


Quick Start Instructions

Cauldron Quest (2-4 players)

(a co-operative game where you work together!)

How to Play:


1. Layout the board in the center and randomly place the **6 Potion Bottles**, ingredient-side down, on the  spaces. **Without looking**, pick 3 of the 6 **Ingredients** (white circles) and place them face up in the center Cauldron.
2. Place the **Wizard Hat** on the arrow on the **Wizard's path**. Shuffle and place the **Path Blockers** (black circles), face down near the board. Place the 2 **Action Dice**, 3 **Magic Dice**, and the 1 **Spell Breaker Token** near the board.

3. Decide who goes first. **Take turns rolling both action dice**. Did you roll any of the following pairs?




- A. **Move a potion bottle** by the number on the dice. A potion bottle can move **along** the Wizard path, but cannot move past **Path Blockers** or the **Wizard Hat**. Only potions with ingredient face up go into the Cauldron.



- B. **Move the Wizard Hat** clockwise on the ring by the number on the dice. Whenever a **Wizard Hat** lands on a space with a potion, that potion must move to the nearest  space

- C. **Turn over a path blocker** and place it on the matching space.



- If the **Path Blocker** lands on a space with a potion, that potion must move to the nearest  space.
- You can use the **Spell Breaker Token once** to remove one blocker.



- D. **Roll the 3 Magic Dice**. Say out loud whether you think you will roll any of the charms. If you guessed correctly, do the following actions.

- **Reveal Charm** (all 3 dice are even numbers): You can reveal any potion bottle ingredient. Leave it face up for the rest of the game.
- **Swap Charm** (all 3 dice are odd numbers): Swap any two Potion Bottles anywhere on the board.
- **Super Power Charm** (all 3 dice add to 12): Move a Potion Bottle up to **6 spaces**, ignoring **Wizard's Hat** and any **Path Blockers**.

Winning the game! Once all 3 Potion Bottles with the correct ingredients are in the Cauldron, then all players win! If the wizard blocks all 6 paths before the ingredients are in the Cauldron, then you all lose! But you can play and try again! .