



When witches and wizards get together for potion-brewing parties, their feline familiars are always willing to lend a paw, but they're also easily distracted by the moon and sometimes wander off!

This game includes one first-player card, 12 potion cards, four cat dice, eight ingredient dice, and these rules. Two to four can play. You will need a way to track each player's score.

How to Win

Players roll dice to brew potions. Completed potions grant points, and the player with the most points when all the potions are completed is the winner.

Setup

There are three kinds of potions: Major, Minor, and Quick. Each potion card has a point value on either side (see below). The 3-point cards are the Major potions, the 2-point cards are the Minor potions, and the back side of every card is the 1-point Quick potion. At the start of the game, make sure there are no Quick potions face up.

Arrange the six Minor potions in a row based on their dice results so that the **Perfect Prosperity** card is first, then the **Consummate Coffee** card, then the **Sound Sense** card, and so on. Arrange the Major potions in an adjacent row so their moon faces match the moon faces on the Minor potions. Leave enough space between the two rows of cards for the moon die to sit between two cards with the same moon result.

The dice with paw prints are ingredient dice. Place one ingredient die on each Minor potion so that it covers one of the three spaces showing on the card. Set each die to match the space it is covering. Set the remaining two ingredient dice nearby to form the starting *dice pool*.

Choose a player to go first. That player takes the first-player card, the dice pool, the cat dice, and the moon die.

Gameplay

On your turn, complete the two phases below:

Phase 1: Cats & The Moon

At the beginning of your turn, roll the moon die and set it between the two potion cards that show the matching symbol.

Phases of the Moon



Next, roll all four cats and assign them to the two potion cards that match the moon result, if possible. To assign a cat to a potion, the result showing on the cat must match an empty space on that card. If there are multiple options, you may choose where to assign the cat. Cats that cannot be assigned are passed to the next player for use on their turn.

If any potions are complete after assigning cats, score points equal to the point value showing on each completed potion. Keep a running total of your score. Remove all dice from completed potions. Removed cats are passed to the next player, and removed ingredients are added to the dice pool. When you complete a Major or Minor potion, turn the card over to the Quick side. When you complete a Quick potion, do not flip the card – it can be scored again on another turn.

Card Details

Each potion card has four parts, starting with its name.

The most important part of a card is the area showing the dice results that can be played on it. During the game, you'll cover these spaces with some combination of cats and ingredients. When all spaces are covered, the potion is complete.

The next part of a card is the moon face. This icon shows which side of the moon die corresponds to this card.

The final part of each card is the point value. This is the number of points a player scores with that card and indicates whether it is a Major or Minor potion.



Phase 2: Toil & Trouble

If there are fewer than four ingredients in the dice pool, choose and remove assigned ingredients – not cats – from the potions until you have a total of four ingredients in the pool. If there are four or more ingredients in the dice pool, skip this step.

Roll all of the ingredient dice in the pool and assign them to any empty spaces they match on Major and Minor potions (they cannot be assigned to Quick potions). If there are multiple options, you choose where to assign the ingredients. Ingredients that cannot be assigned are returned to the dice pool for the next player.

If any potions are complete after assigning ingredients, score following the rules in Phase 1 above.

Once all dice have been assigned and completed potions have been resolved, remove all cats from the potions and pass them to the player on your left. Then your turn ends, and the next player's turn begins.



Completing Potions

Major Potions

- The **Dispel Discord** and **Cheerful Child** cards require four dice in sequence.



- The **Delicious Dreams** card requires any five dice showing odd results.



- The **Classic Chocolate** card requires three of one result and two of a different result.



- The **Vivacious Voice** card requires four of the same result.



- The **Champion Cooking** card requires five dice in any combination of 3s and 4s.



Minor Potions

Each of these cards requires a set of three matching dice values.



Quick Potions

These potions aren't available until at least one Major or Minor potion has been completed. You are only allowed to assign a single cat die to a Quick potion card – ingredient dice cannot be used.



IMPORTANT!

If a cat or ingredient can be assigned, it *must* be assigned.

Dice that have been assigned to a card can be rearranged on that card as needed to complete the potion, but you cannot change the values showing on assigned dice.

Game End

When the last potion is flipped to its Quick side, complete the round. Stop when the first player would begin their next turn. The game ends, and the player with the highest total score wins.

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