



## RULES

### COMPONENTS

#### PLAYING BOARD

In the centre of the board lies a piece of parchment called the 'Formula Chart'. It contains nine spaces around which are written the names of 'Herbs' and 'Special' ingredients. Positioned around the edge of the board are eight buildings and a Blind Alley. The four buildings in the corners of the board are Wizards' Laboratories.

#### 36 POTION CARDS

There are four cards each of nine different potions. These give details of the special effects of six potions and the three Special potions that create the Elixir of Life.

#### 36 INGREDIENT CARDS

There are four cards each of nine different ingredients. These are the ingredients the Wizards must use to brew potions. There are three categories: Gems, Herbs and Special.

#### 12 STRANGER CARDS

These give details of the Strangers that can be encountered on the street.

#### 9 FORMULA CARDS

These nine cards are placed on the Formula chart. They indicate which ingredients brew which potions.

#### 25 FORMULA SHEETS

These are copies of the Formula Chart on the board. They are used by Wizards to record brewing results and to keep a note of what ingredients other Wizards are brewing.

#### 36 GOLD PIECES

These are used for buying Ingredients, hiring Strangers, and paying the Healer.

#### 4 SMALL WIZARD PLAYING CARDS

These represent the Wizards and their position on the board.

#### 4 CARD STANDS

These are slotted onto the Wizard playing cards.

#### 6 POTION COUNTERS (Red)

These are used to record the use of a potion.

#### 1 SIX-SIDED DIE

This is used to brew potions and resolve Stranger attacks.

#### 4 LARGE WIZARD CARDS

These are used to keep track of what each Wizard is carrying (see diagram).

## OBJECTIVE

Each player is a Wizard trying to create the Elixir of Life. This Elixir can only be produced by combining three different potions called parts 1, 2 and 3. At the beginning of the game, no-one knows which ingredients will create these three parts so the Wizards must experiment by brewing together different ingredients.

Ingredients must be purchased from the three shops on the board – the Herbalist, the Jeweller and the Special Supplies shop. When a Wizard returns the ingredients to his Lab he may begin to create potions. The result of a brew will either be a part of the Elixir of Life or a potion giving special abilities that may improve a player's chances of winning the game.

There are plenty of opportunities to make life difficult for rival Wizards. For example, a Wizard could hire a stranger to attack another Wizard or he could buy up all of the stock of a type of herb so that other Wizards cannot use it.

Devious Wizards can also make careful notes on what ingredients other Wizards brew together in the hope of discovering all the potion formulas without having to actually brew them all. In short, you can be as crafty as you like!

### WINNING THE GAME

The winner of the game is the first Wizard to have all three parts (potions) of the Elixir of Life at the end of his turn.

### SETTING UP THE GAME

The following instructions assume that four players are playing the game. If two or three are playing please read the notes at the end of the Rules.

Lay the board out on a good sized table, shuffle the Potion cards and place them face down at the side of the board. Place 36 pieces of Gold in a pile at the side of the board and place the Potion Counters in a pile next to them. Shuffle the Stranger cards and place them face down on the board where indicated, shuffle the Formula cards and place one face down on each space of the Formula Chart in the centre of the board making sure that no-one sees the face of any of the cards. Sort out the Ingredient cards and place all four of each



type on the appropriate spaces in the Herbalists, Jewellers and Special Supplies.

Each player is then given a large Wizard card and a small Wizard playing card of the same colour. The large Wizard cards are placed on the table in front of each player and the small Wizard playing cards are each slotted into a cardstand and placed in the Laboratory of the same colour. Each player receives a Formula sheet and six Gold pieces which should be placed below the Wizard card (see diagram). A pen or pencil will also be required to play the game. Decide who will start. Play will proceed in a clockwise direction from that player.

### RULES OF PLAY

At least one player should have read through the Rules before beginning to play.

