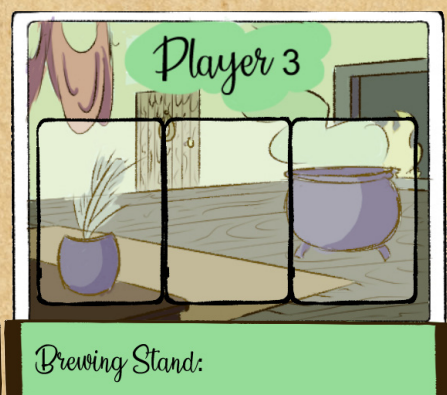
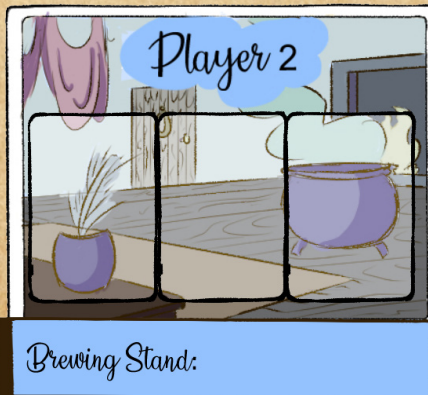
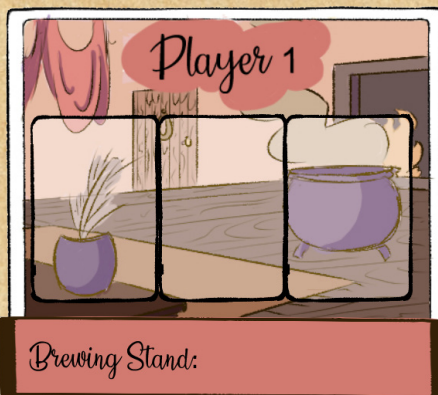
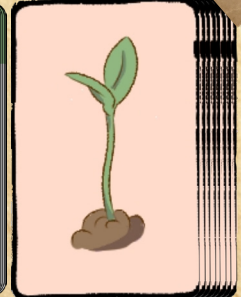
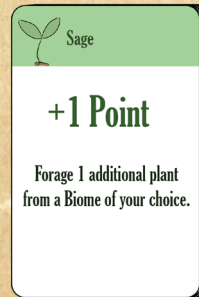
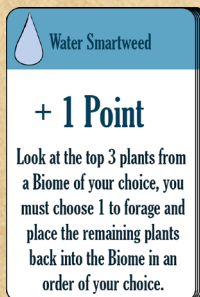


The Potion Proving

You, the three fine wizards receiving this message, are invited to a potion-brewing contest known as 'The Potion Proving.' The purpose of this contest is to see how your skills as botanists match up to one another. The goal is simple, be the first competitor to obtain thirty Judge Points. To do so, you must venture out into the wilderness to find and mix valuable ingredients for your potions. The triumvirate of present judges will then evaluate your brewings and provide Judge Points appropriately.

~Components~



Brewing Stands x3

Continued On Next Page

~Components Continued~



Placemat x1

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

Point Tracker x1

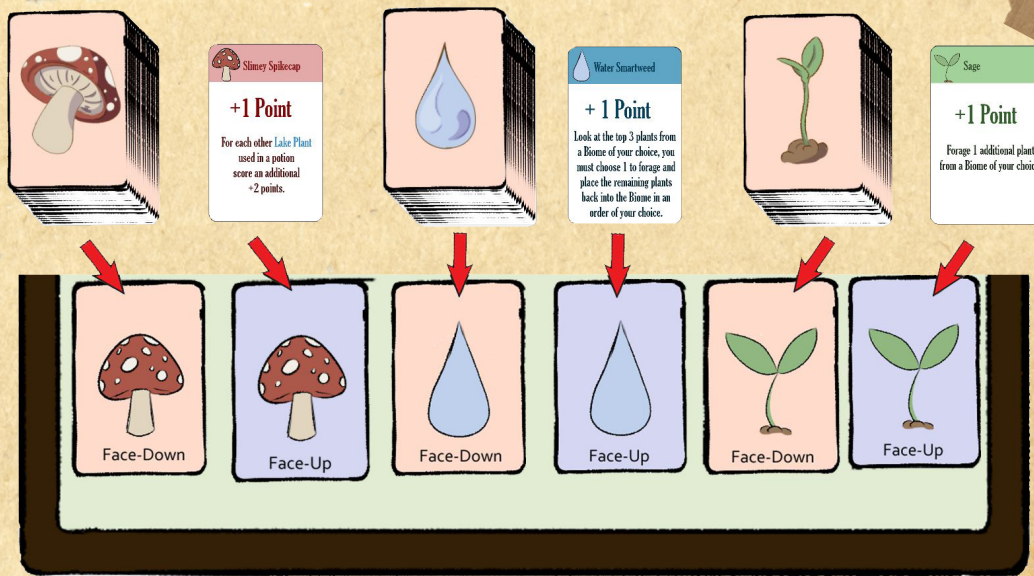


Tokens x3



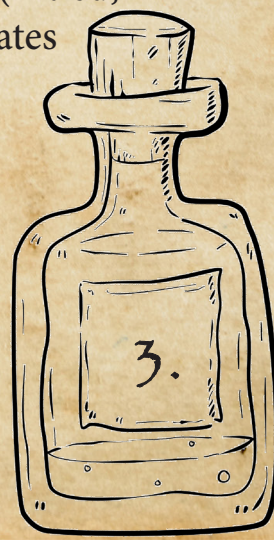
~Setup~

Determine who players one, two, and three are. Then, assign each player a Brewing Stand accordingly. The Brewing Stands are where players make Potions. Next, shuffle and place the three Biomes (decks) of Plants (cards) into their respective face down regions on the Placemat. Then, each player forages two cards from one biome of their choice. Finally, put the top card of each Biome into its respective sample slot.



