

**A POTENT POTION  
PLUNDERING GAME!**

# Slice or Dice Potion Plunder!

Players: 2 - 6  
Time: about 15 minutes  
Equipment: game board, colored pencils, two six-sided dice.

## How to Play

A trove of potent potions lies hidden in the depths of a forgotten fortress. You and your opponents compete to plunder the most potions by breaking them down into sets that you dominate.

**The GOAL of SLICE or DICE ~ POTION PLUNDER:**

Be the potion plunderer with the most potions at the end of the game.

**PREPARATION:**

- \*Print out one of the game boards.
- \*Each player needs a distinct color of pencil or other writing utensil.
- \*Get two six-sided dice.

**GAME PLAY:**

The game board has a grid of 120 potions. There are dozens of kinds of potions in different colors and bottle styles, with multiple copies of each kind of potion. The potions all have faint circles around them that you trace over when you mark them.

The player wearing the most colors goes first. On your turn, roll the dice.

**If the numbers on the dice are different**, then subtract the smaller number from the larger one. That is your roll's value.

<u>value = 1</u>	<u>value = 2</u>	<u>value = 3</u>	<u>value = 4</u>	<u>value = 5</u>
6 & 5	6 & 4	6 & 3	6 & 2	6 & 1
5 & 4	5 & 3	5 & 2	5 & 1	
4 & 3	4 & 2	4 & 1		
3 & 2	3 & 1			
2 & 1				

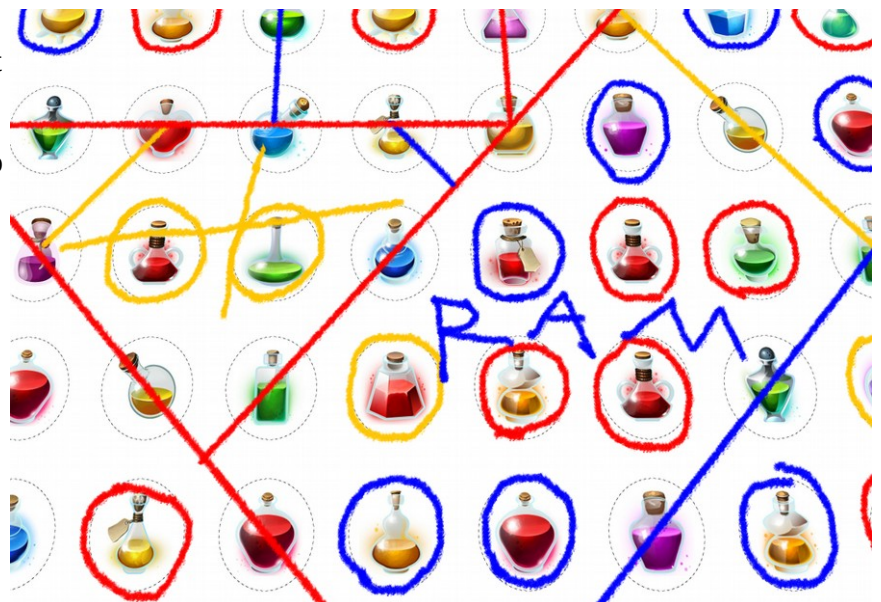
You can then decide to:

\*Slice: Cut through a line of uncircled potions to divide part of the board into two sections by drawing from one side of a section (or game board) to the opposite side. You cannot cross over lines that have already been drawn. Lines can be drawn vertically, horizontally or diagonally.

\*Dice: Take the value of your dice and circle that many potions on the game board. Only circle potions that have not been cut through.

**If you roll doubles**, you can choose to reroll one or both of the dice. If you get two sixes or two ones, you will probably want to only reroll one of them. If, on the other hand, you get two threes or two fours, you might want to reroll both of them.

The player who has **the most different bottles of potions** circled within one section claims that entire section. You can write your name, initials, etc. or draw some symbol inside the section to claim it.



In the picture to the right, BLUE has claimed the largest section. Both BLUE and RED have four potions circled, but RED only has three **different** kinds of potions circled while BLUE has four. Meanwhile, YELLOW has claimed the section to the left with just two circled potions since they are the only player with potions circled in that section.

