Perfect Potions

Game Idea

The druids of Fenwood have spent millennia questing for the fabled Elixir of Immortality. Will you be the first to discover the recipe for eternal youth? Or will your experiments leave you destitute, eeking out a living curing yeti warts for pittance deep in the Gelid Heights? Magical Items will help you in your research, but spending all your money on them will leave you without the funds to keep your cauldron boiling. Hmmm… should you scour the Vortex Academy looking for the famous Phoenix to collect its magical feathers, or does the mystery of life eternal lie within the foreboding peaks of Marakh Mountain?

Perfect Potions is a deduction game for 3 to 5 players. Players race to be the first to create the legendary Elixir of Immortality, with the first player to do so crowned the winner.

Components

Game Board
Thesion Domain Emporium Board
Player Boards (5)
Research Note Pads (8)
Wet Erase Pens (5)
Realm Coins (25 $1's, 25 $5's, 25 $10's)
Basic Resource Tokens (9 types, 10 of each)
Rare Resource Tokens (6 types, 10 of each)
Rare Ingredient Markers (6)
Player Meeples (5 colors, 2 of each)
5 Decks of Cards (see below)

Game Setup

Gelid Heights

Vortex Academy

Marakh Mountain

Badtown

The Spires

Fernwood

The Wasteland

Low Plains

Thesion Domain

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Discarded Potions

Potions

Contracts

Contracts Discard

Items

Migratory Discard

Migratory Pattern

Common Knowledge

4/5 Player

4/5 Player

A

C

N

B

J

P

i

D

E

M

Thesion Domain Amporium & Badtown Bootleg Bazaar

8
6
5
4
3

Item: Charm Dust
Instead of paying the listed deal at the Badtown Bootleg Bazaar you may pay:
1

Item: Stone of Summoning
As an action you may pay $2 to acquire any Rare Ingredient.
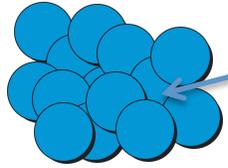
Item: Magical Purse
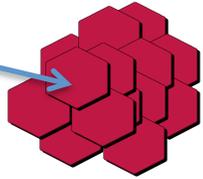At the start of your turn receive $1.