~Setup~

Determine initial turn order by whoever watered a Plant most recently, starting with that individual and going clockwise thereafter (players may opt for rock-paper-scissors instead). For all subsequent rounds (once all three players have gone once), whoever has the least amount of Judge Points goes first (If tied, do rock-paper-scissors between tied individuals), then the turn order rotates clockwise between players.



~Your Turn~

On your turn, forage (draw) two miscellaneous Plants choosing from the three available Biomes and/or sample slots. (If a Plant is taken from a sample slot, replenish it after that player's turn.)

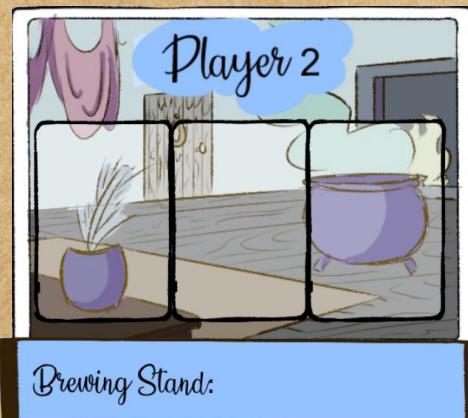
After foraging Plants, place whatever Plants you obtain face-up in front of you where all players can see.

~ Individual Player Example:

Players may hold any number of Plants. Then, choose whether or not to craft a Potion. A Potion is created with any three Plants placed in the three slots on a player's Brewing Stand. No more, no less.

Upon crafting a Potion, increase your amount of Judge Points on the Point Tracker according to the combined values of all three Plants used.

Only one Potion may be crafted per turn.



~ For example, Player 2 had zero Judge points and obtained five Judge Points by crafting a potion with the Plants in their Brewing Stand.

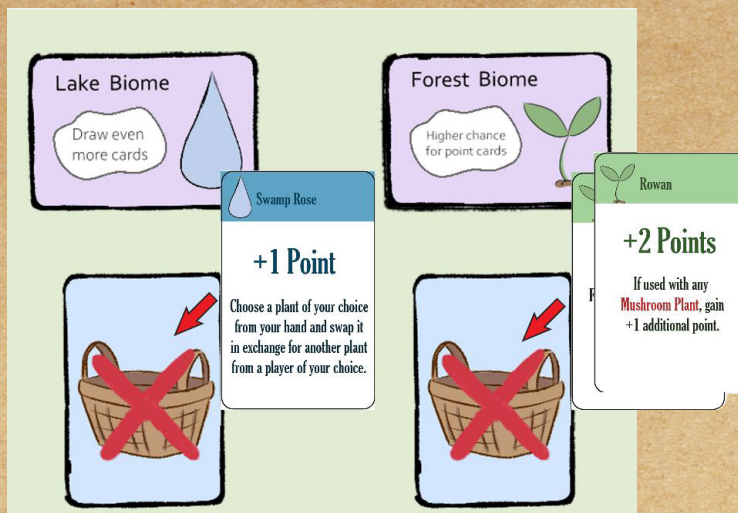
1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

Continued On Next Page



~Your Turn Continued~

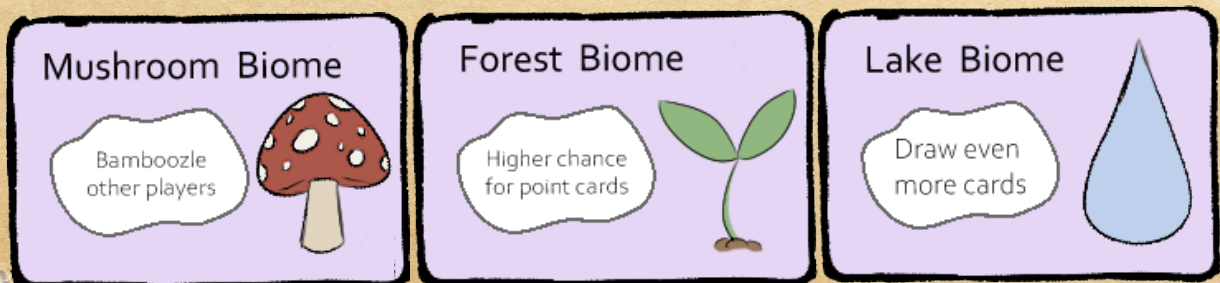
Also be sure to keep in mind any effects the Plants within the Potion dictate.
Once its effects have been resolved, place the Plants in their Biome's discard piles.



Furthermore, remember to let the player with the least amount of Judge Points go first after completing a round. If tied, determine who goes first by playing Rock Paper Scissors.

~Plants~

Each Plant is categorized into a specific Biome: Forrest, Lake, and Mushroom.
In addition, each Biome has its specialty listed on the Placemat.



Continued On Next Page

~Plants Continued~

The combinations of Plants players use in their potions allow them to obtain Judge Points. The Judge Point value of a Plant may vary depending on what other Plants it is used with. Plants must be placed face up in an area all players may see.

In addition, when used in a Potion, certain Plants apply various effects. These effects manipulate the Judge Point values of Plants, interfere with other players, and change how players forage Plants. The effects only apply once the Plant has been used in a Potion. For example:



When this Potion is crafted, Indigo Milkcap will interfere with an opponent of Player 1's choosing, Rowan will manipulate the Potion's Judge Point value, and Wolf's Bane will make Player 1 temporarily deviate from foraging rules. Player 1 would earn six Judge Points from this Potion and follow the directions listed on Indigo Milkcap and Wolf's Bane.

Lastly, players may not trade Plants.

Remember, the contest winner is the first player to obtain thirty Judge Points.

