

Magic Cauldron Game

Contents:

4 cauldron playing boards, 40 spell ingredient cards,
40 'magic' sum cards

Object

To be the first player to fill their cauldron with the magic ingredients to make a spell.

To play

- Each player takes one of the cauldron boards.
- The small spell ingredient cards are shuffled and placed in a pile, picture side uppermost.
- The larger sum cards are spread out on the table with the sum face upwards.
- The youngest player begins by taking the first card from the pile and looking at the number on the reverse. The player must try to find a sum card that they think gives the same answer as the number shown on the small card.
- The player then rubs the 'magic' black ghost on the back of the sum card to see if the number revealed matches the number shown on the small card.
- If the numbers match, the small card is placed picture side uppermost onto the player's cauldron board and the sum card is discarded. If the number revealed does not match, the sum card is returned to the table, sum face upwards, and the small card is placed at the bottom of the pile, picture side uppermost.
- Play then moves on to the next player and continues until one player has collected ten spell ingredients.

The winner

The winner is the first player to correctly solve ten sums and fill their cauldron with the ingredients to make a spell.

Version 2

The 'magic' sum cards are placed in a pile on the table, with the number sums uppermost. The small spell ingredient cards are spread out on the table, picture side face downwards. The youngest player begins by taking one of the cards from the pile and tries to find a small card with a number on it that is the correct answer to the sum. If they think the one they have picked up is the correct answer, the player rubs the 'magic' black ghost on the reverse of the sum card to reveal the answer. If it is correct, the small card is placed picture side face upwards on their cauldron board. The other card is then discarded. If a player chooses an incorrect card, the sum card is returned to the bottom of the pile and the small card to the table. Play then passes to the next player. The winner is the first player to fill their cauldron.



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