



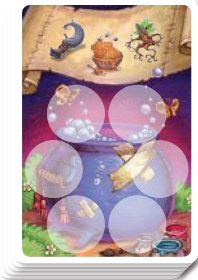
TRICKY DRUIDS

A tricky dice game for 2-4 players
from 8 and up by Carlo A. Rossi

They perform magic, gather ingredients and most of all: they give away everything! The druids live in the deepest forest, where no human has ever faced them before. They spend their whole day gathering ingredients for their magic potions. But instead of keeping these ingredients, they love to give them as presents to each other. How kind they are, you might think. But be aware, behind the closed doors of their druid huts some emotions might boil even faster than their magic potions. Slip into the role of the Tricky Druids and experience funny and enchanted moments.

Components

Cards



16 magic potion cards



4 trash bin cards
(two-sided)

4 Druid huts



Dice



1 number die



4 ingredient dice

Ingredients



8x common toad
in formaldehyde



8x poisonous
fly agaric



8x tasty sticky
honeycombs



8x purest essence
of stars



8x freshly
picked mandrake



8x finest
troll hair

Goal of the game

Each of you must try to brew your magic potions in the secret of your Druid hut. For this you need to gather the ingredients shown at the upper part of your magic potion cards.



Magic potion cards

The symbols at the top part of each magic potion card show the ingredients needed for the potion. **Only the 3 kinds of ingredients shown on the card may be used to brew the potion!**

Important: A magic potion is only brewed properly, if **all 6 storage spaces** on your magic potion card are filled up exclusively with the ingredients **shown on the card** and each of these shown ingredients has to be included in the potion **at least once**.

Game Setup

1. Shuffle all magic potion cards and place them in a face-down pile.
2. Place all ingredients as a supply in the middle of the table.
3. Each of you chooses a druid hut and places it in front of you as a sight protection.
4. Every player picks up 1 magic potion card and 1 trash bin card and places it face-up behind their druid hut. Make sure that the trash bin card shows 3 storage spaces.
5. Now place the 4 ingredient dice at the ready and you're good to go!
You do not need the number die for the base game.



How to play

The game is played in a clockwise direction. The kindest player starts. If you cannot decide who is the kindest player, it looks like you are all meanies and unfortunately not allowed to play this game!

You were able to agree? Great, you seem to be a nice troupe!

When it's your turn, roll the **4 ingredient dice**. The dice result shows you a selection of possible ingredients. Decide now:

1. Which of the ingredients you rolled do you offer as a gift?

Decide wisely and take the appropriate ingredient(s) from the supply. You must select at least 1 ingredient. The remaining ingredients that you do not want to offer remain in the supply. If a certain ingredient is currently not in the supply, you cannot offer it.

2. To which player do you want to offer the ingredient(s)?

Choose a player and kindly offer her/him the ingredient(s) as a gift.

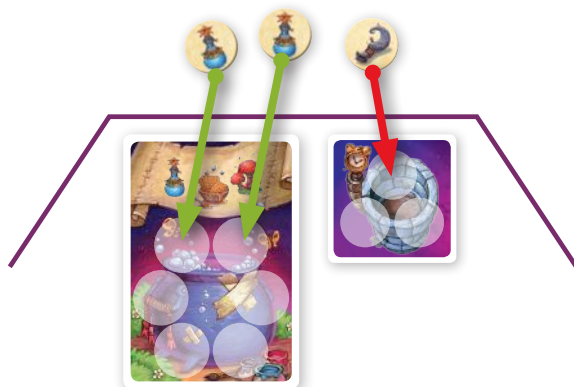
The player who was offered the gift now has 2 options:

Either she/he **accepts all the ingredients** offered to her/him and thanks in a friendly way. She/he places the matching ingredients on her/his magic potion card. All other ingredients have to be placed on her/his trash bin card.

OR

She/he politely rejects your gift and gives **all offered ingredients back to you**. Put the matching ingredients on your potion card. All other ingredients go into the trash bin.

Once the ingredients are placed, it's the next player's turn to roll the dice.



Example: Teresa gets 2x star essence and 1x troll hair. She needs the star essence for her potion. She decides to accept the gift and puts the 2x star essence on her potion card and the troll hair in her trash.



Help - my trash bin is overflowing!

If all spaces of your trash bin are occupied and another ingredient is added, your trash bin overflows and pollutes your magic potion. Dispose of the contaminated potion by putting the card face-down back under the pile. All ingredients of potion and trash bin go back to the supply.

Then take **1 new magic potion card** from the pile and **turn over your trash bin card** so that the side with 4 spaces is visible. If the trash bin overflows again (if a fifth ingredient is added), the process repeats. However, you do not turn back your trash bin card, as the 4 spaces stay visible until the end of game.



Example: Sarah offers Henry 1x honeycomb. He does not need it and politely declines the gift. Now Sarah has to take that ingredient. Since she cannot use the honeycombs for her potion, she has to put it in the trash bin. As a result, her trash bin overflows, because all spaces were already occupied.

Your potion is ready?

If all 6 spaces of your potion are filled, you have finished brewing your potion! Show it proudly to the other druids by lifting up your hut. Then you put the finished magic potion card face down in front of you and take a new one from the pile. All ingredients of potion and trash bin go back to the supply.

Game end

The game ends as soon as one of you brews the **required amount** of magic potions. Those are **4 potions at 2 players**, **3 potions at 3 players** and **2 potions at 4 players**. This player wins the game and is the friendliest druid among you. Or not?!

Variant (for 3 or 4 players)



Now the number die comes into play! The rules of the base game remain unchanged. However, you now **also throw the number die**. It indicates **how many of the rolled ingredients you have to offer**. You may only offer ingredients that are available in the supply. It seems easy - but it is definitely not. The number die changes the way this game is played. Try it yourself!

Credits: Game design: Carlo A. Rossi · Illustration: Chris Seaman · Realization & Layout: Mühlenkind Kreativagentur

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