BLACK·HANDED HENRY'S

POTION PARTY™

Black-Handed Henry's Potion Party is a game for 2-4 players using the Super Dungeon dice. Players will also need a pad of paper, napkin, or Super Dungeon Explore tokens to help keep score. During the game players assume the role of a captured alchemist trying to complete Captain Henry's potion before the others.

Players attempt to complete the Potion Recipe by accumulating the necessary ingredients to create the potion. To get ingredients players take turns rolling 🎲🎲🎲 and 🎲🎲🎲 in hopes of accumulating Sapphire and Ruby stardust. Stardust is scored by forming groups of matching dice. Opposing players can attempt to Sabotage another player's roll to prevent them from gaining ingredients. The first player to accumulate enough ingredients to create the potion wins!

INGREDIENTS

Sapphire Stardust is created by rolling matching results of 🎲 or 🎲.

Ruby Stardust is created by rolling matching results of 🎲, 🎲, or 🎲.

Emerald Stardust is created by rolling 🎲, 🎲, or 🎲. It does not require matching results, and can be used as Sapphire, Ruby, or Emerald Stardust.

Darkness is created by rolling 🎲 or 🎲.

Alchemy is created by rolling 🎲, 🎲, or 🎲.

SETUP

1. Each player rolls 🎲🎲. In the case of a tie reroll the dice. The player who rolls the most stars is Player One. Remaining players take their turn clockwise around the table.

2. Each player chooses one Alchemist card.

3. The last player to choose an Alchemist chooses one Potion Recipe card.

Simple potions only require Sapphire and Ruby Stardust. Complex potions require additional complex ingredients. If this is your first game of Potion Party we recommend choosing a simple recipe.

All players are trying to create the chosen potion.

PLAYING POTION PARTY

Player One takes the first turn. Play then moves clockwise around the table.

1. ROLL 🔵🔵🔵🔴🔴🔴

This is your dice pool.

2. REMOVE DARKNESS

Remove all dice that rolled 🔴 🔵 from the dice pool.

3. COLLECTING INGREDIENTS

With the remaining dice the player attempts to score Stardust, create Super Dice, and save Alchemy dice.

Stardust is scored by forming groups of matching dice of the same result and color. A group must always be two or more dice. The player scores one Stardust per star in the group. When a group is formed, remove the dice from the dice pool

EXAMPLE:

⭐ + ⭐ = 4 Ruby Stardust

⭐ + ⭐ + ⭐ = 3 Sapphire Stardust

Super Dice may be created by matching one 🔴 and 🔵. Remove the dice from the pool, and place one Emerald "Super" Die next to the Alchemist's card. Using Super Dice is detailed in Special Rules.

Alchemy results of 🔴 and 🔵 that were not used to create Super Dice, may be saved to roll during the player's next turn. Remove the dice from the pool, and place it next to the Alchemist's card. Using Alchemy Dice is detailed in Special Rules.

4. BE GREEDY (OPTIONAL)

As long as at least one Stardust group was formed, a player may choose to continue rolling any remaining dice in the pool. Results are matched as normal. Additionally, any die that matches an existing group may be added to that group. If no matches can be made, the player's turn immediately ends and they lose all results rolled this turn.

5. RECORD SCORE

Once a player decides they are done rolling, add the number of each type of ingredient scored to the player's total.

6. NEXT PLAYER

Play then moves to the player on the left, who begins at Step 1.

WINNER!

The first Alchemist to accumulate enough ingredients to complete the potion for Captain Henry wins. The remaining Alchemists walk the plank!

SPECIAL RULES

Alchemy

A player with saved Alchemy Dice from their previous turn must use each die in one of the following ways:

1. Add the die to the dice pool before making the roll, and roll it with the dice pool.

2. Attempt to match the saved 💎 or 🔴 die with the results of the roll to form an Emerald "Super" Die.

All Alchemy Dice that a player saved in a previous turn must be used. Any unused Alchemy Dice are lost.

Super Dice

When a player creates Super Dice, the player may use each die in one of the following ways:

1. Immediately roll the Super Die. Any stars rolled count as the player's choice of Sapphire, Ruby, or Emerald Stardust. No matching groups are required. Immediately add the result to the player's total score for the chosen type of Stardust. If a 🟢 is rolled, the player may save it as either a 🔴 or a 💎.

