

Magic CAULDRON

A magically twisted memory movement game for 2 to 4 sorcerer's apprentices from 5 to 99 years.

Game designers: Anna Oppolzer & Stefan Kloß · **Illustrator:** Julia Bierkandt · **Editorial staff:** Christiane Hüppler

Playtime: approx. 20 minutes

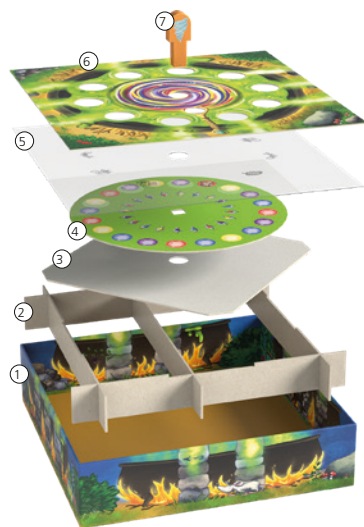
Abacadabra! – Zippety doo! – The sorcerer's apprentices at the Magica magic school wave their wands around excitedly! Today is the big magic exam! All candidates meet on the enchanted magic mountain, around the magic cauldron. It magically shows which ingredients need to be conjured up to brew the magic potion. But be careful! When the cauldron is stirred, the ingredients change color as if by magic. Who can keep track of what's in the magic cauldron and always knows where the required ingredients can be found?

The goal is to be the first to brew all the required magic potions and win the game!

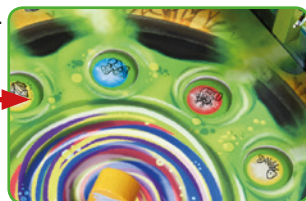
Contents:

1 magic cauldron (made up of: box base with insert, interlocking cross, false floor, turntable transparent symbol plan and game plan), 1 whirlwind turning figure, 4 sorcerer's apprentices made of wood, 4 player markers, 20 ingredient tiles (toad spawns, toadstools, lion fish bones, witch's worms, and dragon crystals, each in 4 colors), 36 magic potion tiles, 12 magic coins, 1 rulebook.

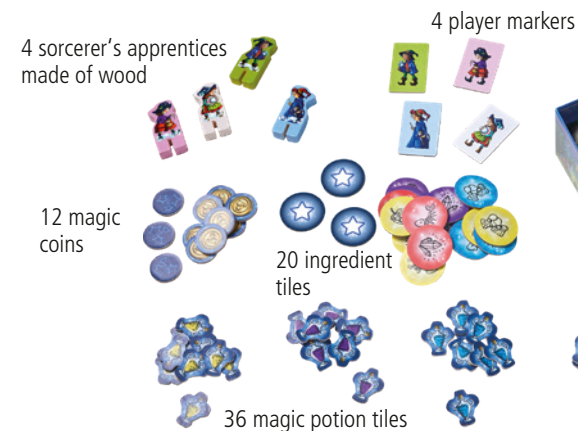
Before the first game remove the protective film from the transparent symbol plan. This film is not required for the game and can be discarded. You can ask an adult to help you with the initial setup (You can also find the pictures to the construction inside on the insert of the false bottom of the box!)



- (1) Place the empty **box base with insert** in the center of the table.
- (2) Take the **five gray partitions** and put them together as illustrated. Pay attention to the pictured recesses. Place the interlocking cross created in the box base.
- (3) Now place the **false floor** on the interlocking cross, so that it fits into the recesses.
- (4) Place the **turntable** over the top.
- (5) Then take the **transparent symbol plan** and place it on the turntable so that the lion fish bones and the jar of witch's worms point toward the side of the box with the mouse (2 columns).
- (6) Finally, place the **game board** on top. Make sure that the spoon and the arrow point towards the side with the mouse.
- (7) Now place the **turning figure** in the opening in the center of the game board, so that it connects the game board, turntable, symbol plan and false floor. Now, when the turning figure spins, the turntable spins with it. This changes the colors of the symbols. Give it a go! Now carefully remove all tiles from the punchboards. The empty punchboards and the plastic bag are no longer required and can be discarded.



Important: Place the assembled magic cauldron in the center of the table. Spin the turntable so that one single-colored magic potion is completely visible in the magic spoon.



Game Setup

Sort the magic potion tiles by color. Place all magic potion tiles of one color in each corner of the magic cauldron. This is your shared stockpile.

Each player picks a sorcerer's apprentice and takes the matching player marker.

Whoever most recently saw a bat is the starting player. On the edge of the box, next to the magic spoon, there is a column with an arrow on it. Place your sorcerer's apprentice on this column.

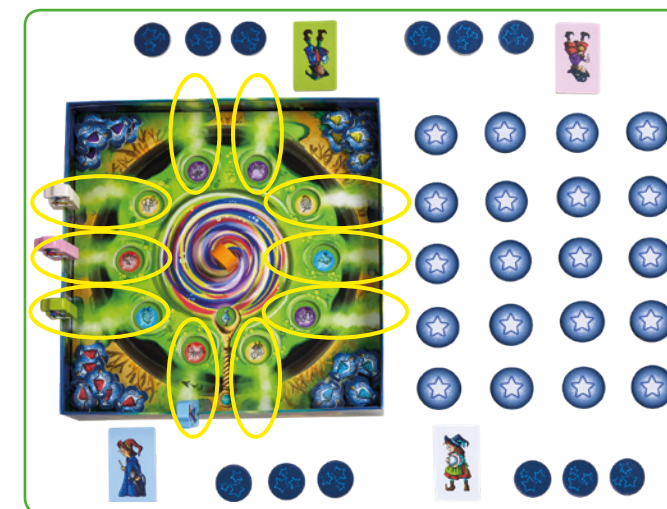


Only one sorcerer's apprentice may sit on each column.

