

10+ 2-5 30'

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Elixirus

The competition for magic potions
A tactical family game by Dickie Chapin



Brilliant forest sorcerer Elixirus invites you to join his annual "magic potion competition" which is taking place in his ancient wooden lodge in the depths of a gigantic magic forest. As sorcerer's apprentices in different teams, you gather at this special place to impress Master Elixirus with the potions you have concocted. First things first, though: you have to start by finding the right ingredients in the forest which you then mix into magic potions in your flasks. As you go about your task, be sure that the others don't put you off with their tricks. May the best apprentice win!

GAME CONTENTS:



114 ingredients, of which:

- 108 Zingredients in 6 different colours and varieties. Each ingredient has a points value of 1, 2 or 3.
- 6 crystals.



25 corks,

- the face side has a points value of 5,
- the reverse side has a points value of 2.



15 apprentices,

- consisting of 3 apprentices in five colours.



6 pieces of forest



5 concoction tables



1 basket tile



1 starting marker



1 signpost,
consisting of 2 parts



1 bag



1 set of rules

AIM OF THE GAME:

The aim of the game is for the players to find the most sought-after ingredients by making tactical use of their apprentices in the forest in order to concoct the finest potions and score the most points.

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PREPARATION:

Before the first game, carefully push all parts out of the perforated sheets and connect the 2 parts of the signpost together.



Each player takes **1 concoction table at random** and **3 apprentices** of the same colour. The players place the concoction table in front of them and position their apprentices adjacent to it. Any remaining concoction tables and apprentices should be returned to the box.



Put all the **ingredients** in the **bag** and jumble them up.



Jumble the **pieces of forest** up without looking at them and position them face-down in a circle in the centre of the table. Now flip as many adjacent pieces of forest over face-up as there are **players participating in the game, +1 additional one**. *For example:* If there are 3 players, flip 4 pieces of forest. Next, for each piece of forest which is face-up, remove **4 ingredients** from the bag and position them in the curved sections of the pieces of forest at random.



Place the **signpost** on top of the **first** face-up piece of forest in the clockwise direction. *Note:* If there are five players in the game and all the pieces of forest are face-up, you can place the signpost on top of a random piece of forest.



Place the **basket tile** in the centre of the face-up pieces of forest.



Put the **corks** out as a **general supply**.



Name a player to receive the **starting marker**.



Game setup for 3 people

Explanation of the pieces of forest:

All the pieces of forest are designed the same way:

- A** The top section has **3 spaces** on which you place your apprentices. The number of baskets corresponds to the **number of ingredients** which you collect from this piece of forest.
- B** The third space also shows an **effect** that you can use if your apprentice is positioned there.
- C** **At the beginning of each round**, remove 1 ingredient from the bag and place it in one of the 4 curves. This only applies to pieces of forest **which are face-up**, however.



Explanation of the ingredients:

There are ingredients in **6 different colours** and **varieties**. Each ingredient also has a points value (1, 2 or 3). **Crystals** can be used as any ingredient – they don't give the players any points when the game ends, though.

6 colours (+ 1 crystal)



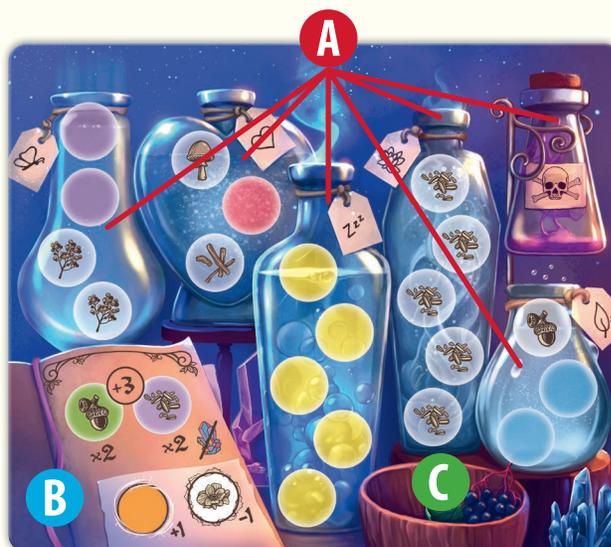
6 varieties (+ 1 crystal)



Explanation of the concoction tables:

All the concoction tables are designed the same way and feature 6 flasks, 1 recipe book and 1 bowl:

- A** **5 different types of flask** (*vitality, love, recovery, fertility and healing*) with round spaces which have different colours and varieties, and **1 poison flask** (without any spaces).
- B** In the bottom left is the **recipe book**, which features the individual **special ingredients**, as well as the individual **enchanted (+1) and cursed (-1)** colour and variety.
- C** In the bottom right is the **bowl**, in which the players can only place a maximum of **1 ingredient**.