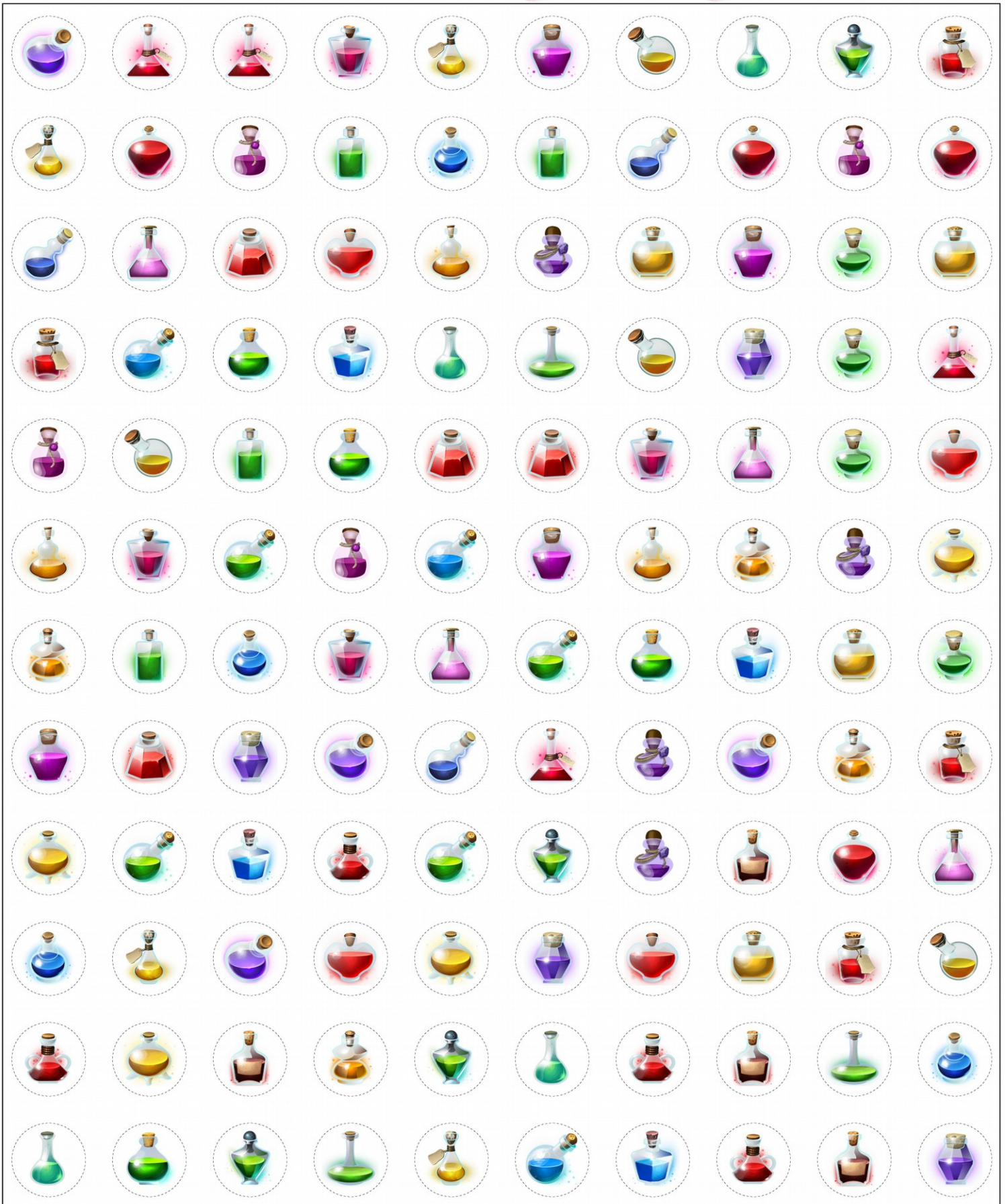
**WINNING the GAME:**

The game ends when all of the potions have either been cut through or circled. Each player should count all of the sections they were able to claim and all of potions in those sections. The number of potions plus the number of sections equals that player's score.

