Isabella

little witch

Isabella, the little witch, is brewing a magic potion. She is throwing all kinds of ingredients in her cauldron. Sometimes she forgets whether an ingredient is already in her cauldron or not. Help Isabella to remember and score wizard hats in return.

★ Components ★

16 wizard hat tokens

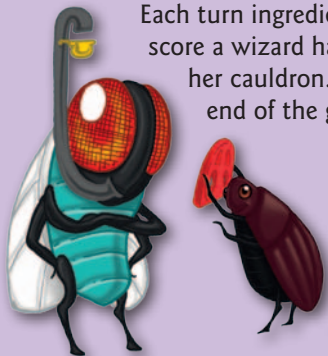**1 game board**

2 dice

36 ingredient tiles
(6 kind of ingredients combined with 6 background colours)

Note: Before your first game, you need to stick the 6 colour stickers on the sides of one die and the 6 ingredients on the sides of the other die.

★ Objective ★

Each turn ingredients are placed in Isabella's cauldron. You can score a wizard hat if you can remember which ingredients are in her cauldron. The player with the most wizard hats at the end of the game, wins the game!

★ Set up ★

Place the game board in the middle of the table.

Shuffle all ingredient tokens face down. Randomly remove 10 tokens and place them back in the game box without looking at them. Place the remaining tokens in a supply face down next to the game board.

Place the wizard hat tokens in a supply next to the game board.

The player who helped cooking most recently will be the start player. If you cannot decide, the youngest player will be the start player. The start player places the two dice in front of him and becomes the first active player.

★ Game sequence ★

The game is played in turns, in clockwise order. A turn consists of two phases:

1. Add an ingredient to the cauldron.
The active player takes one ingredient from the table, shows it to all players and places it face down on the game board.

2. Try to remember the ingredients in the cauldron
The active player rolls both dice. The combination of these dice results in one ingredient (a shape with a backgound colour).

Example:

Now all players try to remember whether this particular ingredient is in the cauldron or not. If any player thinks exactly this ingredient is in the cauldron, he shouts: "INSIDE!".

Note: Even if it's not your turn, you can still shout "INSIDE!" when you think the ingredient is in the cauldron.

The player who shouted "INSIDE!" first turns over all tiles in the cauldron until the ingredient is revealed.

- ⭐ If the ingredient is in the cauldron, that player takes one wizard hat from the supply and places this in front of him.
- ⭐ If the ingredient is not in the cauldron, that player has to give one wizard hat back to the supply (if he has any).

If nobody thinks this ingredient is in the cauldron, nothing happens.

Then all revealed tiles in the cauldron are turned back over again.

At the end of each turn the dice are given to the next player in turn order. That player becomes the next active player, starting the next turn.

⭐ End of the game ⭐

If there aren't any tiles left to place in the cauldron at the beginning of a turn, the game ends. The player with the most wizard hats wins the game. In case of a tie, all tied players win the game.

⭐ Credits ⭐

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