RULES:

A game consists of several rounds. Each round is divided into 3 stages:

A. USING APPRENTICES

B. COLLECTING INGREDIENTS

C. CONCOCTING POTIONS

A. USING APPRENTICES

In this stage, the players play clockwise. The game starts with the player with the **starting marker**.

When it's your turn, place **1 of your apprentices** on any space on a face-up **piece of forest**.

Then it's the next player's turn. The players keep on playing until they have all placed their 3 apprentices on the spaces on the pieces of forest. *Note:* Only 1 apprentice is allowed to occupy a space!

B. COLLECTING INGREDIENTS

In this stage the players do not play clockwise. They **collect ingredients (1)** and bring their **apprentices back (2)**. Start at the **piece of forest** on which the **signpost** is placed. Each piece of forest is worked through **from left to right**:

- (1) The player whose apprentice is the **furthest left** starts by collecting as many ingredients from this piece of forest as **baskets** are shown on the corresponding space (1 or 2). You are free to choose which of the 4 available ingredients you collect. Important:
 - You must collect exactly the specified number of ingredients.
 - If you collect the ingredient which is in the **first curve**, you must **also remove 1 ingredient from the bag** and keep it.
 - If your apprentice is on the **third space**, you **are allowed** to perform an **effect** immediately in addition to your collecting. This is different on each piece of forest. (More information on the effects is provided in the glossary at the end of the playing instructions.)
 - **Important: Start by placing all the ingredients you have collected adjacent to your concoction table!**
- (2) Next, return the apprentice to your concoction table.

The players proceed in this way (1) & (2) until there aren't any apprentices left on this piece of forest.

They then proceed with the next piece of forest in a clockwise direction. The players keep going until they've gone through all the face-up pieces of forest.

For example: On this piece of forest, there are 2 apprentices (in 2 different colours). Patricia's apprentice is the furthest to the left. She has to collect 2 ingredients: She chooses 1 ingredient from the second curve and 1 ingredient from the fourth curve and places both adjacent to her concoction table. Marco's apprentice is next. He collects 1 ingredient from the first curve and must therefore remove 1 more ingredient from the bag. He can also use the effect of the third space: he "steals" 1 ingredient from Patricia that she has previously collected and placed adjacent to her concoction table. He places the total of 3 ingredients collected adjacent to his concoction table.



C. CONCOCTING POTIONS

In this stage, the players all play at the same time. All players must place all the collected ingredients on their concoction tables. Important:

- The players must always place the ingredients on the round spaces of the flasks **from the bottom to the top** and they must not skip a space.
- The ingredients must always correspond to the **specification** (colour or variety) of the space.
- If the players have collected an individual **special ingredient** (with both the colour and variety corresponding to the specification), they **may** also place it directly on the spaces provided in the recipe book. *Important:* This relates to **the special ingredients only** and **not** to the *enchanted* and *cursed* ingredients!
- At any time during this stage, the players may place 1 ingredient collected in the **bowl** or 1 ingredient from the storage bowl on the space of a flask. *Important:* A maximum of **1 ingredient** may be **in the bowl** at any time! The players can save the ingredient in the bowl for the next round.
- If they can't place ingredients on the spaces according to the instructions and their bowl is already full, the players must place them on the poison flask. *Note:* Players can also place ingredients on the **poison flask** voluntarily.
- Ingredients which are placed on the spaces of the flasks (or the recipe book) must not be moved or removed for the rest of the game!!

POTION READY!

Once you have placed an ingredient on the last free spaces of a flask, take a **cork** from the *general supply* and place it at the top of this flask. This "seals" this flask. Important:

 • If you seal this type of flask **first** (e.g. recovery), you place the cork with the **5 points** side face-up.

 • If you **do not** seal this type of flask **first**, place the cork with the **2 points** side face-up.

For example: *Marco* places an ingredient on the last space of the "recovery" flask. As *Patricia* had already finished the "recovery" flask before him, he may only place the cork on the end of this bottle with the 2 points side face-up.



Marco



Patricia



END OF THE ROUND:

Once the players have put all the ingredients they have collected on their concoction tables, the round ends. The players must now do the following:



Remove any remaining **ingredients** from the pieces of forest and place them back in the box (not in the bag!).



