

A vibrant, painterly illustration of a magical forest. In the center, a wizard with a beard, wearing a brown robe and a blue hood, sits on the ground. He holds two small, glowing spheres, one green and one pink. To his left, a large, brown deer with pink-tinted antlers stands. To his right, a brown bear sits, adorned with white flowers. In front of the wizard, a small fox sits, looking up at him. To the left of the wizard, a large blue bird with white wings stands. In the foreground, a green frog sits on a rock. The background is a dense forest with tall trees and a path leading into the distance. The title 'PARKS & POTIONS' is written in a large, ornate, brown font, with a small icon of a potion bottle above it. The word 'RULEBOOK' is written in a smaller, brown font below the title.

PARKS & POTIONS

RULEBOOK



Design by: Chris Eastridge
Art by: Alan Gomes

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GAME COMPONENTS



1 Playmat (Field)



135 Potions
(9 colors, and 15 tokens each)



1 First Player Badge



60 Objectives Cards
(45 Animals, 15 Experiments)



18 Extract Tokens



4 Potion Dice



2 Roll/Round
Tracker Tokens



5 Player Aids



5 Unique Player Boards

Players take on the role of Park Rangers who harness the power of botanical alchemy to heal wildlife. The player with the most points at the end of the game is crowned as the guardian of nature!



PROTOTYPE PIC

SETUP

- 1 Place the Field Board in the middle of the table within reach of all players.
- 2 Place the roll and day (round) tracker tokens at 1.
- 3 Place the extract tokens in the designated area near the field.
- 4 Place all the potion tokens within reach of all players.
- 5 Shuffle all Objective Cards. Deal 3 cards to each player face-up.
- 6 Place 3 Objective Cards face-up in the field area, with the deck nearby.
- 7 Give each player their own inventory board with the ability text face-up.
- 8 Each player then chooses one of their Objective Cards to pass to the player on their left (If **Solo Mode**, trade one with the Field)
- 9 The person who was last to visit a nature park is the first player (or choose randomly) and takes the First Player Badge.

GAMEPLAY OVERVIEW

Parks & Potions plays over 5 rounds (6 in a 5-player game), each representing a day of work. The game is divided into phases where players roll dice to collect potions and fulfill objectives. Strategic potion mixing and objective completion are key to success.

QUICKPLAY GUIDE



1. Roll: First Player rolls the dice to discover flowers ripe for extraction.

3. Mix & Manage
Mix your potions and manage your inventory.

2. Collect: Each player simultaneously selects up to 2 of the rolled colors to add to their inventory.

4. Complete Objectives:
Use the potions in your inventory to complete your objectives

5. Select New Objectives:
Starting with the First Player, each player will select new objectives until they have 3 objectives.

6. Advance Day: Pass the First Player Badge to the person on the left and advance the round tracker.

HOW TO PLAY

(MAIN ACTION)

1. Gather Potions: The first player (Captain of the Park Rangers) rolls the 4 potion dice. All players simultaneously collect up to 2 potions from the colors rolled, and adds them to their inventory, for a total of 3 rolls each day (round).



3. Complete Objectives: Only when dice rolls are complete for the day, players allocate potions to fulfill Objective Card requirements. Place completed cards to the side until end game scoring, returning the allocated potions to the general supply. Unused potions and uncompleted objectives remain with the player to the next day. Gain extract tokens if applicable. See Extract Tokens in Free Actions).

2. Inventory Management: Keep up to 6 potions in your inventory, mixing, bottling extracts, and discarding potions as needed. These are free actions and can be done at any time, even between collecting potions or between completing objectives



4. Refresh Objectives: In clockwise order, starting with the first player, each player will gain objective cards until they have a total of 3 cards in their care. Each player should have 3 cards before the next person selects. Players may:

- Select a card from the field (replenishes immediately).
- Blind draw from the top of the deck.
- Replace a card you own from the previous day by placing it on the bottom of the deck and taking one from the top.
- The First Player, as their *first* action, before selecting a new card, may replace all field cards. Place removed cards on the bottom of the deck.

