Quick Tips (use along with the original instructions)

Potion Explosion (2-4 players)

Setup:
- Each player places **1 desk board** in front of them. Leave space above and below it.
- Take out all 8 different kinds of **potion bottle tiles**. Remove 2 kinds and put them back in the box. For your first game, we suggest removing the **Balm of Uttermost Stickiness** and the **Filter of Lavamancing** potions (see Instructions p. 12 for potion names and effects).
- Among the remaining 6 potions, find the **2 starter potions** marked with a tiny star and lay them in the middle. Decide who goes first and give them the **First Player token**. Starting with them, everyone picks **1 starter potion** and puts it in the **brewing area of** their desk board**, recipe side up** (the side with the coloured stripes). Starting with the last player, everyone takes a **2ⁿᵈ starter potion** and adds it to their brewing area.
- **Shuffle remaining potions together.** Randomly divide them **5 stacks**, **recipe-side up**. Note that potions have different point values that will be added at the end.
- **Put all the Ingredient marbles in the tank** of the Dispenser so they fill the 5 tracks.
- For your first game, remove the **Little Help tokens**. See pg. 6 for how to use them later.
- Put the **Skill tokens** in a **"countdown stack"** depending on the number of players:
  2 players = 4 Skill tokens   3 players = 5 Skill tokens   4 players = 6 Skill tokens

How to Play:
- To begin a turn, **take 1 marble** from the dispenser as your **"regular pick"**. If this makes **2 marbles of the same colour** collide, take them as well. If removing those marbles causes 2 more marbles of the same colour to collide, take those too! See p. 5 for examples.
- After taking your marbles, put them on **matching colour holes** of your potion tiles. Once you place a marble on a potion, you can't move it until the potion is complete.
- If you have marbles that can't be placed on potions, place them in the **flask** on your desk. If this flask is full, you must put the remaining marbles back into the Dispenser.
- A potion is complete when **all its holes are filled**. At this point, you can return all the marbles to the Dispenser. **Flip the potion to its completed side with its top facing up** and place it to the side of your board. It is now a "**full**" potion you can activate.
- At any time during a turn, you can "**empty**" 1 or more or your completed potions to activate their magical effect. Once used, flip it **upside down** (see pg. 12 for effects)
  - Note! Collisions are only triggered during your "regular pick", never by potions.
- When a player completes **3 of the same potions**, or **5 different potions**, they **take a Skill token** which will be worth 4 points each in the end. See Instructions pg. 8 for examples.

Game End and Scoring:
- When the **last Skill token** is taken from the "countdown" stack, finish the round. If a players could earn a Skill token after the last one has been taken, take it from the box.
- Player with highest points from **completed potions** (used or not**)** and **Skill tokens** wins!