

REINER KNIZIA'S POISON™

Instructions
in English

For 3 to 6 Players, Ages 10 to Adult
Playing time: 10 minutes per round

Object of the Game:

Be the player with the fewest points by avoiding the toxic concoctions in the cauldrons! Play a Potion Card into one of three cauldrons, each with its own color. If the total value of the cards in a cauldron exceed 13, then you are forced to take all the cards in that cauldron. Try not to take any Potion Cards, but if you must, make sure you have the most of that color so that you can be immune to its power! There are eight Poison Cards in the game that not only sabotage the cauldrons, but your score as well!

Contents:

3 Cauldron Boards and 50 cards:

Eight Poison
Cards valued
at 4



Fourteen Potion
Cards in each of
three colors
(with two cards
each valued at 4
and three cards
each valued at
1, 2, 5, and 7)



Set up:

Choose a player to deal and begin the first round. The dealer passes to the left in subsequent rounds. At the beginning of a round, the dealer shuffles and deals all the cards, one by one, to the players. Depending on the number of players, some might receive one card more than the others.

NOTE: With only three players, deal FOUR hands, and remove the extra hand from the game.

Game Play:

The player to the left of the dealer begins, and play proceeds clockwise. On your turn, you must play one of your cards face up into a cauldron. There may not be Potion Cards of the same color in more than one cauldron at a time. Each Potion Card must be played in the cauldron of its color. However, Poison Cards may be played in any cauldron. (If a cauldron contains only Poison Cards, its color is not yet determined. The Potion Card added to the cauldron will determine the cauldron's color, but the cauldron must not be the same color as any other existing cauldron.)

If you play a card that makes the value of a cauldron exceed 13, then you must take all of the previous cards in that cauldron, and place them face down in front of you. The card that you played that caused the cauldron to exceed 13 remains in the cauldron.

Note: You may not look at your face down cards at any point until the end of the game.

Example 1:



Charles plays a "2" and fills the cauldron to 13.



Sara plays a "4" and exceeds the value of 13. She must take all three previous cards and put them face down in front of herself.



Sara's "4" card remains in the cauldron.

Example 2:



James plays a Poison Card, which are always valued at "4" and fills the cauldron to 11.



Richard plays a "5" and exceeds the value of 13. He must take the previous cards in the cauldron, including the Poison Card and put them face down in front of himself.



Richard's "5" card remains in the cauldron.

Scoring:

A round ends when all cards have been played. Then all players examine their face down cards. If you have more cards of one color than any other player, you may discard all of these cards. In case of a tie, neither player may discard any cards. Poison Cards may never be discarded, no matter how many you have!

All players count the number of their remaining cards, counting each Poison Card as two cards. The result is recorded for each player, and totaled at the end of all rounds of play.

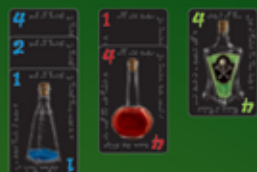
Scoring Example:

Sara has 3 blue cards, 2 red cards, and 1 Poison card.

Richard has 6 red cards and 2 purple cards.

Charles has 2 blue cards, 5 red cards, 6 purple cards and 2 Poison cards.

James has 6 blue cards, 1 red card, 6 purple cards and 4 Poison cards.



Sara's Cards



Richard's Cards



Charles's Cards



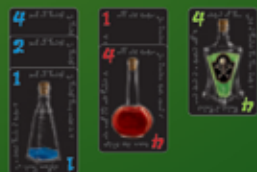
James's Cards

Sara does not have the most of any color Potion, and therefore does not discard any cards. She receives 7 points (5 for her Potion cards plus 2 for her Poison card).

Richard **has the most** red cards, so **he gets to** discard them. He receives 2 points (because he has 2 Potion cards and no Poison cards).

Charles is **tied** for the most purple cards, so he **may not** discard them. He receives 17 points (13 for his Potion cards plus 4 for his two Poison cards).

James **has the most** blue cards, so **he gets to** discard them. He is **tied** for the most purple cards, so he **may not** discard those. Even though he has the most Poison cards, he **may not** discard them because players may **NEVER** discard Poison cards. He receives 15 points (7 for his Potion cards plus 8 for his four Poison cards).



Sara's Cards

7 Points



Richard's Cards

2 Points



Charles's Cards

17 Points



James's Cards

15 Points

End of the Game:

Play one round for each player. At the end of the series of rounds, the player with the lowest total wins!