#### GOLD

Each turn a Wizard earns one piece of Gold from the Gold pile. Any other payments made to Wizards are taken from the Gold pile. Any Gold paid out by Wizards (buying ingredients, paying the Healer, hiring Strangers, etc) is placed on the Gold pile.

If a Wizard requires payment and there is no Gold left, he loses the amount outstanding and cannot claim it on future turns.

Wizards cannot borrow Gold.

#### MOVEMENT

The street is divided by black lines into spaces. Each building and the Blind Alley count as one space and can be entered by crossing the black line.

A Wizard can move up to four spaces each turn. A Wizard does not have to move four spaces but once he has stopped (eg to buy something) any remaining moves are lost.

A Wizard can move in any direction and there is no limit to the number of Wizards in any space.

No Wizard can enter another Wizard's Lab. No Wizard can enter the Healer's unless they have been cursed or mugged.

#### BUYING INGREDIENTS

A Wizard who ends his movement in a shop may buy ingredients. Any number of ingredients can be bought as long as the Wizard has sufficient money. Pay the amount of money indicated on each ingredient, take the required cards and place them to the left of the Wizard card.

#### THE LABORATORY (LAB)

Each Lab has a shelf for storing ingredients and a Lab table.

A Wizard who ends his move in his Lab may place any ingredients he is carrying on the appropriate spaces on the shelf. Note: Potion cards and Gold must be carried by a Wizard (ie with the large Wizard card) at all times.

#### ENCOUNTERING STRANGERS

A Wizard who ends his movement in a street space (this does not include the Blind Alley) must take a Stranger card and read out

aloud who the Stranger is.

If a Stranger attempts to curse, mug or steal from a Wizard, roll one die. If the number rolled falls within the 'Success' range printed on the card then the Stranger has successfully attacked and the Wizard must obey the instructions on the card. If the number rolled is less than the success range, the attack fails.

Some Strangers are for hire – these Strangers have a 'Hire Cost' printed on their cards. To hire a Stranger the hire cost must be paid immediately otherwise the card goes to the bottom of the pack. If the hire cost is paid, the Stranger card may be kept as long as required and played at any time during one of the Wizard's turns. When the card is played, success is resolved in the same way as above, then the card is returned to the bottom of the pack.

Strangers who steal or destroy items in a Lab cannot affect any items being brewed on the Lab table.

All Stranger cards (unless hired) are returned to the bottom of the pack.

#### THE HEALERS

Cursed or mugged Wizards are immediately placed at the Healers. In order to be healed, the Wizard must pay the Healer 3 Gold before moving on a subsequent turn, then he is free to go. A Wizard who does not pay cannot leave.

#### THE BLIND ALLEY

Items stolen by Fergus the Footpad, Nifty Norman and Phil the Filch are placed in the Blind Alley. Any Wizard who moves to Blind Alley may take any or all of the items there.

#### BREWING POTIONS

A Wizard can only brew potions using ingredients stored in the Lab (ie not carried), although a Wizard does not have to be in his Lab to brew a potion.

All potions require three ingredients – a Herb, a Gem and a Special ingredient. The value of the Gem(s) used will determine whether or not the potion is successfully brewed. If the potion is successful, the Herb and Special ingredient will determine what potion is created.

To brew a potion place one Herb, one Special and at least one Gem on the Lab table then roll the die. To find out the result, read down the column of the number rolled to where it crosses the row showing the value of Gems that are being used to brew the potion.

Gem \ Roll	1	2	3	4	5	6
1	F	F	RA	RA	S	S
2	F	RA	RA	S	S	S
3	RA	RA	S	S	S	S
4	RA	S	S	S	S	S
5+	S	S	S	S	S	S

## RESULTS:

- F:** Potion fails. The ingredients must be returned to the appropriate shops.
- RA:** Roll again next turn – the potion is still brewing. More Gems may be added to the brew next turn to increase the chance of success.
- S:** Potion successfully brewed. Using the Formula Chart in the centre of the board read along the rows for the Herb and the Special ingredients being used to the place where they cross to locate a Formula card. The Wizard looks at this card without showing it to any other Wizards then makes a note of the result in the correct place on his own Formula sheet and returns the card face down. **NEVER LET OTHER WIZARDS SEE THE FORMULA SHEET.** Return the ingredients to the appropriate shops.

