



what's in the box?

64 Ingredient playing cards
24 Magic playing cards
Rules sheet

goal of the game

Hubbly Bubbly Brew is the name of the Potion class held at Madam Pompadour's School of Magical Mixing. In this box you will find everything you need to make your own powerful Potions. You will be given strange Ingredients to combine and collect. Every Potion you work on earns you Potion points. The amount of points depends on the colored Ingredients you use.

preparation

The object of the game is to gather as many Potion points as possible. The player who has the most points at the end of the game is the winner. You gather points during your turn by playing Ingredient cards and combining them to complete your Potions. Magic cards allow you to break the rules and influence the course of the game.

Shuffle all the cards like you would stir a Potion: place the cards face down on the table and mix them all together! Create one big pile of cards to draw cards from. This is the deck. Leave room next to the deck to place the cards you use and have to put away during the game. This is the discard pile. Both the deck and discard pile are shared by all players.

The students (Players) take turns drawing one card until every player has a hand of five cards to start the game. The youngest player starts first. You take turns after each other, in a clockwise manner. The game ends when one of the players has completed a set number of Potions. This number depends on the number of participating players:

A game with 2 players requires 5 completed Potions.

A game with 3 players requires 4 completed Potions.

A game with 4 players requires 3 completed Potions.

When a player completes the number of Potions required to end the game, the other players receive one final turn. All points are then added into each player's final score.

You receive points for completed Potions and any remaining played Ingredients. The first player to complete the required number of Potions receives 3 extra bonus points.

course of the game

A Turn

During your turn, you are allowed to take several actions. You may take these in any order.

- Draw two cards from the deck
- Play up to two Ingredient cards
- Play one Magic card

During the end of your turn, if you have more than seven cards in your hand, discard down to seven cards. Place these discarded cards on the discard pile. If there are no more cards in the deck left to draw, shuffle the discard pile back into the deck.

Combine Ingredients to make your Potions!

You make Potions by playing your Ingredient cards. Every Potion must consist of four different Ingredient cards:



1 Plant
Card



1 Component
Card



1 Material
Card



1 Liquid
Card

You may only complete one Potion each turn. Once completed, Potions cannot be changed and are safe from Magic cards.

During your turn you may play up to 2 Ingredient cards of any type and in any order. You may work on up to two Potions at any one time. You may not work on, or complete, more than the set number of Potions required to win the game. Once played, an Ingredient card belongs to that Potion, unless a specific Magic card calls for a different action.

completing your potion

Once your Potion has a Plant card, Component card, Material card and a Liquid card, you add the Potion points on the Ingredient cards together. This results in the total Potion points for this potion. Completing a normal potion also grants 2 bonus Potion points.

power potions

When players complete a Potion consisting of 4 Ingredients of the same color, they create a so-called: 'Power Potion'. Completing a Power Potion grants 6 bonus Potion points.

play magic cards to change your game!

Use your Magic cards to break the rules and change the course of the game to your advantage. There are several types of Magic cards. Each Magic card tells you exactly what you can do with it. Some even allow you a free turn!

You are only allowed to play one Magic card during your turn. However, the deck includes several of every type of Magic card. After playing a Magic card, place it face up on the discard pile.

Exception: the Magic card Burnturn is removed from the game after playing.

At the end of the game, every player will want to find out how many Potion points their hard work has earned them. Potion points are totaled as follows:

- Add together all Potion points on the Ingredient cards of your completed Potions.
- Add together all Potion points on the Ingredient cards of your incomplete Potions

- Each fully completed normal **Potion** earns you 2 bonus Potion points.
- Each fully completed **Power Potion** earns you 4 bonus Potion points instead of the normal 2.
- The first player to **complete the set number of Potions** required to win, earns 3 bonus Potion points.

1 there and back again

3

2 Take a Magic card from the discard pile.

magic card

You use Magic cards to break the rules and change the course of the game to your advantage. A Magic card consists of several parts:

- 1: The name of the Magic card
- 2: The effect of the Magic card
- 3: The illustration

- You use ingredient cards to make potions. An Ingredient card consists of several parts:

- about madam pompadour's school of
magical mixing:

Every year, dozens of young students visit Madam Pompadour's School of Magical Mixing to learn the mysterious art of mixing potions.

Madam Pompadour is a mystery. Some say she was once a student at her School, others say she herself is the result of a powerful potion. She judges every potion with a strict eye.

By learning how to combine and collect strange magical Ingredients, Madam Pompadour not only teaches her young students how to make powerful potions, but also teaches them more about their own Magical nature.

Mixing potions is delicate work! The slightest mistake in ingredients could mean the difference between receiving a good grade from Madam Pompadour, and being transformed into a sneezing goblin.

The first step in creating a powerful potion is gathering the perfect magical herb. These come in all sorts and sizes, from the dangerous Gun Rose to the sweet Bubble Berry. Always use gloves!

The second step is finding a component for your potion. These are usually things like Brownie Boogers or Werewolf Flees. Mind your clothes when handling components!

The third step consists of collecting a powerful material to include in your Potion. Materials are to Potions what chicken is to soup: gooey chunks of flavor. Always taste before using.

Adding liquid to your Potion is the fourth and final step. Pour some smelly magical slime over your ingredients and let it come to a smelly bubbling boil. Your Potion is almost ready!



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