



TOIL AND TROUBLE

INSTRUCTIONS

INTRODUCTION

You are both apprenticed to an alchemist, and he has tasked you with mixing two different potions you've never heard of before using random ingredients he supplies. Fortunately he has given you samples you can use to try and work out the ingredients, unfortunately he has given you only one cauldron to work with, and your workbenches can only hold 5 ingredients at a time. Also you only have 75 seconds to mix it in. And the loser gets fired.

Good Luck!

HOW TO PLAY

If you click start and nothing happens, don't panic. Sometimes it takes Unity a while to render each scene.

After you've entered your player names you'll each be given a potion with a particular colour, and 5 coloured ingredients. After 75 seconds, your goal is to have the colour of the cauldron in the middle as close to your potion as possible. You do this by adding ingredients to it, each of which also has a colour. Every time you use an ingredient there will be a 5 second cooldown period before you get a new one added, and you can throw away ingredients you don't want to use.

UI EXPLAINED



CONTROLS

P1

Add Ingredients

1, 2, 3, 4, 5

Toggle Bin Mode

Alt

P2

Add Ingredients

6, 7, 8, 9, 0

Toggle Bin Mode

Alt Gr