

House Rules for Black Handed Henry's Potion Party – More 'Push-your-luck'

These rules bring in a greater element of 'Push-your-luck' for re-rolls.

With these rules, with a greater number of players you may require more ruby (red) or sapphire (blue) dice than are provided in the Potion Party base game. So have some more Super Dungeon dice available from your other sources (Explore/Arcade/Arena!).

Changes to main rules:

- At the start of your go, roll 4 ruby and 4 sapphire dice (instead of 3).
- Don't remove darkness dice (blanks)
- If you get at least 1 matching stardust of the same number on your first roll, you can re-roll any of the other non-matching dice of that particular colour, any number of times, to try and increase your matching stardust.
- BUT you lose all existing stardust if:
 1. The dice you choose to re-roll includes a darkness from the original roll and you don't get a stardust number that matches the stardust from the original roll.
 2. You getting a matching stardust number from the original roll but all other re-rolled dice are darkness.

All other rules are the same regarding alchemy, saving potions + hearts for the next roll and skullduggery.