



CHAUDRON PARTY



A game by Grégory Germain, illustrated by Cyril Bouquet.

GOAL OF THE GAME

Sorcerer's apprentices, to your grimoires, because a party is getting ready! Scour the forest of Pacherlebois in search of ingredients to concoct your magic potions and score as many points as possible! The sorcerer who scores the most points will win the game and become the Grand Sorcerer of the evening! But beware, not only are the ingredients difficult to catch, but you also have to be careful not to get lost along the way!

THE CARDS

1. Forest cards (x36):

They include:

- **Ingredient cards (x30):**

They are necessary for the elaboration of the Potions.

These are the cards:

- **Mushroom** (red, x6),
- **Rat** (blue, x6),
- **Toad** (green, x6),
- **Pumpkin** (orange, x6),
- **Mandrake** (yellow, x6): this is a **joker** that replaces any other ingredient.

- **Dead-end cards (x6): to be avoided!!** They can make the player who got lost in the forest lose his turn and prevent him from finishing his Potion.

2. Potion cards (x18): they show the **ingredients** to be collected to make them, the **magic formula** to be pronounced and the **points** they score.

SETTING

1- Shuffle the **Forest cards** and arrange them in a 6x6 square, with the forest side up.

2- Shuffle the **Potion cards** and reveal four of them.

The **first player** is the last one to have simmered a dish in a cauldron, stewpot or casserole... otherwise it is the one who imitates a toad the best!



GAME TURN

STEP 1: Exploring the forest! In turn, the player reveals Forest cards, **one by one**, anywhere in the Forest. According to the principle of memory:

- 2 identical Ingredient cards revealed = 1 Ingredient card won!
- 3 identical Ingredient cards revealed = 2 Ingredient cards won! And so on...

However, you'll have to **push your luck**, because as soon as you reveal **three different Ingredients** or **two Dead-end cards**, the round is lost! Here is an example simulating all the cases:

The player has just revealed a second Pumpkin...

The round is **LOST** because **three different Ingredients have been revealed**. The player does not win any Ingredient cards and this puts an end to the exploration step.

The round is **LOST** because **two Dead-end cards have been revealed**. The player permanently discards one of the two Dead-end cards. (the card is put back in the box: it will not be used until the end of the game) and the player does not win any Ingredient cards and this puts an end to the exploration phase.

- **STEP 2: Potion or not Potion?** If he wishes, the player can **concoct one** (and only one) **visible POTION** by spending the corresponding ingredients. The player then **says the magic formula**. This potion will earn him **points**. To do this, the player takes the Potion card and keeps it face up, **then randomly places the spent Ingredient cards face down in the forest**. Finally, the player unveils a new Potion card.
- **STEP 3: Back home!** At the end of his turn, he turns over all the Forest cards he has revealed and it is the next player's turn.

END OF THE GAME

When a player reaches:

- 7 points for 4 players,
 - 8 points for 3 players,
 - 9 points for 2 players,
- we finish the round and the game ends. **The player with the most points is declared Grand Sorcerer of the party!**

VARIANT

If the player reveals **two Dead-end cards**, in addition to losing his turn and discarding a Dead-end card, he **loses a previously collected ingredient** (if he has any) of his choice. He shows it to the other players and returns it to the forest, face down. His round is lost without making any Potion.