Players take turns in a clockwise direction placing their sorcerer's apprentices on the next free column (see image below left).

Then each player takes 3 magic coins and places these in front of them face-down.

Shuffle the 20 ingredient tiles face-down and place them in a 4 x 5 grid next to the magic cauldron, so that all players can see and reach them well.





How to Play:

Take turns playing in a clockwise direction. The starting player begins the magic exam.

Which ingredient (symbol and color) do you need to conjure up?

Look at the ingredient in the magic cauldron that your sorcerer's apprentice is sitting next to. The light mist leads from the column that your sorcerer's apprentice is sitting on to the ingredient. It shows which symbol you need to conjure up in which color (for example "lion fish bones and yellow").

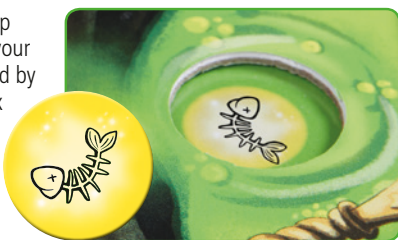


Say the magic spell: "Abracadabra, magic ingredient! Show yourself!" Now turn over a face-down ingredient tile of your choice.

What does the ingredient tile you turned over show?

• Does the symbol and color match the ingredient that you were looking for?

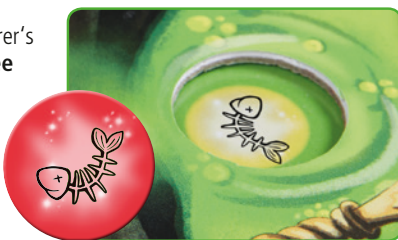
Nice sorcery, you conjured up the right ingredient! Move your sorcerer's apprentice forward by **3 free columns** on the box edge, skipping occupied columns as you move. In addition to this, as a reward for your successful sorcery you also receive one magic coin. Turn one of your magic coins over, so that the coin is visible now.



Note: Columns on which a sorcerer's apprentice is already sitting are skipped by your figure (only empty columns count when moving!)

• Does the symbol match the ingredient you were looking for, but in a different color?

Good job! Move your sorcerer's apprentice forward by **2 free columns** on the box edge, skipping occupied columns as you move



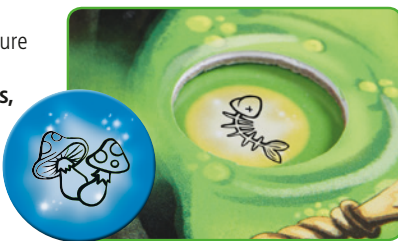
• Does the color match the ingredient you were looking for, but with a different symbol?

Not bad. Move your sorcerer's apprentice forward by **1 free column** on the box edge, skipping occupied columns as you move.



• Does neither the symbol nor the color match the ingredient you were looking for?

A pity, but it's okay. Your figure stays sitting on its column. To help your **magic studies**, you may secretly look at an ingredient tile of your choice. Memorize it, then place it face-down in the same position.



Then place the uncovered ingredient tile face-down again. The next player may then take their turn

During the magic exam there are two special events that can happen:

Special event 1: Brew a magic potion and trigger a whirlwind

Did your sorcerer's apprentice move past the handle of the magic spoon? Then you've finished brewing a magic potion. Excellent, you've passed one section of the exam! As a reward, you can take one magic potion of the color that is shown in the magic spoon.



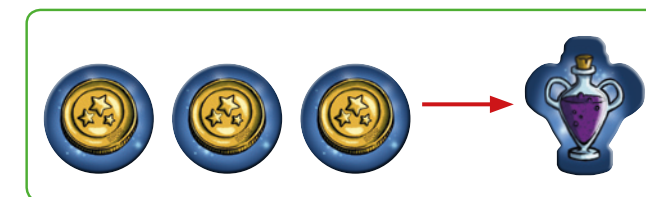
Then the magical whirlwind gives the magic cauldron a powerful stir. To do this, take the whirlwind turning figure in the center of the magic cauldron between your fingers, and turn it slowly in a clockwise direction until the next magic potion is completely visible in the magic spoon. This also changes all the colors of the ingredients in the magic cauldron.



Special event 2: Brew a magic potion of your choice

As soon as you receive your **third** magic coin and the three magic coins in front of you are face-up, you can **immediately brew one magic potion of your choice**: Take a magic potion in the color of your choice from the stockpile. Then turn the three magic coins back over, so that none of them are visible anymore.

Important: The magic coins must be redeemed immediately, not later!



End of the game:

The game ends **immediately** if a sorcerer's apprentice has **3 magic potions of the same color**

or

3 magic potions in different colors in front of them.

Great! You're the best sorcerer's apprentice in the grade and win the game.

Tip! If you're playing with an adult, they can try to brew **5 magic potions (any combination)**. This gives you a better chance.

Dear Children and Parents,

After a fun round, you suddenly discover that a part of this HABA game is missing and nowhere to be found? No problem! At www.haba.de/Ersatzteile you can find out whether this part is still available for delivery.

*"We dedicate the Magic Cauldron game to our daughter Emma Maria, who enchants us with something new every day."
(Anna Oppolzer & Stefan Kloß)*