Item: Portal Invertor
As a move action you may move from any Vortex exit to the Vortex Academy.
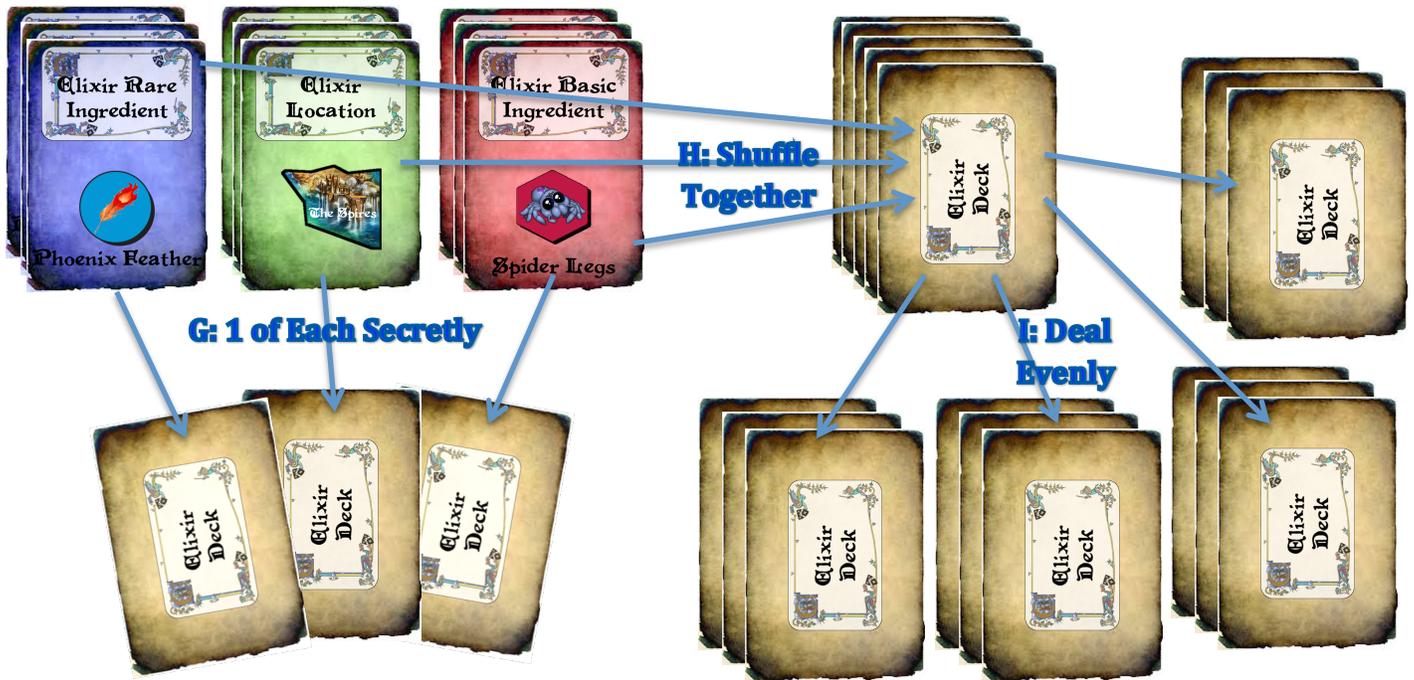
Item: Trappers Kit
At the start of your turn you may pay $1 to receive 1 Truth Gems, 1 Snapping Ginger, or 1 Eye of Newt.
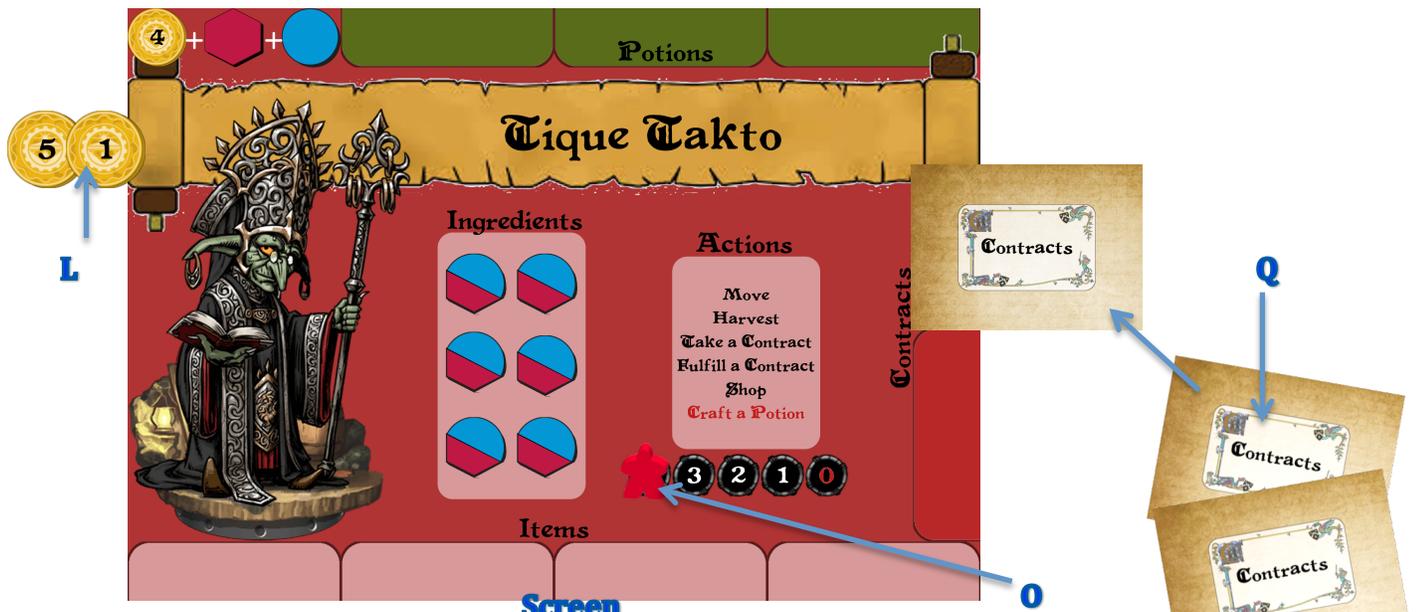
Elixir Rare Ingredient

Phoenix Feather

Elixir Location

The Spires

Elixir Basic Ingredient

Spider Legs

Elixir Deck

Elixir Deck

H: Shuffle Together

G: 1 of Each Secretly

Elixir Deck

Elixir Deck

Elixir Deck

I: Deal Evenly

Elixir Deck

Elixir Deck

Elixir Deck

K: Player Board

4 + ⬡ + ⬤

Potions

5 1

L

Tique Takto

Ingredients

Actions

Move
Harvest
Take a Contract
Fulfill a Contract
Shop
Craft a Potion

3 2 1 0

Contracts

O

Items

Contracts

Q

Contracts

Contracts

Screen

Elixir Deck

Research

Setup

Place the World Map Board in the center of table within easy reach of all players.

