

JINX - 2 Players / 15 Minutes

Players are witches who combine secret ingredients to make big and powerful potions. Each witch will contribute one of the ingredients needed to make a potion. If they can properly determine the ingredient that the other witch is contributing, their potion will be a success.

OBJECT

Earn the most points by playing a potion that matches the sum of the two ingredient cards that were played. Points are also earned by holding onto the best ingredients and by playing potions in numerical order (ascending or descending).

CONTENTS

8 Ingredient Cards / 14 Potion Cards / 10 Tokens

SETUP

Each player takes a set of 4 Ingredient Cards and 7 Potion Cards. The Tokens are set to the side. Players shuffle their 4 Ingredient Cards and randomly choose one to place off to the left of the playing area, in a location called the Shelf. Cards on the Shelf are not available until drawn back at the end of the round.

ROUND

Players act simultaneously. Here is the order of events during a turn.

1) Choose Cards

Players each choose an Ingredient Card and a Potion Card from their hand. These are both played face down on the table. Players must check to see if there are any Delayed Ability Cards in play that will effect what can be played.

2) Reveal Cards

Once both players have chosen their cards, the cards are revealed. Both players will first flip over their Potion Card, activate any Immediate Ability Cards, and then flip over their Ingredient Card.

3) Check for Points

If a players' Potion Card matches the sum of both Ingredient Cards, that player will receive 1 Token (worth 2 points at the end of the game). Place the Token onto the winning Potion Card for reference.

4) Activate Standard Abilities

All Standard Ability Cards are now activated.

5) Move Potion Card to Spellbook

The Potion Card moves to the Spellbook, which is an area off to the right of the playing area where each player places their Potion Cards in the order they were played.

6) Move Ingredient Card to Shelf

The Ingredient Card that was played must go to the left of the playing area to prepare again for future use. The player will then take the Ingredient Card that was already in the Shelf back to their hand. This card can now be used again.

GAME END

The game ends when players have moved their 5th Potion Card into their Spellbook. The remaining two Potion Cards are held onto for final scoring.

WINNER

The winner is the player with the most points. Points are tallied as follows:

Tokens = 2 points each.

Cards remaining in hand = check the hand icon on each card for it's point value.

Spellbook Bonus:

Three consecutive Potion Cards in a row (ascending or descending) = 1 point

Four in a row = 2 points

Five in a row = 3 points.

In the event of a tie, the player that played the highest Ingredient Card in the last round is the winner.

CARD LIST

There are three different times during the round when abilities will activate.

Immediate Ability - The effect happens immediately upon flipping the card.

Copy Your Opponent's Ability (8)

You may choose to activate the same ability as your opponent. The copied ability will activate at the normal timing for that specific ability.

Cancel Your Opponent's Ability (2)

Your opponent cannot activate their ability.

Pick up your ingredient card. Play the same or a different one. (5)

Return your ingredient card to your hand. You may then play any ingredient card, including the one you just picked up.

Note: If a Delayed Ability from the last round forced you to play even or odd, you now may exchange the forced card with any card from your hand, as you have already fulfilled the requirement.

Standard Ability - The effect happens before cards are sent to the Spellbook area.

Swap the order of any two cards in your Spellbook. (4)

Before adding this potion card to the Spellbook, you may choose any two cards in your Spellbook and switch their positions

Move a card in your Spellbook from one end to the other. (6)

Before adding this potion to your Spellbook, you may move any card from one end of your Spellbook to the other.

Delayed Ability - The ability effects the next round of play.

Opponent's next ingredient must be an even number. (7)

Your opponent must play an ingredient card with an odd number at the start of the next round.

Opponent's next ingredient must be an odd number. (3)

Your opponent must play an ingredient card with an odd number at the start of the next round.



CANCEL your opponent's ability.



IMMEDIATE



COPY your opponent's ability.



IMMEDIATE



Opponent's next ingredient must be an **EVEN** number.



DELAYED



MOVE a card in your Spellbook from one end to the other.



STANDARD



SWAP the order of any two cards in your Spellbook.



STANDARD



Opponent's next ingredient must be an **ODD** number.



DELAYED



Pick up your ingredient card. Play the same or a different one.



IMMEDIATE



CANCEL your opponent's ability.



IMMEDIATE



COPY your opponent's ability.



IMMEDIATE



Opponent's next ingredient must be an **EVEN** number.



DELAYED



MOVE a card in your Spellbook from one end to the other.



STANDARD



SWAP the order of any two cards in your Spellbook.



STANDARD



Opponent's next ingredient must be an **ODD** number.



DELAYED



Pick up your ingredient card. Play the same or a different one.



IMMEDIATE

3



Feather of an Owl

1



Dragon's Scale

1



Drop of Tiger's Blood

2



Tooth of a Wolf

2



Eye of Newt

3



Burdock Root

4



Adder's Fork

4



Wool of a Bat