A tactical collection game
for 2–4 players, 10 years and up
duration: 30 min
Ein taktisches Sammelspiel
für 2–4 Personen ab 10 Jahren
Spieldauer ca. 30 min
English rules page 12
**Object**

The wizards meet for a competition. Their aim is to discover who can brew the strongest magic potion. Ingredients, kitchen tools and magic tools are arranged in a magic hexagon. Every object corresponds to one of four elements – fire, water, earth or air. The wizards try to capture as many high-scoring objects as possible for their secret recipe; and they use particular combinations of objects to win special power stones. Master wizards also compete by using the super-powerful element discs and hidden mission cards. When all the magic objects have been removed from the hexagon, it becomes apparent which wizard has brewed the most intoxicating potion.

**Game materials**

- **80 multicolour motif discs** (magic objects)*
- **11 black discs** (magic portals)
- **32 power stones** (wooden) (16 green, 8 light blue, 8 dark blue)
- **10 cards** (4 hypnosis cards, 6 info cards)
- **4 figures** (wooden)
- **4 element discs**
- **17 mission cards**

*One empty motif disc to use as a replacement disc.

**Guide to motif discs and scores**

The basic colour of 80 multicolour discs corresponds to one of the four elements: red = fire, blue = water, green = earth, white = air.

The motifs shown on these discs fall into three groups:

- 48 discs with **ingredients** score 1 point
- 16 discs with **kitchen tools** score 2 points
- 16 discs with **magic tools** score 3 points

The 11 black discs count as magic portals without any value.
Preparation
A hexagonal game field is set up with the 80 multicolour and 11 black discs.

(For a clear idea of how to play, it is advisable first to follow these set-up instructions for the game field, and only then to refer to the next section.)

All the multicolour discs are shuffled with the motifs face down.
Place 3 black discs next to each other in the middle of the game field.
Then, extend this basic row of the hexagon as shown below.

First, set up the middle row.
The grey discs stand for motif-images face upwards.

The multicolour discs are randomly flipped over and placed alongside each other to create a line-up which is different in every game. Above and below the basic row, the game field is now finished using this principle. The positions of the black discs are fixed; and they are the same for every match. See sketch (right).

The figures are placed randomly on the four black discs, as shown in the sketch marked X.

The power stones are placed alongside the game field.

Each player receives a hypnosis card and an info card (“scores”).

The first player is nominated.
Play then continues in a clockwise direction.
Play

Magic potion is a collection game based on the four elements. With the help of the figures (each corresponds to one of the four elements) the aim is to capture as many high-scoring discs as possible. The unique factor: nobody keeps an individual figure! Every player takes his turn and decides freely which of the four figures to move. A figure can only ever capture the same colour discs.

Move and capture

The current player **must** move one of the four figures. He moves it to an acceptable **target field** at any distance and in one of up to six valid directions. No turning is allowed during the move.

An acceptable **target field** is any disc where at least one neighbouring disc’s colour is **identical to the colour** of the moved **figure**.

Having reached a target field with the figure, by following the removal rules (see below) the player may remove any neighbouring discs of the same colour from the field and put them face upwards in front of him.

**Gaps** in the game field may not be passed by the moving figures.
**Other figures** do also block.
**Black discs** may be moved to or passed by during a go.

Removal rules for capturing discs:

- **Special rule at the start of the game:** In the first round of a match, every player is allowed to remove only one single disc.
- It is never allowed to remove a disc with a figure on it.
- It is only allowed to take away discs that are the same colour as the moved figure.
- It is only allowed to remove discs from **one group**, i.e. only **ingredients** (1 point), or only **kitchen tools** (2 points) or only **magic tools** (3 points).
The following applies:
• It is always allowed to remove ingredients (1 point).
• Before it is allowed to remove higher scoring discs of a colour set, certain conditions must apply. These conditions vary depending on the number of players:

For 2 players 🧁🧁:
• A player can only remove kitchen tools (2 points) of a certain colour provided that he already has 2 ingredients of this colour.
• A player can only remove magic tools (3 points) of a certain colour provided that he already has 3 discs of this colour.

For 3 🧁🧁🧁 or 4 players 🧁🧁🧁🧁:
• A player can only remove kitchen tools (2 points) of a certain colour provided that he already has 1 ingredient of this colour.
• A player can only remove magic tools (3 points) of a certain colour provided that he already has 2 discs of this colour.

Example: A player has captured 2 red discs. During a duo match, he is now allowed to capture red kitchen tools as well. During a match with 3 or 4 players, he would be allowed to capture both red kitchen- as well as magic tools.

Jump and capture
If a figure can reach a target field by moving, then it must be moved. However, if a figure cannot do this, it may jump to one of the eleven black discs (even jumping over gaps and other figures). The condition is (the same as for moving): at least one disc has to be next to the black disc that the player is allowed to capture by following the rules.

