Pebbles to Potions

Designed by Ellie Dix

2-5 players | 20 minutes | Age 5+

Win potions by making sure they contain more of your pebbles than anyone else's.

Components:

- 3 cauldrons
- 48 pebbles (12 in each of 4 colours)
- 10 cards
- 3 dice
- 15 potions

Preparation:

- Place the three cauldrons in the middle of the table.
- Place the potions around the matching colour cauldrons.
- Give each player all the pebbles in one colour.
- Shuffle the cards and place them to the side of the cauldrons.

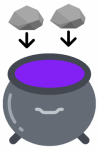
How to play:

On your turn:

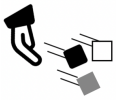
- Throw all three dice.
- Choose **ONE** of the dice and do the instruction on the die face.
    - Faces showing a number and colour: Add that number of pebbles to that colour cauldron.
    - Faces showing an X: Score 1 cauldron. The player with the most pebbles in the cauldron takes a potion. In the event of a tie, both players take a potion.
        - Empty the cauldron and give all players their ingredients back.
        - Take a card and put it face up in front of you. If you already have a card, you must discard it then take another. If the card deck runs out, shuffle the discard pile and flip to create a new deck.
    - If you have no pebbles and cannot empty a cauldron, you can't do anything.
    - If you don't have enough pebbles to fully complete an action, do as much as you can.
- You may also choose to play a card on your turn. After you play a card, discard it.

Cards

Add 1 pebble to orange cauldron



Add 2 pebbles to purple caudron



Re-roll the dice

Use outcomes on 2 of the 3 dice

Game End

The game ends when one cauldron has run out of potions. The player with the most potions wins.