

Rule Book

1. Introduction (objective) -revise

A board game for 2-4 players. You travel around the board with a dice, collect resources, craft potions, and fight other players. In this magical race, you play as a fantasy character who traverses the board and explores its wonders to become the most successful alchemist. Your journey involves moving around the game world, gathering resources, brewing powerful potions, and attacking anybody that stands in your way.

The core objective of the game is to manage your resources, plan strategic movements, and decide the right time to attack your rivals. In the end, your goal is to collect 20 coins.

2. Game Components

- 1 Game Board
- 4 Player Pieces
- 1 Die
- Coins Pieces (in-game currency)
- Resource Pieces (materials for potion-making)
- Potion Cards (crafted potions)

3. Getting Started

- Each player selects a wizard piece and places it in the marketplace at the center of the board.
- Potion Cards (Crafted potions) are laid out on the table for all players to view, duplicates of potion cards are stacked on top of each other.
- Resource pieces (materials for potion-making) are organized on the table such that every piece is easy to access throughout the game.
- Each player starts with 0 coins, 0 resources, and 0 potions.
- Turn order is decided before the players start the game

4. Gameplay

Turn Order:

(Action Phase)

- The player may choose to either use a potion against an opponent before moving their piece, or if they are in the market area, they can use their turn to craft potions.
- If a player passes by or lands on another player's space, they also have the choice to use a potion against that player.

(Movement Phase)

- If a player decides to move, they roll a die to determine the number of spaces they move their wizard around the board.

- The player must move in the same direction they did in their previous turn.
- If a player reaches a junction (1 or more alternative paths), they can choose any path other than the original path they came from.

(Special Movement)

- If at any point a player passes by the Market Area, they can choose to stop there, regardless of if their dice goes past it, or honour the dice roll and pass through the market. The market area counts as 1 tile.
- If a player chooses to attack another player, their piece moves to the position their dice rolled to after the player uses their potion(s).
- Once a player has finished their turn in the market, they are able to move in any connecting path they wish regardless of which path they entered the market from.

Board Spaces:

- Resource Space: Gain 1 of the resource on the resource space
- Market Space: A player here can pass through the space and choose a new direction or they can stop at the market and craft potions. Crafting potions resolve an entire turn, meaning that the player's next turn after arrival is resolved for crafting. Here, a player cannot be attacked.
- Negative Tiles: A player may land on a negative tile. Possible negative tiles include: -1 Mat (Player loses 1 material), -2 Mat (Player loses 2 materials), -1 Pot (Player loses 1 potion). The player can decide which material(s) or potion to give up.

Potions:

- Speed Potion, get another dice roll this turn: costs 1 Flower & 1 Grass, worth 2 coins.
- Invisibility Potion, immune to negative tiles until the start of next turn: costs 1 Flower & 1 Honey, worth 2 coins.
- Defence Potion, immune to attacks until the start of the next turn: costs 1 Wood & 1 Honey, worth 3 coins.
- Teleport Potion, move to any spot on the board. After being used, the player can continue the turn as if it is a normal turn. Landing on top of a player allows you to use a potion against this player. Upon landing, the player can choose which direction to go: costs 1 black rock & 1 purple crystal, worth 4 coins.
- Swap Potion, swap position with another player. After being used, the player can continue the turn as if it is a normal turn. Both swapped players must continue moving the same direction as the player in the previous position: costs 1 mushroom & 1 purple rock, worth 3 coins.
- Poison Potion, target player loses 2 resources. In order to use this potion, you must be in an attacking position, meaning you must have passed or landed on top of the target player. The target player chooses which 2 resources to give up: costs 1 mushroom & 1 grass, worth 2 coins.

- Meteor Potion, target player losses 4 resources. In order to use this potion, you must be in an attacking position, meaning you must have passed or landed on top of the target player. This potion can be played after a dice is rolled meaning it does not have to be played at the beginning of the player's turn. The target player chooses which 4 resources to give up: costs 1 black rock & 1 wood, worth 4 coins.
- Reroll Potion, allows you to reroll a dice that you have already rolled. This potion can be played after a dice is rolled meaning it does not have to be played at the beginning of the player's turn: costs 1 mushroom & 1 grass, worth 2 coins.

Player vs Player:

- When a player gains an attacking position on a target player, they have the choice of using either a Poison Potion or a Meteor Potion on this player.
- In order to gain an attacking position, a player must pass by this player or land directly on their square. The player can be passed in any direction, either facing each other, or being passed from behind.
- The attacking player can use at most 1 potion at a time.
- Once a player decides to use a potion against another player, they will continue moving their piece to complete the number of moved tiles decided by the dice. For example:
 - Roll 6, move 4 spaces and a player is met.
 - Use a poison potion
 - The target player chooses two resources to give up
 - Continue to move 2 more spaces forward
- Players that have used a defense potion since their last turn are immune to any attack until it is their turn again. Once it is their turn again, they may use another defense potion.

Crafting:

- Crafting is an action that can only be performed in the market area. It is an exchange of two resources as listed on the card face for 1 copy of the potion card.
- Crafting uses an entire player turn.
- The player is able to craft as many potions as they would like during their turn spent in the market.
- Multiple players can be in the market simultaneously.

5. Scoring

Win condition:

- The winner is the first player to reach 20 coins.

Coins:

- Coins can be earned by selling potions. Selling potions is a financial exchange in which you lose a potion, and gain its value in coins.
- A player can only sell coins when in the market area.
- A player is able to lose potions and resources through either negative tiles or attacking potions from other players. Coins cannot be lost, they are a secured resource.

6. Advanced Rules

Potion usage per turn:

- A player can use at most 1 "Poison or Meteor" Potion per attack. Other potions have no limit to their usage per turn.

7. Glossary (terms)

Resource Pieces:

- Materials used for potion crafting.

Potion Card:

- A completed potion with a specific effect that can be used against opponents or for movement/utility.

Coins:

- The in-game currency used to purchase items from Market Cards.
- Coins cannot be lost; they are a secured resource.
- They are the basis for a financial victory.

Market Area:

- The central space on the board where players can choose to stop regardless of their dice roll.
- A player can use their turn to craft potions when their piece is in this area.
- The market area counts as 1 tile during movement.

Crafting:

- The action of combining Resource Pieces to create a Potion Card.
- This action can only be taken when a player is in the Market Area.

Attacking Position:

- A state achieved when a player's piece passes by or lands directly on another player's square.
- This grants the option to use a Poison Potion or Meteor Potion against the target player.

Negative Tiles:

- A space on the board that, when landed on, causes the player to lose materials or potions.

- Examples include: -1 Mat, -2 Mat, and -1 Pot.
- The player decides which materials or potions to give up

Junction:

- A point on the board where a player can choose between one or more alternative paths to continue their movement

8. FAQ