

# CHAOTIC CONCOCTION

3-4 Players  30 minutes

## Story

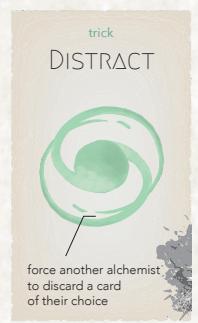
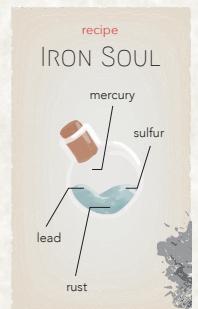
You are alchemists trying to create a potion of immortality. Unfortunately, there's only one pot to brew it in. Everyone takes turns throwing in ingredients, trying to complete their own version of the recipe. But with everyone adding to the potion, things can quickly go wrong. Certain combinations of ingredients trigger unpredictable and sometimes explosive effects, and creating too much chaos can even take you out. The more ingredients you add, the more chaos ensues. Be the first alchemist to perfect the potion of immortality in Chaotic Concoction.

## How to Start

1. Shuffle all the decks using “Recall and Shuffle” buttons.
2. Everyone gets a random *Recipe Card* in their hand. This is your goal: if all the ingredients on your recipe are in the potion, you win. (Drag it to your hand at the bottom of the screen.)
3. Everyone starts with 4 cards from the Draw deck in their hand.
4. The person who went to sleep earliest last night goes first.

## On Your Turn

1. You play 1 card per turn:
  - add an *Ingredient* to the potion. →
  - or
  - play a *Trick* on another alchemist. →
2. Add (+) or subtract (-) Chaos using the counter.  
If **10 Chaos** is reached, flip over a new *Chaos Effect*, →  
and set Chaos to 0.
3. Draw a card at the end of your turn.



## **Types of Cards**

*Recipes* - an alchemist's goal, a certain combination of ingredients in the potion.

*Ingredients* - builds toward a recipe. Ingredient effects happen only when they are played.

*Tricks* - sabotage, stealing cards, removing ingredients from the potion.

*Chaos Effects* - can be instant (happens once), persistent (new rule), or two-round long effects.

## **FAQ**

### **Q: Can Chaos be a negative number?**

A: No, the minimum Chaos count is 0.

### **Q: Does Extracting an ingredient “undo” its effects?**

A: Nope! An ingredient's effects happen when it is played and can't be undone.

### **Q: Where do Tricks go when they are played?**

A: Directly into the discard pile.

### **Q: How do I “negate” a Doom effect?**

A: If the ingredient specified on the Doom effect gets put into the potion within 2 full rounds, or is already in the potion, the explosion is prevented and the effect cancelled. Doom can be negated on the turn of the explosion. This means the target has 2 remaining turns to prevent the explosion, or win.

### **Q: When does a Doom explosion happen?**

A: Two rounds are complete when every player has taken two turns since Doom was drawn. At the end of two rounds, the explosion triggers. Doom can still be negated on the turn of the explosion.