# Setup

## Board

* 6 Potions types
* Create countdown stack of scoring tokens

|  |  |
| --- | --- |
| Players | Countdownstack |
| 2 | 4 |
| 3 | 5 |
| 4 | 6 |

## Players

* 2 Starter (starred) potions per player.
	+ First player picks 1st potion (clockwise).
* Last player picks 2nd potion (counter-clockwise).

# End Game

* Trigger: last token in countdown stack is taken.
* More scoring tokens can be earned despite the countdown stack being empty.
* Continue round until last player gets their (final) turn.
* Tiebreaker: make a pick and biggest explosion wins.