5. Advance Round: Pass the first player token to the person on the left, move the day tracker, and start the next day.



Animal



Experiment

(FREE ACTIONS)

These actions can be performed at any time.



Mixing Potions: Combine Primary Potions to create Secondary Potions, or create other mixtures as per the Mixing Guide. This can be done at any time, but players must own the potions in their inventory before mixing can be done.

Extract Tokens: When a player gains an animal card bearing an extract icon, place an extract token on that card. Extract Tokens are collected when the card bearing the extract icon is completed. This token does not take up inventory space. Players may bottle Extract Tokens at any time for an instant potion of their choice. Once used, the token must be returned to the pile.

Hint: You can combo by completing a card and bottling the extract immediately!



Player Ability: Each player has an ability that can be used once per game. When a player uses their ability, they must flip their player card over for the remainder of the game.

Discard Potions: Players may discard a potion to make space to collect.



END GAME AND SCORING

The game ends when the final round is complete, or when any player is unable to obtain 3 objectives for the next day. After the final round, add up points from completed objective cards, experiments, and bonuses. The player with the highest score wins. Tie goes to whomever has the most extracts. If still tied, whomever has the most remaining potions. If still tied, players share the victory.



1. Points from completed Animal Cards.



2. Set Bonuses: Each card after the first card in the same biome +1 point.



3. Biome Bonus: Each set of having one animal from each biome is an additional 2 points.



3. Experiments Experiments are worth their point value multiplied by the number of extract tokens you own.

ICONOGRAPHY

Primary

MIXING GUIDE

Red and blue make purple

Yellow and red make orange

Blue and yellow make green

Trade any 2 Secondary Potions for 1 Specialty Potion.

Trade any 2 Specialty Potions for 1 Potion of any type.

ACCESSIBILITY GUIDE

RED

BLUE

YELLOW

PURPLE

GREEN

ORANGE

BLACK

GRAY

WHITE

WILD
(any color)

GAMEPLAY VARIANTS

SOLO MODE (10-15 MINUTES)

Score	Results
<22	Rookie Ranger in Training
22-27	Aspiring Wildlife Guardian
28-32	Seasoned Conservationist
33-40	Distinguished Habitat Healer
41-45	Masterful Park Protector
46+	Legendary Wildlife Healer



SOLO MODE CHALLENGES

Level 1 - Easy - Requires 30+ points

- ☐ **Natural Mastery:** Complete a game without using your special ability.
- ☐ **Careful Conservationist:** Complete a game without discarding any potions.
- ☐ **Nature's Ally:** Complete a game without replacing any cards (hand or field).

Level 2 - Normal - Requires 32+ points

- ☐ **Habitat Hero:** Heal at least 3 animals from each biome in a single game.
- ☐ **Mad Scientist:** Get 24+ points in value from experiment cards.
- ☐ **Back to Basics:** Complete a game without using your extract tokens (includes experiment points).

Level 3 - Hard - Requires 35+ points

- ☐ **Biome Bias:** Complete 7 or more animals from one biome in a single game.
- ☐ **Ranger Ready:** Heal 12 or more animals in a single game.
- ☐ **Expert Extraction:** Complete a game with 6 or more extracts in your possession.

Level 4 - Expert

- ☐ **Advanced Alchemist:** Complete a challenge from each level in a single game.

GAMEPLAY VARIANTS

CO-OP MODE (2-5 PLAYERS, 45 MINUTES)

Players must work together to prevent animals from reaching **CRITICAL** condition. In this mode, players will visit biomes where they must prioritize specific animals in their care.

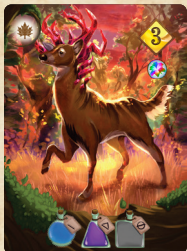
GOAL: Heal all animals in the deck, or finish 5 days without an animal being **CRITICAL** at the end. Points are ignored in this mode.