For example, if a player claimed three sections with four potions in each section, that player's score is  $(3 + 4 + 4 + 4 =) 15$  points.

If there is a tie, the player with the most different potions wins. If there is still a tie, both players roll one die until one player rolls a higher number to win the game.

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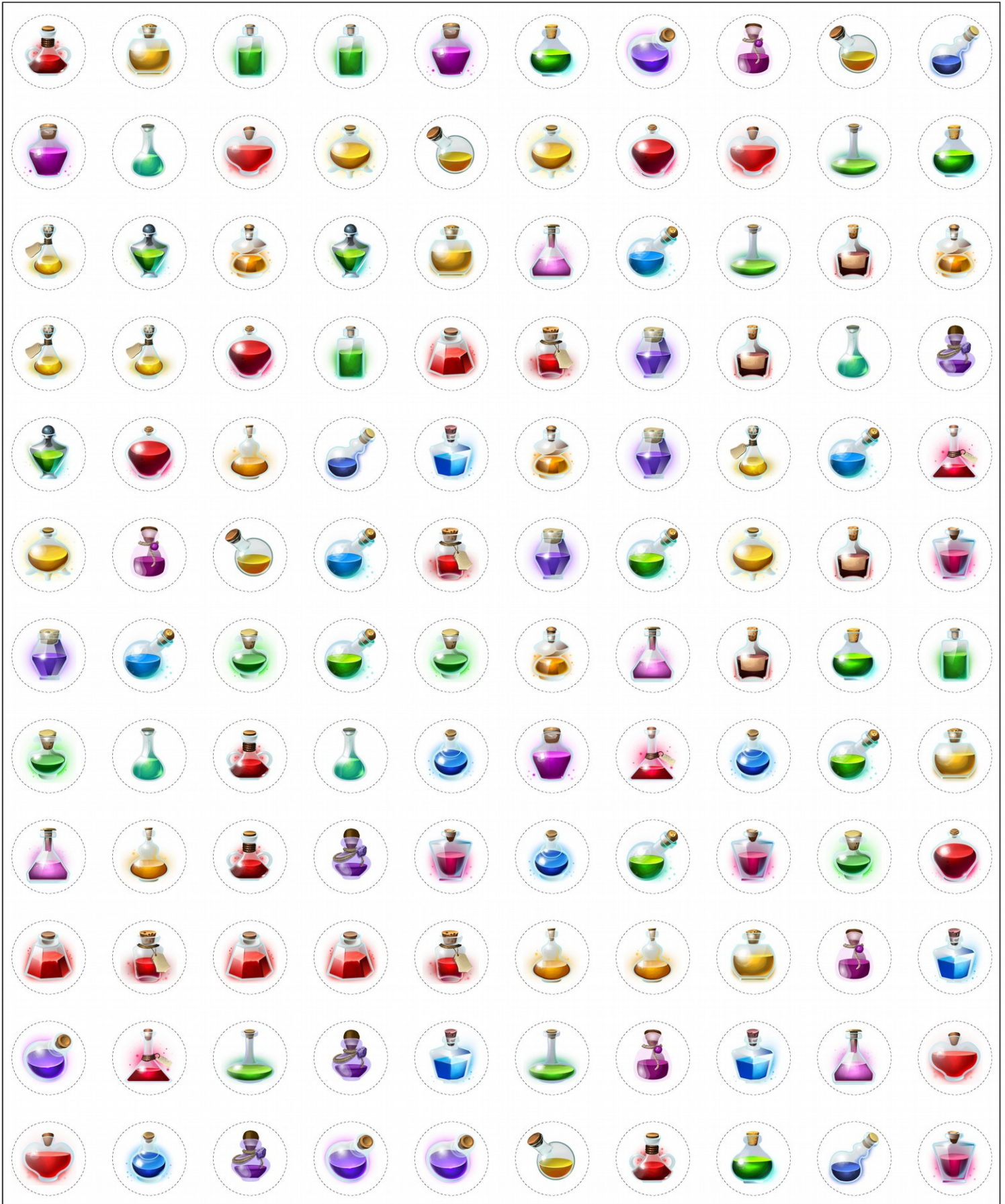
