very year, Winters Peak's witches meet for the ancient rite. Gathered around the Great Cauldron, they add strange ingredients to the smoking brew to craft a mighty potion. But they must be careful — one ingredient too many and the Great Cauldron will explode!

-Game Overview-

A game of *Bobbidi Boom* takes places over several rounds. In the first part of each round, players take turns either adding an Ingredient to the Cauldron or passing. If a player makes the Cauldron explode or passes, that player takes a Ritual tile and is out for the rest of the round. In the second part of each round, each player takes a new Ingredient card from the Larder and adds it to their Ingredient deck.

Passing later in the round means you will get a better card from the Larder, but beware of making the Cauldron explode! The goal of the game is to score the most points from Special Ingredient cards and Cauldron tokens.

-Components-

• 61 Ingredient cards

20 Ordinary Ingredient cards
(4 each of 5 types)

5 Double Ingredient cards
(1 each of 5 types)

36 Special Ingredient cards
(6 in each of 5 types +
6 Dragon Blood)

• 1 Cauldron tile

• 4 Ritual tiles
Esplosion/Moon

• 9 Cauldron tokens

-Ingredient Cards-

number of points
(Special Ingredient only)

Ingredient type

Ingredient effect
(Special Ingredient only)

4+ players icon

-Setting Up the Game-

In a 3-player game, remove all Ingredient cards marked as **4+***, returning them to the box prior to setup.*

1. Shuffle the 5 **Double Ingredient cards** and deal one to each player, face down. Return any remaining Double Ingredient cards to the box without revealing them.

2. Shuffle the 20 **Ordinary Ingredient cards** and deal a certain number to each player, face down, based on player count:
   - 3 players: 5 Ordinary Ingredient cards each
   - 4 players: 5 Ordinary Ingredient cards each
   - 5 players: 4 Ordinary Ingredient cards each

Return any remaining Ordinary Ingredient cards to the box without revealing them.

3. Each player shuffles their dealt cards together, without looking at them, to form a face-down deck known as their **Ingredient deck**.

4. Shuffle the 36 **Special Ingredient cards** to form a face-down deck and place it in the center of the table. Draw a number of cards from this **Special Ingredient deck** equal to the number of players plus 1, then place them face up in a row to form the **Larder**.

5. Make a stack of tiles with the **Cauldron tile** on bottom and a certain number of **Ritual tiles** on top of that in ascending order *(i.e., with Ritual tile 3 on top)*, placed with their explosion side up. After making the stack, return any remaining Ritual tiles to the box.
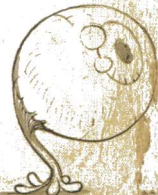
players	Ritual tiles
3 players	3-4
4 players	3-4-5
5 players	3-4-5-6

In a 4-player game, stack Ritual tiles 3/4/5, Explosion side up, on top of the Cauldron tile.

The number of tiles (Cauldron+Ritual) in the stack is always equal to the player count.

6. Place the **Cauldron tokens** near the stack of tiles. The number of Cauldron tokens to use depends on player count:
   - 3 players: 9 Cauldron tokens
   - 4 players: 8 Cauldron tokens
   - 5 players: 7 Cauldron tokens

Return any remaining Cauldron tokens to the box.

7. The player who has most recently brewed a potion is named the start player.

Setup Example, 3-player game

Ritual tiles

Cauldron tokens

Special Ingredient deck

Larder

Player 3 tableau

Player 3 Ingredient deck

Player 1 tableau

Player 1 Ingredient deck

Player 2 tableau

Player 2 Ingredient deck

-How to Play-

Each round is made up of 2 phases:
1. **Ritual Phase:** Players add Ingredients to the Cauldron.
2. **Larder Phase:** Players take new Ingredients from the Larder.

1. Ritual Phase

Play proceed clockwise, beginning with the start player. On their turn, each player must either: **a) add an Ingredient to the Cauldron** or **b) pass**.

After a player takes an action, play continues clockwise to the next player who still remains in the round.

a) Adding an Ingredient

To take this action, play the top card from your Ingredient deck, placing it face up in front of you, next to any cards you previously played this round; it is now considered to be **in the Cauldron**.

If the Ingredient you just added, combined with the other Ingredients of that type already added to the Cauldron this round by all players, equals the number of the topmost Ritual tile in the stack, then **the Cauldron explodes!** *(See "Explosions").* Keep in mind that each Double Ingredient card counts as 2 Ingredients of that type.