Move the **signpost** clockwise to the next face-up piece of forest.



Flip over the **piece of forest** from which the signpost was taken so it is face-down. Flip over the next **piece of forest** in the clockwise direction so it is **face-up**. This means that the same number of pieces of forest are face-up as before. Note: If there are five players you skip this step, as all 6 pieces of forest are always face-up.



Replenish the curves of the face-up pieces of forest with **new ingredients** which are removed from the bag. Note: In the rare event that there aren't any ingredients left in the bag, it is necessary to return the removed ingredients to the bag and continue as normal.



Pass the **starting marker** clockwise to the next player.



Unless it's the end of the game, start a new round with **stage A**.

END OF THE GAME & SCORING:

The game ends as soon as a player has completed their **fourth flask**, i.e., taken the **fourth cork**. The players play the current round to its end. It may be the case that several players take the fourth (or even the fifth) cork in the same round. Anyone who still has 1 ingredient left in their bowl must place it on the poison flask. The players now calculate their **points** as follows:

- A. *Concocting*: Each player adds up the **points values of their ingredients** on the 5 flasks (not on the poison flask!) – regardless of whether the flasks are sealed or not.
- B. *Corks*: Each player adds the **points values of their corks** to their total.
- C. *Recipe book*: If a player has 1 or 2 special ingredients on their recipe book, they also add **twice** the **points value of these special ingredient(s)** to their total. If a player has **both** special ingredients on their recipe book, they add **3 additional points** to their total.
- D. *Enchanted*: Each player adds **1 point** for each ingredient on their 5 flasks (not on the poison flask!) which matches the *enchanted* colour or variety – regardless of whether the flasks are sealed or not.
- E. *Cursed*: Each player subtracts **1 point** for each ingredient on their 5 flasks (not on the poison flask!) which matches the *cursed* colour or variety – regardless of whether the flasks are sealed or not.
- F. *Toxic*: Each player subtracts the **points values of all ingredients** on the poison flask.



The player with the most points wins! In the event of a tie, the winner of the tie is the player who has **more ingredients** on their own concoction table (not on in the poison flask!). If there is also a tie in this case, all the players who are tied share the victory.

EXAMPLE OF SCORING:

Patricia scored a total of **46 Punkte** points:

- A. *Concocting:* For her ingredients on the 5 flasks, she gets **34 points**.
- B. *Corks:* She gets **12 points** for the four corks.
- C. *Recipe book:* She gets **4 points** for the special ingredient. As she only has 1 special ingredient on her recipe book, she doesn't get an additional **3 points**.
- D. *Enchanted:* She gets **2 points** for her enchanted (orange-coloured) ingredients.
- E. *Cursed:* For her cursed ingredients (the „flower“ variety) she **has to subtract 3 points**.
- F. *Toxic:* For the ingredients on the poison flask, she **has to subtract 3 points**.



A rating guide is available for download here



-GLOSSARY - EFFECTS OF THE PIECES OF FOREST:-

Note: The players carry out all the effects in **stage B**, “collect ingredients” when using their apprentice.



- Steal -

At this stage, **you take 1 ingredient** which has been collected **by someone else**. (Not from the concoction table!)



- Swap -

Swap 1 ingredient which you have previously collected in this stage (not from your concoction table!) with 1 ingredient which is still placed on any **piece of forest**.



- Remove -

Remove 3 ingredients from the bag. Keep **1 or 2** of them and place them adjacent to your concoction table. Return the unused ingredients to the bag.



- Replace -

Choose 1 or 2 ingredients from **another piece of forest** and put them back in the bag. Next, remove the same number of ingredients from the bag again, replacing the removed ingredients.



- Dance -

Swap an apprentice from **another piece of forest** with an apprentice of another colour who is also on that other piece of forest.



- Collect -

Take the basket tile and place it in front of you. (You may also take it from another player if they have not yet used it.) You may use the basket tile at any time during **stage C “Concoct potions”** to collect **1 leftover ingredient** from a random piece of forest. Next, place the basket tile back in the centre of the pieces of forest.

If you have any questions or suggestions about “Elixirus”, please contact us at: Piatnik, Hütteldorfer Straße 229-231, A-1140 Vienna, or info@piatnik.com



Warning! Not suitable for children aged under 36 months. Contains small parts. Danger of suffocation. Please keep address for future reference.

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