

HELLO!

If you're reading this rule sheet, you have stumbled upon the legendary CAVE OF ELIXIR, a cache of potent potions created by King Solomon himself! Here are the rules for interacting with the cave.

1. Within the Cave of Elixir there are six different phials containing six different potions. The phials cannot be removed from the cave. The potions cannot be removed from the phials by any method other than "being consumed by a living creature."
2. The Cave of Elixir is in a delicate state. Approximately an hour after you enter it, it will collapse, crushing the phials and trapping or killing those who remain inside. So if you want to drink any potions, you'd better drink them fast!
3. The potions inside the Cave of Elixir are distinguishable from one another by their colors. However, there is no public information on what effects any of these potions might have, or which effects might be paired with which potions.
4. If you drink a potion, you will know its effect immediately. Unless the effect is obvious, no one else will know.
5. One phial of potion contains only enough potion for one person to drink and feel an effect.
6. It is possible to die in this game.

THAT'S ALL!