A player is still allowed to jump with a figure, if he can only access discs by moving that he is not yet allowed to remove on the basis of the removal rules. Whether or not a person can jump with a figure can vary from one player to the next. It depends on what the individual player has already captured.

Example: During a duo match, Player A has now only captured 1 red ingredient. So, he is not allowed to remove the accessible discs 2 and 3. The red figure cannot move and reach any red disc worth 1 point. Player A is allowed to jump with the red figure to the black target field Y.
Value of the power stones
During the match the players can capture power stones for particular sets. The power stones are placed alongside the captured discs and, at the end, are calculated with the overall scores.

COLOUR SETS
• One green power stone is for a set of 4 ingredients with 4 different colours (4 points).
• One light blue power stone is for a set of 4 kitchen tools with 4 different colours (6 points).
• One dark blue power stone is for a set of 4 magic tools with 4 different colours (8 points).

MOTIF SETS
• For a set where all four discs have identical motifs (e.g. 4 quills) there is a power stone equivalent to the value of the group which the motif falls into (ingredients = green power stone, kitchen tools = light blue power stone, magic tools = dark blue power stone).

Please note*: For the ingredients, a motif set has identical colour discs. For the kitchen- and magic tools, a motif set has 4 different colour discs. These sets always count both as a colour- and as a motif set, i.e. they are worth two power stones.

Separated areas ...
... by removing a disc
If the removal of a disc leads to one or more separated areas where there are only multi-colour discs (no black discs) and no more figures, the current player may take all the discs from these areas. He is also entitled to remove discs, which he is not yet allowed to remove, on the basis of the removal rules.
... by jumping out with a figure
A figure can stand alone on a separated area with only one or more multicolour discs (without black discs). If a player jumps out of such a separated area with a figure, as described above, he is allowed to remove all the discs from this area.

The hypnosis card
Once during every match, each player has the opportunity to force the preceding player (i.e. seated on his right) to move a particular figure to create an extremely advantageous combination for his turn. To do so, he uses his hypnosis card.

Any player who decides to do this must call aloud directly when the fellow player takes his turn. For example, “I’m playing my hypnosis card and instruct you to move the red figure.” The fellow player must carry out the instruction.

If there are several possible target fields for the figure in question, the hypnotized player can decide where to move the figure. The player who requested the move now loses his hypnosis card and places it back on the stack.

It is not allowed to play two hypnosis cards in succession.

Game end
The match ends when the last disc has been captured.

Special case: it is possible for multicolour motif discs to remain in the game field even though no figure can currently be moved. Now, the match also ends. None of the players receives the uncaptured discs.
Scores and winners
- First, the players add together all the points for their captured discs. (1, 2 and 3 points)
- Then, the points are calculated for the captured power stones. (4, 6 and 8 points)

Please note: A disc can be calculated with the final scores on the basis of its points (1, 2 or 3), and simultaneously its colour- and motif sets.

The individual scores are used to calculate a player’s total points.
The winner is the player with the highest number of points.

GAME VARIANTS for advanced players
Variants 1: The element discs

Preparation
At the start of the match, the four element discs are placed with the reverse sides face upwards alongside the stack of power stones.

How to collect an element disc
The first player to capture at least one disc from every group of one element (i.e. at least 1 ingredient, 1 kitchen- and 1 magic tool of identical colour) takes the relevant element disc and flips it over to the symbol side.
How to use an element disc
Any player who has element discs is allowed to play one of them during his go, instead of moving a figure. In this case, the player may swap any random disc from the field for his element disc. The colour of the removed disc need not match that of the element disc. However, the player can only remove those discs from the field which he is also entitled to collect by following the removal rules.

How to collect an element disc from the field
Once placed in the playing field an element disc can be captured by a figure of the same colour just as other discs. Since an element disc does not belong to any of the three disc groups, it is allowed to remove them with same coloured discs of a group (regardless of which group the other discs fall into). Whoever captures an element disc from the field can re-use it later, as described in the above rules.

Value of the element discs at the end of the match
If there are only element discs left in the game field, the match ends. Any element discs in a player’s possession score zero points.

Variants 2: Mission cards
Preparation
At the start of the game, blind shuffle the cards; each player draws and keeps the cards face down, as follows: one green card (with 4 ingredients), one light blue card (with 1 kitchen tool in 4 colours) and one dark blue card (with 1 magic tool in 4 colours). During the game, the player keeps these mission cards hidden from fellow players.

Scores
Every disc that matches up with the motifs on the personal mission cards is worth 2 points when calculating the final scores (regardless of whether the scores for the disc are calculated in sets).

Both game versions can be combined with each other.