Shuffle the Migratory Pattern Deck then draw a card from it. Place the Faerie Poop Marker on the location drawn. Draw another card from the Migratory Pattern Deck and place the Wurm's Tooth Marker on that location. Continue drawing cards and placing Markers for Stankbug, Bottled Lightning, Flying Piranhas and Phoenix Feather tokens (A). Reshuffle the entire Migratory Pattern Deck and place (B) next to the board. Discard the top 2 cards of the Migration Pattern Deck face down (C).

Place the Thesion Domain Emporium next to the World Map. Shuffle the Items Deck and place it next to the Emporium Board. Draw 5 Items and place them in the Available Items slots on the Emporium Board (D). Place all Rare Ingredient tokens (thin blue tokens) near the Board in an easily accessible pile. Place all Basic Ingredients (thin red tokens) in a similar pile (E). Shuffle the Potion Deck and place it next to the board (F).

Shuffle the Rare Ingredient Elixir Cards, Basic Ingredient Elixir Cards and Elixir Location Cards separately. Secretly place 1 of each in the Top Secret Box (if you do not have an Top Secret Box set them aside face down instead) (G). Shuffle the remaining Elixir Cards from all three piles together (H) and deal them out evenly between all players (make sure to keep these cards secret throughout the game!) (I). If there is a left over card (this happens in 4/5 player games), place it face up next to the Board in the Common Knowledge Area (J).

Each player receives a screen, Research Board (keep this secret using your screen), a pen, a Player Board and 2 Meeples of their color (K). Randomly determine a starting player and give that player $5. Each player proceeding clockwise from the starting player receives $1 more than the previous player (L). Place all remaining money to form a bank next to the board (M).

Each player places 1 Meeple in Fenwood (N) and 1 Meeple on the 4 slot of their action count tracker on their Player Board (O).

Shuffle the Contracts Deck and place it next to the board (P). Deal 2 Contracts to each player. Each player secretly keeps one in their Contract Slots (Q) and discards the other (P).

Playing the Game

Players take turns in a clockwise order beginning with the starting player. Play continues until a player discovers the Elixir of Immortality, at which point the game ends and that player is pronounced the winner. On a players turn that player performs 4 actions. In addition players may use Potions without spending actions, doing so according to the timing explained on the Potion Card (See Potions).

Actions

Players perform 4 actions on their turn. The 4 actions they choose must be of the types listed below, but players may perform any combination of the types listed in any order (exception: Craft a Potion, see below). Each action may be performed multiple times on the same turn. In addition a player may use any number of Magical Item abilities that do not cost actions and/or Potions. See specific Magical Items and Potions to see when and how to use these abilities.

Actions

Move
Harvest
Acquire a Contract
Fulfill a Contract
Shop
Use Item
Craft a Potion

Move Action

As a move action you may do either of the following:

A) Move your Meeple from its current location to an adjacent location connected by a double arrow; or,
B) If your Meeple is in Vortex Academy, move it to either The Wasteland or Gelid Heights. Note you CANNOT move the inverse route from The Wasteland or Gelid Heights to Vortex Academy, or from The Wasteland to Gelid Heights, or vice versa.