Having brewed the potion, a corresponding Potion card can now be taken from the Potion pack. Simply select the correct potion from the pack and place it face down to the right of the Wizard card (do not let anyone see it!).

If there are no potions left of the type brewed then the Wizard does not gain a potion – the ingredients are still used up.

No more than one potion can be brewed each turn, but Wizards may brew more than one of any type of Potion on future turns.

No Wizard is allowed to look through the Potion pack unless selecting a potion.

## DRINKING POTIONS

When a Wizard decides to drink a potion, turn the Potion card face up and place a Potion Counter on the space where the liquid level is highest. The special abilities of that potion can now be used.

At the beginning of each subsequent turn, the Counter **MUST** be moved to the space with the next highest liquid level. If at the beginning of a turn, the Counter is already on the space with the lowest level then the Potion card is returned to the pack.

A Wizard may drink more than one potion at a time.

## TURN SEQUENCE

Each Wizard's turn must be taken in the following order:-

- 1) If a Potion is in use, move the Potion Counter down one space.
- 2) Take one Gold.
- 3) Move (if at the Healer, three Gold must be paid before moving).
- 4) If in a shop, buy ingredients (Wizard's option)  
If in the street, take a Stranger card.  
If in the Lab, place ingredients on the shelf (Wizard's option).
- 5) Brew a Potion (Wizard's option).

Potions may be drunk at any time during a Wizard's turn including the turn on which they are brewed.

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## MAKING THE MOST OF POTIONS

Note that in some cases the instructions on Potion cards conflict with the general rules. Where this happens, the potion instructions take precedence.

**FLUID OF FILCHING** This is one of the more powerful potions. It is very useful if a rival Wizard is close to winning and he needs to be relieved of one or two Elixir parts!

**LIQUOR OF LUCK** This potion is of great benefit if a Wizard is brewing potions, but only has low value Gems.

**POTION OF PROWESS** Money is usually a problem for Wizards so the opportunity to receive 3 Gold instead of 1 should not be missed.

**SOLUTION OF SWEET TALKING** This is best drunk when a Wizard is in the Jeweller's because he can take a valuable Gem each turn without paying for it. It also means it is safe to walk the streets.

**SPEEDY SODA** Useful because a Wizard can get around the board so much faster.

**BANEFUL BREW** A Wizard cannot drink this, but it is a useful anti-Filching potion – very important if a Wizard is doing well and thinks a rival Wizard might attempt to steal 1 or 2 potions.

The Elixir potions cannot be drunk individually and have no special effects (unless, of course, a player has all three).

It is a useful tactic for Wizards to wait until they have brewed at least two potions before drinking one of them. If a Wizard drinks his first potion immediately after brewing it any other Wizards who made a note of what ingredients were brewed will know what potion they create.

## RULES FOR TWO OR THREE PLAYERS

The general rules remain the same, but the quantity of each type of Potion card and Ingredient card available is reduced to three. Before setting up the game make sure that one of each type of Potion card and Ingredient card has been removed.

For two and three players, place 22 Gold and 30 Gold, respectively, in the Gold pile at the beginning of the game.

## PLAYING A SHORTER GAME

If there is not time for a full game, players may agree to shorten the length of the game by using the following rule:-

When the board has been set up each Wizard can look at one Formula on the Formula Chart and make a note on their own Formula sheet. The Wizards do not gain potions from doing this.

If you require another Formula Pad, send a cheque or postal order for 40 pence and a stamped S.A.E. to:-

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