If the Cauldron did NOT explode, then resolve the card's effect, if it is a Special Ingredient *(see **Special Ingredient Effects**, p. 10).*

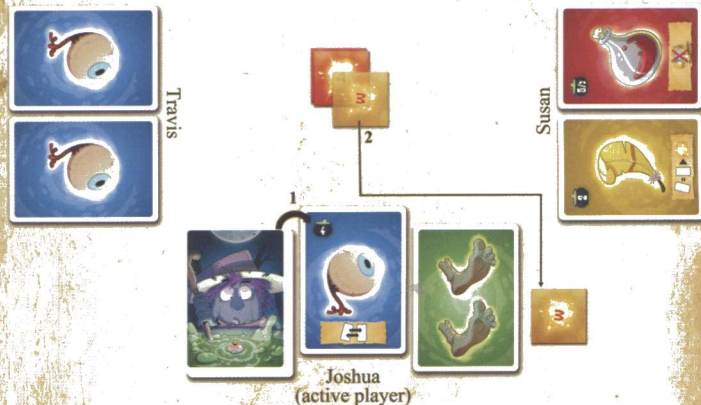*Ingredients in the Larder do not count toward explosions.*

Explosions

When you make the Cauldron explode, take the topmost Ritual tile from the stack and place it in front of you, **explosion side up**. You will not take any more turns for the rest of the round. However, your played cards remain in play and will still count toward explosions for the other players.

Now, the number of Ingredients of a single type needed to make the Cauldron explode is increased by 1.

Ritual Phase Example, 3-player game

Joshua adds an Ingredient to the Cauldron, playing a Cyclops Eye [1]. Since the number on the topmost Ritual tile is 3 and there are now 3 Cyclops Eyes in play, the Cauldron explodes! Joshua takes the Ritual tile from the top of the stack and keeps it in front of him, explosion side up [2]. He is now out of the round. Now, the Cauldron will explode again with 4 ingredients of a single type.

b) Passing

To take this action, take the topmost Ritual tile from the stack and place it front of you, **Moon side up**. You will not take any more turns for the rest of the round. However, your played cards stay on the table and will still count toward explosions for the other players. Now, the number of Ingredients of a single type needed to make the the Cauldron explode is increased by 1.

End of Ritual Phase

When the Cauldron tile *(at the bottom of the stack)* is revealed and only 1 player still remains in the round, the Ritual Phase ends. Proceed to the Larder Phase.

2. Larder Phase

The player who was the last remaining in the round during the Ritual Phase now claims 1 Cauldron token and takes 1 card from the Larder to add to their Ingredient deck. Then, beginning with the player who has the highest-numbered Ritual tile and counting downward, each other player takes 1 Ingredient card from the Larder to add to their Ingredient deck. The rules governing which card a player is eligible to take change based on whether their Ritual tile is moon side up or explosion side up:

> **Moon side up**: You may take **any 1 card** from the Larder.
> **Explosion side up**: You must take the **least valuable card** from the Larder. *(If there are multiple cards tied for fewest points, you may choose between those cards.)*

When each player has taken 1 Ingredient card from the Larder, the round is over. The last Ingredient card remaining in the Larder remains there and will be available in the following round.

Larder Phase Example, 3-player game

Joshua makes the Cauldron explode and takes Ritual tile 3, explosion side up. Susan chooses to pass and takes Ritual tile 4, moon side up. This reveals the Cauldron tile and leaves Travis as the last player remaining in the round.

Then, the Larder Phase begins: Travis claims 1 Cauldron token, then chooses the Cyclops Eye from the Larder [1]. Susan goes next and chooses the Dragon Blood from the Larder [2]. Joshua's Ritual tile is explosion side up, so he must take the least valuable card remaining. He takes the Orc Skull [3]. The Goblin Foot remains in the Larder, and will be available in the following round.

-Preparing for the Next Round-

Prepare for the next round by following these steps:
• Refill the Larder with new cards from the Special Ingredient deck until there is a number of cards equal to the number of players plus 1.
• Re-stack the Ritual tiles and Cauldron tile as during the initial setup.
• Each player collects their played cards and the new card they took from the Larder and shuffles them all into their Ingredient deck.
• The player to the left of the player who just took the Cauldron token becomes the start player for the next round.

-Game End and Scoring-

At the end of the round in which the last Cauldron token is taken by a player, the game ends. Each player now calculates their final score: each Special Ingredient card in their deck is worth the number of points printed on the card, and each Cauldron token is worth 1 point. The player with the most total points wins and is declared the Great Master of Sorcery!

-Special Ingredient Effects-

Ingredient card effects

Boiling

If the Cauldron does not explode and no player passes, the Cauldron will explode at the start of your next turn.

Reaction

If this Ingredient is of the same type as another Ingredient in front of you, the Cauldron explodes.

Vertigo

Play another card immediately.

Swap

You may swap this card with a card in front of another player.

Vision

Secretly look at the top card of your Ingredient deck.

Trickery

The next player must either pass or add 2 Ingredients instead of 1. *(If the next player adds 2 Ingredients, they apply the effect of the second Ingredient only.)*

Dragon Blood card effects

5/3 The first Dragon Blood card you have is worth 5 points. Each other Dragon Blood card you have is worth 3 points.

Antidote

For the rest of the round, any further Ingredients of this type that you play will not make the Cauldron explode. *(Does not cancel the effects of Boiling or Reaction.)*

Immunity

Ignore the effects of all cards that you play for the rest of this round.

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