Potion Explosion by Silva, Crespi, and Castelli  Games In One Page by Steve Lewis
Published by Horrible Games, 2015  v1.0 pub1/11/17

In Potion Explosion, you will be pulling marbles from the dispenser. When marbles of
the same color collide, they “explode” and you collect them as well, potentially leading to more
explosions. The collected marbles are used to fill potion bottles, requiring marbles of certain
colors; completed potions are worth points, and can be used for a one-time bonus effect.

Pour the marbles into the top of the dispenser, making sure that the marbles are evenly
distributed among all of the chutes (you may need to push some marbles to different holes).
Select one player as the starting player. Remove two of the eight types of potions from the game.
From the remaining six types of potions, randomly choose two potions with stars on their scoring
label per player. Beginning with the starting player and moving clockwise, each player chooses
one potion from the starred selections. Then, beginning with the last player and moving counter-
clockwise, each player selects a second starred potion. The remaining potions are shuffled and
placed formula-side-up in five roughly equal piles. For a [2, 3, 4]-player game, create a supply of
[4, 5, 6] Skill tokens.

On your turn, you get one “regular pick” in which you pull one marble from one of the
chutes of the dispenser. The bottom eight marbles in each chute are available to take (the
ninth marble, while visible, is not available). In removing this marble, the marble immediately above it
and the marble immediately below it will collide; if they are the same color, they “explode” and
you collect all adjacent marbles of that color from that chute (for example, if a black marble
collides with two black marbles, you collect all three black marbles). If removing these marbles
causes more marbles of the same color (that weren’t adjacent before) to touch, you collect these
marbles as well.

Marbles that you collect are held “in hand”. You must then place any marbles in hand on
matching-colored holes on the two potions on your rack. Up to three extra marbles can be saved
on your flask. At the end of your turn, any marbles still in hand must be returned to the
dispenser. If you completed any potions, their marbles are returned to the dispenser, and the
potion is flipped over (showing its backside) and moved to the area beneath your rack. Then,
replenish your rack by taking a potion (or two) from the tops of the supply piles.

At any time during your turn (before or after your regular pick), you may turn a
completed potion upside-down (pointing at you) to use its effect. You can use multiple potions in
one turn. You may also ask for help from the professor; take one marble from a chute, but also
take a Little Help token, worth -2 points at the end of the game. In both of these cases, any
matching-colored marbles that collide in a chute do not explode; explosions only occur when
using your regular pick.

Whenever a player completes three or more of the same potion, or completes a set of five
different potions, they take one of the Skill tokens from the supply. When the stack of Skill
tokens is depleted, the end game is triggered; play continues until all players have had an equal
number of turns (ending with the player to the right of the first player), using extra Skill tokens
from the box if necessary. Players add up their points from completed potions (whether
consumed or not) and Skill tokens, and subtract points from Little Help tokens. The player with
the highest score wins.