FAILURE CONDITIONS:

- 1 animal from each biome becomes **CRITICAL**.
- 2 animals from any single biome become **CRITICAL**.
- Any animal in **CRITICAL** condition at the end of the round.

SETUP:

1. Remove all experiments from the deck. Set the 3-point experiment cards to the side (used later).
2. Place potion tokens and extract tokens within reach of all players.
3. Shuffle the remaining cards and split them into 3 decks of equal size.
4. Each player receives a player board with the ability text face-up.
5. Players will draw 3 animal cards to their area from any deck. The animal in the right-most space starts as **URGENT** (placed sideways). All other animals start as **SICK** (placed upright).



SICK



SICK



URGENT

HOW TO PLAY:

1. The game plays with the base game rules for rolls, days, and color collecting.
2. When players enter the healing phase, they must each choose a biome to visit. They can only heal animals from their chosen biome that they or their partners own. i.e. You can heal all Forest animals currently in play.
3. If players choose the same biome as each other, they are allowed to exchange potions and extracts with each other. Player abilities impacting potions or requirements only apply to the player actively healing.
4. If an animal in the **URGENT** condition is not healed during the day, move the animal to a central location. That animal is now **CRITICAL**. Place one of the 3-point experiment cards on top of this animal.
5. If an animal in the **SICK** condition is not healed during the day, shift them to the **URGENT** condition position.
6. Place all healed animals in a single pile face-up near the field.
7. In any order, draw animals until each player has 3. New animals start as **SICK**.
8. Any player may heal any **CRITICAL** animal by completing the experiment card that was placed on it, regardless of which biome you choose to visit. This can be done once per experiment card.

NOTE: Extracts are gained by the player healing the animal, regardless of ownership.

COMPETITIVE DRAFTING (2-5 PLAYERS, 30-45 MINUTES)

Place all potions in a bag. Instead of rolling the dice three times per day, the First Player will randomly draw 2 potions per player from the bag and set them in the middle of the table. Starting with the First Player, each player will draft 1 of the potions. When reaching the last player, reverse the drafting until the final potion is taken by the First Player (Snake Draft). Do this three times per day instead of rolling the Potion Dice.

In the event a player cannot take a potion, it remains in the pot, and the turn passes to the next player. Any remaining potions after all players have drafted twice are returned to the bag.

* Color mixing is performed by trading with the bag.



PLAYER ABILITIES

1. Conjurer: You may gain any 2 potions instead of collecting from dice this roll.

2. Efficiency: Choose a color requirement to be wild this round. This applies to all your cards. Example: "I choose red to be wild". You may now place any color to fulfill that requirement.

3. Specialist: Choose a specialty color to use as wild(s) this round. Example: If you choose white, you can use all your white potions to place on any color requirement.

4. Versatile: Choose a secondary color to use as wild(s) this round. Example: If you choose green, you can use all your green potions to place on any color requirement.

5. Resourceful: Gain 2 extra inventory spaces for the rest of the day. Your new inventory limit is 8 potions, instead of 6 for this round.



FAQ

Q: Can I mix the colors before I collect them?

A: No. You must have the potions in your inventory before you can mix them.

Q: Can I heal animals before the end of the day?

A: No. You can only heal animals when you're back from collecting potions (after 3 rolls).

Q: Can I discard a potion to make room for more?

A: Yes. You can always discard a potion at any time to make space for more. Remember, you can always mix to make room! Draft limit still applies.

Q: Do the extract tokens stack for each experiment card?

A: Yes. Points from extract tokens multiply for each completed experiment card you have.

Q: Can I use an Extract Token as a wild?

A: No. You must have inventory space to bottle it before use.

Q: Can I leave potions on my animal to make room for more potions?

A: No. Any unused potions remain in your inventory for the next day.

Q: What happens if there are no more objective cards to choose from?

A: The game ends immediately.

Special Thanks

RESERVED