Harvest

As a harvest action acquire 1 Ingredient that is in the same location as your Meeple from the supply. For example you may use a harvest action to acquire 1 Chimera Cashmere if your Meeple is in Marakh Mountain.
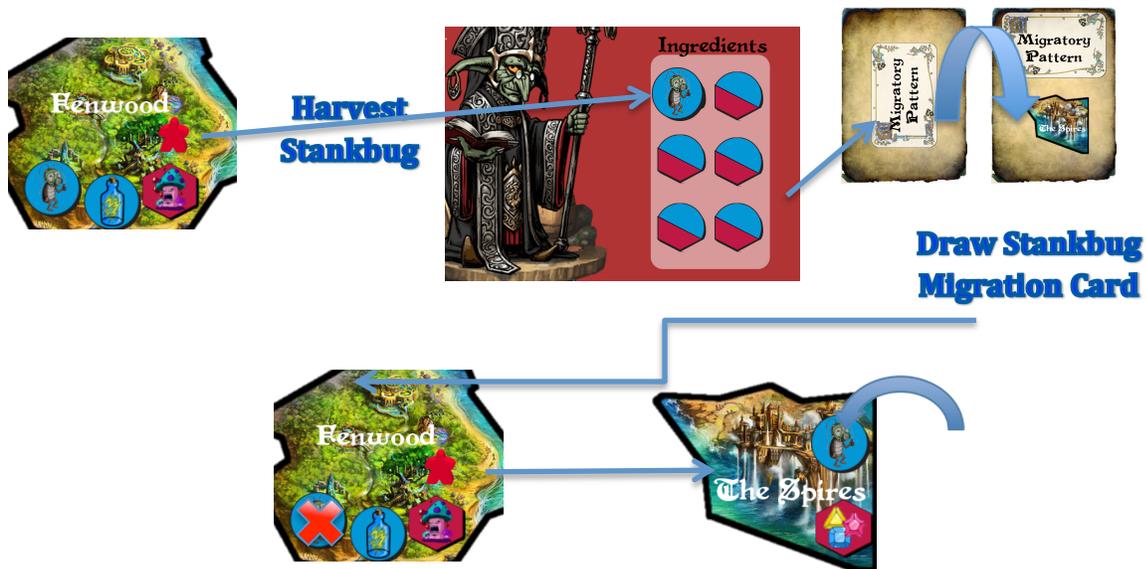

Place the acquired Ingredient in one of the 6 storage slots on your player board. If you do not have room for it, choose and discard an Ingredient to make room.

If your Meeple shares a location with multiple Ingredients (Gelid Heights, The Wasteland, some locations with Rare Ingredients), as your harvest action you choose which one of the Ingredients you harvest.

Whenever you harvest a Rare Ingredient, draw the top card of the Migration Deck and move that Rare Ingredient Marker to the drawn location. If there aren't any cards left in the Migration Deck when you need to draw one, shuffle **all** the Migration Cards and create a new Migration Deck, discarding the top 2 Migration Cards as in setup. Whenever you shuffle the Migration Deck, remove any Magical Items in the $3 and $4 slots from the Emporium (see Shop action). At the end of each players' turn, shift all Items in the Emporium to the right and restock the Emporium with Items from the deck.

For example, if Tique Takto is in Fenwood with both the Bottled Lightning and Stankbug Markers, he can, as a harvest action harvest either a Bottled Lightning, Stankbug, or Flesheating Mushroom token. Tique decides to harvest Stankbug. He acquires a Stankbug token from the supply to his board, then draws the top card of the Migration Deck, which is The Spires. The Stankbug Marker moves to The Spires.

Harvest Stankbug

Ingredients

Draw Stankbug Migration Card

Fenwood

The Spires

Acquire a Contract

Draw the top 2 cards from the Contract Deck. Discard 1 and place the other face down in one of the Contract Slots on your player board. If both slots are occupied, discard 1 of the Contracts.

Fulfill a Contract

Required Ingredients   **Delivery Location**   **$ Reward**

To fulfill a contract you must be in the location marked on the Contract Card, and you must have the Ingredients listed on the left side of the card. To fulfill the contract, discard the matching Ingredients and the Contract Card. Then, gain the $ amount listed on the right side of the Contract Card.

Contract

The Spires

18

Shop

To perform this action, you must either be in either Thesion Domain or Badtown.

If you are in Thesion Domain, choose any Item in the Thesion Domain Emporium and pay the $ amount listed above the Item. Take the Item and put it in one of the Item slots on your player board. If you do not have any free Item Slots, discard an Item.

If you are in Badtown, you can hire thieves to acquire an Item from the Emporium. Discard 2 **different** Ingredients to acquire the one of the Items priced at either $5, $6, or $8.

Whenever the Migration Deck is shuffled, remove any Items from the $3 and $4 slots.

At the end of each players' turn, shift all Items in the Emporium to the right and restock the Emporium with Items from the deck.

Use Item

Some Items acquired in the game allow you to spend actions to do other things (see the individual Item Cards).

