

SETUP

BOARD

- 6 Potions types
- Create countdown stack of scoring tokens

Players	Countdown stack
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.