2. Save the die for Sabotage. See below.

Sabotage

After a player decides to stop rolling, before they record their score, any player with Super Dice may attempt to Sabotage the player. When the sabotaging

player rolls stars on the Super Die, they choose any color combination of Stardust up to the number of stars rolled. The player being Sabotaged subtracts this value from their score. Sabotage may not reduce a player's score below zero. Results of 🎲 have no effect. After rolling Sabotage, the Super Die is removed.

Skullduggery

All Alchemists have a unique Skullduggery rule. Whenever a situation occurs that is affected by the Alchemist's Skullduggery use the rules on their card.

Complex Ingredients

All ingredients that are not Ruby or Sapphire Stardust are complex ingredients. Complex ingredients must be added to the potion after a player has scored all of the Ruby and Sapphire Stardust required by the potion. Complex ingredients do not require matching groups or colors to score. As soon as the result is rolled the Alchemist may score the ingredient, even if no Stardust was scored.

Running Out of Dice

The dice pool is required to remain at 🟦🟦🟦 and 🟥🟥🟥. Dice may never be saved if it would cause the pool to drop below this number. This may mean a player will not be able to save Alchemy or create Super Dice, because other players currently possess all extra dice.

Credits

SKELETON "LICH"

A creature of arcane darkness and sorceries most foul, or so he says, the Skeleton "Lich" does seem to have affinity for Darkness. Where other alchemists see their ingredients lost to the darkness that permeates the lab, the Skeleton "Lich" seems to be able to mold the darkness into something useable.

WITCH EXTERMINATOR

As one can expect, a coven has a lot of animal familiars, and those familiars seem to attract others of their kind. When the infestation has gotten so bad that even a witch notices, they call the Exterminator. Witch Exterminators are experts with poisons and gases, often hunting down rodents who are hunting them back.

NETHER ELF ARACHNOLOGIST

Spiders are closely tied to the elves of the Nether Rifts. They incorporate the arachnids into their armor, warfare, art, and lives. The Nether Elf Arachnologist has taken this to the extreme and is just a huge fan of spiders. She has studied the creatures her entire life and is constantly looking to promote spider awareness to anyone who will listen.

GNOLL MEDICINE MAN

Traditionally seen as a healer and spiritual guide for gnoll warriors, the Gnoll Medicine Man is an important part of any tribe. Gifted in speaking with spirits of frost and gnollish ancestry, the Gnoll Medicine man dwells between worlds. Because of this, he has a skewed sense of time, exhibiting far more patience than others of his race. His sage words of wisdom are appreciated, his healing cone-collars...not so much.

KOBOLD PYROTECHNICIAN

Well versed in the application of Ruby Stardust, the Pyrotechnician is often called on for developing new bombs and arcane explosives for kobold sappers. The Pyrotechnician lives for the concussion of the blast, the blinding light of the explosion, and most of all the big BOOM!

KODAMA CHEMYST

Always quick to provide credentials for prestigious institutions of "higher learning" that no one has ever heard of, the Chemyst has written extensive dissertations on the applications of Sapphire Stardust. Despite the Kodama's questionable erudition, few are more apt at distilling Sapphire Stardust than the Chemyst.

DEMON MATCHMAKER

Money can't buy love, but to the Demon Matchmaker, souls are legitimate tender. With extensive use of love potions and charm spells, this Matchmaker will hook you up with anyone or anything. This alchemist will make anyone your's for your lifetime, so long as you are willing to be the Matchmaker's for eternity.

ORC COOK

The Orc Cook isn't actually an Alchemist, or even a cook, as most orcs prefer to eat things raw. Captain Henry's men drunkenly absconded with the Orc Cook, thinking him a master poisoner, after witnessing half their number die from eating his famous goulash. Now, eager to be free of his captivity, the Orc Cook brings his bellowing war cry and brutish ferocity to the potion creation process.

INSERT COIN

Bring the video game console to your tabletop with Super Dungeon® Explore! Build a party of brave Heroes to battle through classic hack-and-slash dungeons and defeat the villainous dungeon boss. Two game modes—Classic and Arcade—allow you to play either cooperatively as the Heroes against an automated dungeon; or adventurously with a game master controlling the monsters.

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