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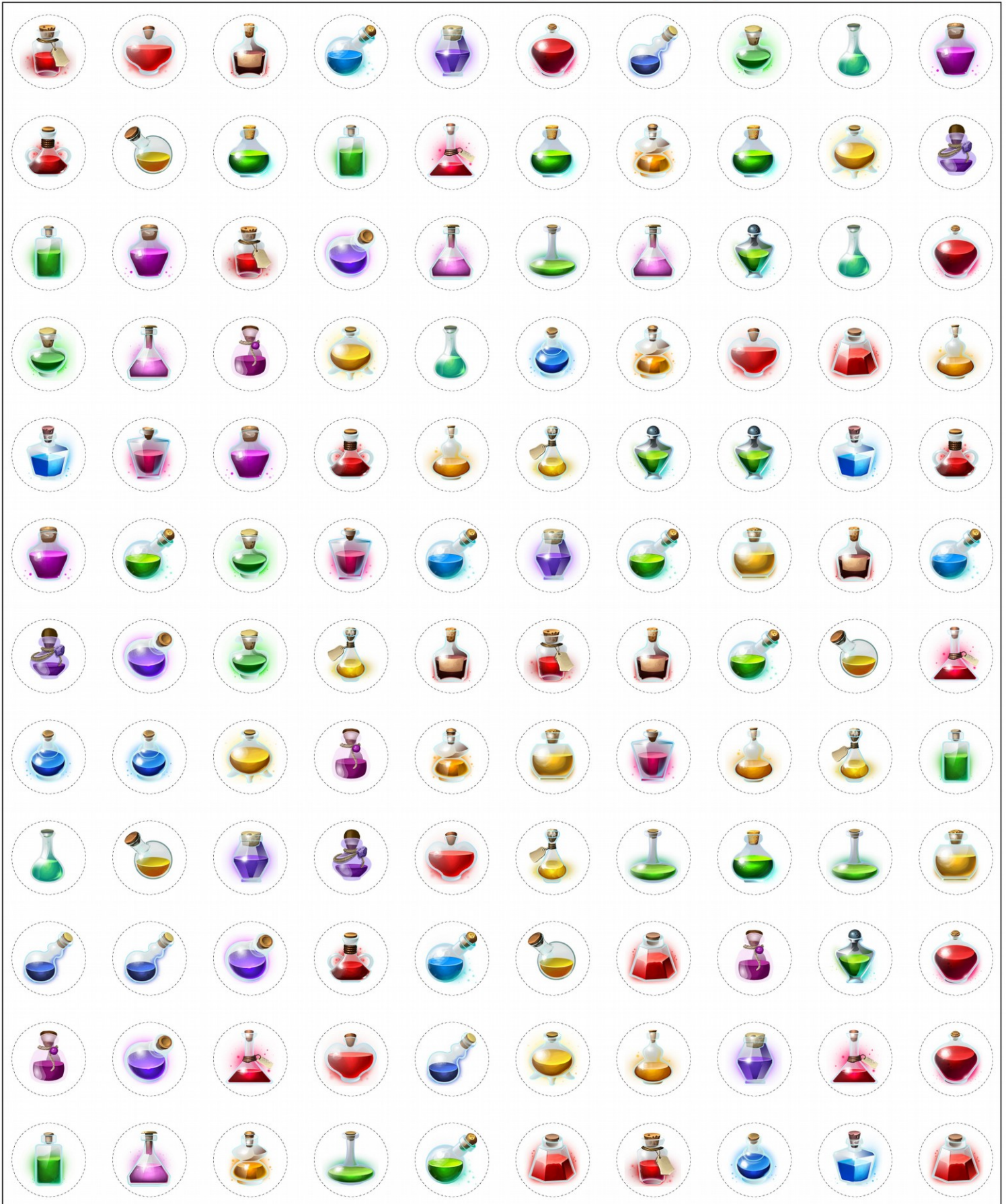
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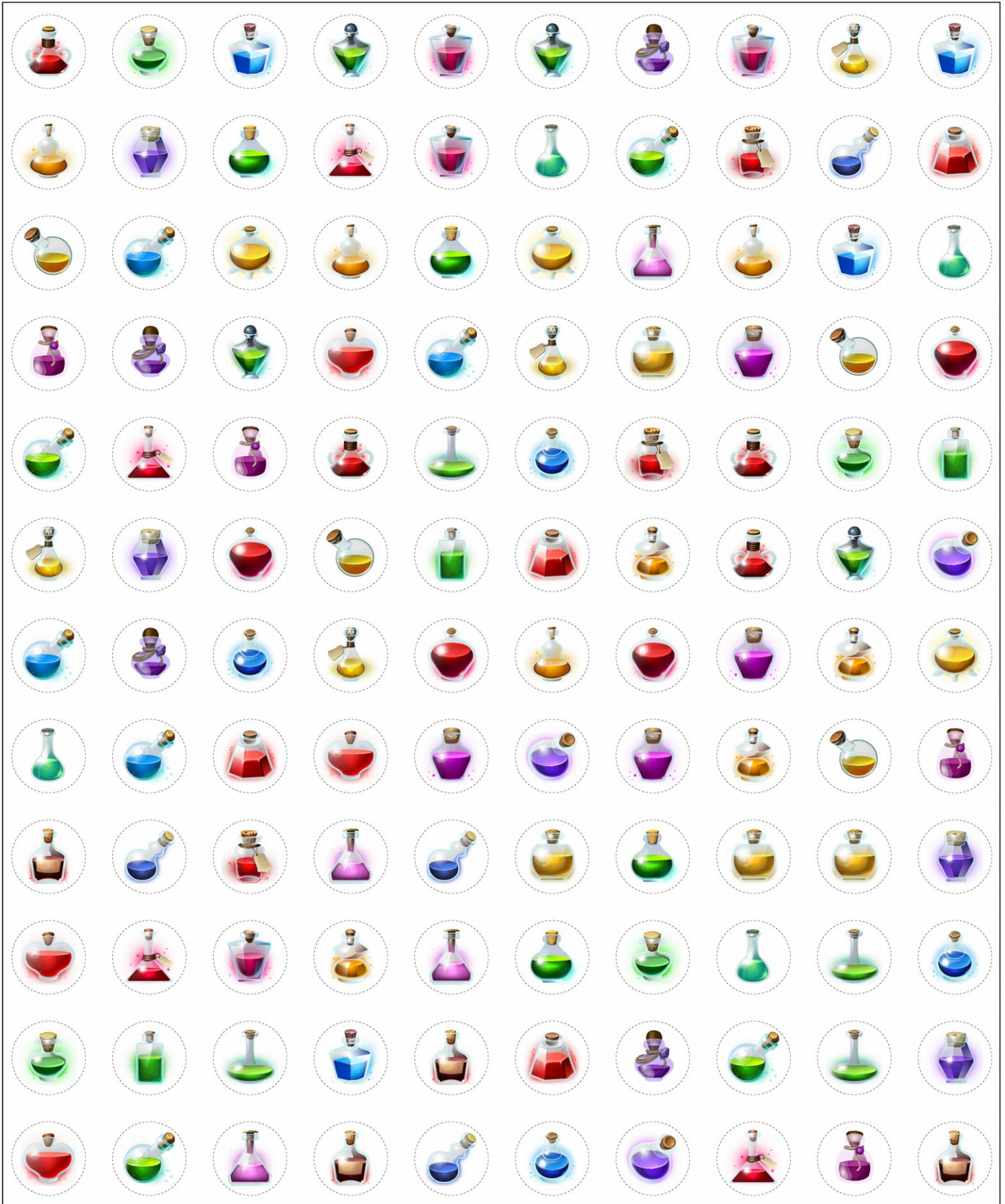
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