

TOIL AND TROUBLE

RULESHEET

2 - 4 players | 40 - 60 min

GOAL

Toil and Trouble is game of potions, magic, and sabotage, in which Alchemists compete against one another to run the best magic shop in town, by brewing potions made to order. Gather Ingredients from the Ingredient deck, brew them together in your Cauldrons, then either drink them to cast their effects against your opponents, or sell them to earn gold. Beat out the competition by earning 10 gold before any other Alchemist, gaining the favor of the court, and earning the title of High Alchemist.

COMPONENTS

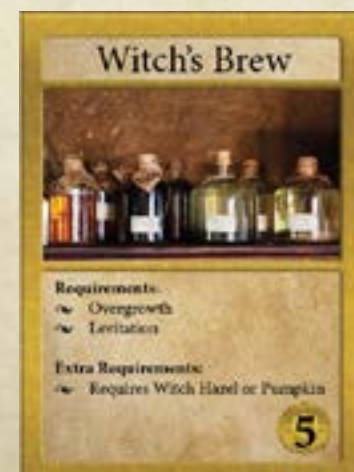
- ∞ 128 Ingredient cards
- ∞ 14 Basic Order cards
- ∞ 12 Special Order cards
- ∞ 4 Card Mats

INGREDIENT CARDS

At the top of the Ingredient card is its name. Below its image are listed all of its potential alchemical effects. Each effect has a name, cost, and description. The cost represents how many Ingredients with the matching effect must be brewed into a Potion to add that effect to it. A cost of X indicates a variable power effect, where any number of Ingredients with that effect may be added to the Potion, increasing its potency. The effect text describes what that effect will do when its Potion is consumed. A potion may possess only one instance of each effect.

ORDER CARDS

At the top of the card is the name of the Potion being ordered. Below its image are its requested effects. If an effect has a number beside it, that is a variable power effect, and must have at least that power level in order to meet the requirement. In the lower right of the card is that Potion's value in gold. There are two types of Order cards in the game: Basic Orders and Special Orders. Special Orders are more powerful and difficult to make, but are worth more gold.



SETUP

Shuffle the Ingredient, Basic Order, and Special Order decks. Place the Ingredient deck face down in the center of the table, where all Alchemists may reach it. Draw cards face down from both the Basic and Special Order decks equal to twice the number of Alchemists, and set them in two stacks in the center of the table. Set aside the remainder of the Order cards; they will not be used this game. When cards are discarded during play, place them face up beside their associated deck.

Each Alchemist draws 6 cards from the Ingredient deck into their hand. 4 Basic Order cards are drawn face up, and laid in the center of the table. Each Alchemist gets a card mat, which has three Cauldron spaces in which to build your potions. The oldest and wisest Alchemist will play first, with play proceeding clockwise.



PHASES OF A TURN

BUBBLING

During this phase, resolve any lingering effects from previous turns. Any effect that states that it ends at the beginning of your next turn ends immediately at the start of your Bubbling phase.

BREWING

You may add one Ingredient from your hand into each of your 3 Cauldrons. You may not add multiple Ingredients to any one Cauldron during the same turn, but you may choose not to add any Ingredients to a Cauldron. During this phase, you may not add an Ingredient to a Cauldron which already contains 6 or more Ingredients.

Alternatively, instead of adding an Ingredient to a Cauldron, you may choose to dump out that Cauldron, discarding all of the Ingredients it contains. You may not add a new Ingredient to a Cauldron you have dumped during this turn.

POTIONS

During this phase you may sell one of your Potions, drink one, or do nothing and end your turn.

In order to sell a Potion, it must possess all of the requirements listed on one of the Order cards in play. It may contain additional effects. When you successfully sell a Potion, discard all of its Ingredients, and take its Order card to represent the gold you earned. Its effects do not activate. Next, draw a new Order card and place it in the opened spot in the center of the table, then end

your turn. When there are no more Basic Order cards left, begin drawing from the Special Order deck in the same way.

If you choose to drink a Potion, you must resolve all of the effects that Potion has. You must first resolve any negative effects, those that harm you, in any order you choose. Then you must resolve all positive effects, those that benefit you, in any order you choose. Variable power effects (those with an X) must be resolved at their full power. You may not drink a Potion that has no effects. Once you have resolved all effects, discard all of the Ingredients in that Potion and end your turn. If a Potion cast a lingering effect, keep a copy of an Ingredient that had that effect near to you, as a reminder of that lingering effect. When that lingering effect resolves, discard the reminder Ingredient.

GATHERING

Gather Ingredient cards from the Ingredient deck until you have 6 cards in your hand. If there are no more Ingredients left in the Ingredient deck, shuffle the Ingredient discard pile and place it face down as the new Ingredient deck.

GAME PROGRESSION

At the end of any Alchemist's turn, play proceeds clockwise to the next Alchemist. Once each Alchemist has completed his or her turn, and play has returned to the first Alchemist, a new round begins. The game ends immediately when an Alchemist is the first to earn 10 or more gold. That Alchemist wins the favor of the city, and is dubbed High Alchemist of the Nobles' Court.

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Thank you to our playtesters:

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