Craft a Potion

This action is the **only** way to win the game. During setup 3 Elixir Cards were set aside (1 Basic Ingredient, 1 Rare Ingredient, and 1 Location). These 3 cards represent the recipe and Location (Potions are imbued by the energy of the Location they are created in) necessary to create the Elixir of Immortality, and thereby win the game.

To Craft a Potion, select 1 Basic and 1 Rare Ingredient in your supply and pay $4. Place the chosen Ingredients in your Crafting Zone in the top left corner of your Player Board. Announce that you are Crafting a Potion, what the Ingredients are that you are using and the Location you are crafting the Potion in (this is the Location of your Meeple).

It is now up to your opponents to prove that this potion is not the Elixir of Immortality. The player to your left examines their Elixir Cards to see if any of them match either of the Ingredients or the Location of your Potion. If 1 or more of their Elixir Cards match, that player announces that your Potion has been disproved. They select 1 of the Elixir Cards that matches and secretly reveal it to you.   Your Potion has been Disproved (see Disproved Potions below).

If, and only if, the player to your left does not have any Elixir Cards that match (and therefore cannot disprove your Potion) proceed to the next player in a clockwise order, who must check to see if they have any matching Elixir Cards in their hand. Continue proceeding clockwise until an opponent has 1 or more Elixir Cards that match. That player selects one of the matching Elixir Cards and reveals it to you. Your Potion has been Disproved (see Disproved Potions below).

If no opponent has a matching Elixir card then:

1) Look to see if the Common Knowledge Area has a card that matches. If it does your Potion has been disproved.
2) Look at the Elixir Cards to see if any match your Potion. If any do your Potion has been disprove.

If neither 1) or 2) are true, reveal your hand. You have crafted immortality and have won the game!

Disproved Potions

After your Potion has been disproved, your turn is ended regardless as to whether you had any actions remaining. Draw a Card from the Potion Deck and add it to your supply. If you have more than 3 Potions discard until you have 3.

Decks

Migratory Pattern Deck (9 Cards)

There are 9 Migratory Pattern Cards, 1 for each Location in the game. The Migratory Pattern Cards determine where players will find Rare Ingredients. During setup they determine where the Rare Ingredient Markers begin (see Setup). During the game they determine where Rare Ingredient Markers will move after they are Harvested (see Harvest Action). Also, whenever the Migratory Pattern Deck is shuffled any Items in the $3 and/or $4 slots in the Emporium are discarded (See the Shop Action).

Contract Cards (54 Cards)

Contract Cards are the main way of generating $ during the game. They represent characters looking for specific Ingredients that they are willing to pay to have delivered to them.   Contract Cards have 3 pieces of information on them. 1) What Ingredients are required to fulfill the Contract (on the left side of the Contract Card) 2) Where the character is who wants the Ingredients (in the center of the Contract Card), and 3) How much they will pay to have those Ingredients delivered to them (on the right side of the Contract Card). See the Acquire Contract Action and the Fulfill Contract Action.

Item Cards (32 Cards)

Item Cards provide special, repeatable abilities you may use throughout the game to help you in your quest. Item Cards with a set of exclamation marks in their center have a special ability that triggers at the start of your turn. Some Items require spending an action to use whereas others do not. Whether or not an action is spent is listed on the Item.

Potion Cards (16 Cards)

Potion Cards provide a single use benefit and are discarded after use. Each Potion card describes the conditions during which it can be used. Using a Potion NEVER costs an action.

Elixir Cards (24 Cards)

There are 24 Elixir Cards, 1 for each Location, Basic Ingredient, and Rare Ingredient in the game. After setup, Elixir Cards will be in 1 of 3 places (the Elixir Envelope, Players Hands, and the Common Knowledge Area). Depending on where they are determines what they represent:

Elixir Envelope: These cards represent the recipe for the Elixir of Life (the necessary Rare and Basic Ingredient and the Location in which they must be combined). These 3 cards are secretly placed here at the start of the game and through a process of deduction and elimination players determine their identity during the game.

Players Hands: These cards represent years of research that that player has invested searching for the Elixir. Each card represents something that player knows explicitly is **not** a condition for crafting the Elixir (for example if you have Badlands in your hand this means you have over the years performed enough experiments in the Badlands to know categorically that the Elixir **cannot** be crafted there).

Common Knowledge Area (4/5 players only): This card represents universally known information. For instance, if Faerie Poop is in the Common Knowledge Area, then it is a well-known fact in this iteration of the game that Faerie Poop **cannot** be used to create the Elixir.