

When there are no cards left in the stockpile, you mix the discard pile and play with it as the new stockpile.

End of the Game

The game ended when a player gathered all the ingredients needed for his Magic Potion. He has to flip his Potion card face up and announce his victory.

Will you be smart enough to fool the other players and be the first to make the Magic Potion?

We dare you to try!

Different actions of the game

The player has to choose from the following actions. You can **only** play **one** of these each turn. **WARNING: after an action, you must have 6 cards in your hand! So pick up as many card as you need to reach 6.**

- **Cast a Spell (S) to the player of your choice** (the player attacked can defend himself if he is in possession of the Anti-spell (CS) that match): the winner of the battle can draw an ingredient. To facilitate the game, a Spell (S) and its Anti-spell (CS) are matching by the form and color in the corner of the cards.
- **Association of Spell (S) and Anti-spell (CS) cards:** the player picks an Ingredient or a Golden Coin from the stockpile. 
- **Throw all your cards and pick 6 new cards from the stockpile.** This action can happen if the player has no spell or if the cards he possesses do not suit him. In this case, the Player does not pick any ingredient.
- **Play your Power card:** this card can be played only once in the game. When played, it is disposed face up.

Absorption: I grab the ingredients of all players and mine, mix them and distribute them. I will start distributing to me and then, in the order of the game.

Invocation: I send a dragon to steal all the players' gold coins for me.

Manipulation: I choose 2 Sorcery cards in every players' hands, mix them with my own card and then, select the 6 cards I want to keep. **I always must have 6 cards in my hand at the end;** all the other cards go back in the stockpile.

Telekinesis: I change the Potions cards of the other players. If they have to throw ingredients (that are no longer needed), I am allowed to pick one of them.

Persuasion: I convince the other players to give me one of the ingredients of my choice. This power stops when you already have 4 ingredients in your potion, you cannot finish the game due to this power.

Synergy: I use the Spells (S) I have. One Spell for each player. If you want to play the Black Elf spell, it has to be the last player I choose.

Absorption & Telekinesis: the ingredients thrown are not for sale.



When a player wins an ingredient, he has to dispose it under his cauldron face up.

If the ingredient is not in the Potion's list, the player can sell it. He disposes the card in the center of the table when saying the ingredient's name out loud. The first to hit the card and scream « Sold » wins the ingredient, gives to the seller a Golden Coin and puts the ingredient in his cauldron.

List of Spells (S) and Anti-spells (CS)

Every Spell (S) has a particular Anti-spell (CS)

Acromentule (S): It robs an ingredient of my choice for me.

Basilic (CS): It scares the Acromentule. I keep all my ingredients.

Fireball (S): It melts one of your Golden Coin.

Ice stick (CS): It destroys the fireball. My Golden Coin is saved.

Vampire bat (S): You lose all of your Sorcery cards and pick 3 new ones.

Burning torch (CS): It scares the bat. I keep all my cards.

Dark crow (S): It robs the Sorcery cards of my choice.

Werewolf carrion (CS): It attracts the crow which flies away from my cards.

Hypnotizing toad (S): You are hallucinating. You throw all of your Spells (S) and I pick one of them.

Bambou wand (CS): It transforms the toad. I do not lose my cards.

Black Elf (S): We switch position but not cards.

Light Spirit (CS): It scares the Black Elf, I do not change seat.

Mower (S): It takes your time, you lose your turn.

Evil cat (CS): It gives me one of its 9 lives, I do not pass my turn.

Spiderweb (S): You are stuck. You cannot win or rob any ingredients until my next turn.

Dagger (CS): Its sharp blade cuts the spider web. I am free to win or rob any ingredients.

Specific Cards

Alec Cendre card (SU): I cast the Spell (S) of my choice (according to the list of Spells above). Only the **Maleficium card (CSU)** can counter this attack. The one who wins the battle cannot pick up an ingredient.

Maleficium card (CSU) is the only card able to counter any spell. Countering a spell with this card does not allow you to pick up an ingredient.

Black Elf card (S): I switch position with the player of my choice. The one who casts this Specific card can grab a new ingredient from the stockpile and make sure to have 6 cards in his hand. The next player is the one at the left of the player who plays the Black Elf card.

Contents

4 cards Witch
4 cards Cauldron
6 cards Power
6 cards Potion
30 cards Ingredient
62 cards Sorcery
16 cards Golden Coin

Game for 2 to 4 players.

Have fun!



*One question? Some Feedbacks? A review?
We look forward to hearing from you
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Translated by Anne Boidron