

QUACKS



All-In Edition

In Quacks, you're brewing potions, pushing your luck, and trying not to explode.

Everyone simultaneously draws ingredient tokens, one by one, out of their bag and puts them into their cauldron. Tokens with 1s go one space forward, tokens with 2s go two forward from there, etc.



You can stop drawing at any time and bank the victory points and money shown on the space after the last token you placed. As you spiral further and further outward, your potion will bring you more victory points and money to buy more and more powerful ingredient tokens.



But the ingredients have a mind of their own! They have wild effects that make each game completely different. Spiders give you bonuses if they're added late, moths only help when you have more than your neighbors, and this little mandrake root guy can keep your cauldron from exploding—if he shows up at the right time...



You also have these awful white boomberry tokens in your bag. If you push your luck too far and draw boomberrys that add up over 7, your cauldron explodes and your potion is (somewhat) ruined! Instead of getting money and victory points that round, you have to choose one.



Read on to learn the nitty gritty of how to play Quacks, or watch our how to play video at cmyk.games/quacks



Setup

- Put the scoreboard in the middle of the table and put the flame marker on the round 1 space.
- Put the shuffled fortune teller deck face down next to the scoreboard. Remove the cards with the witch and alchemist icons in the bottom corner, if you're not playing with expansions.
- Pick a set of ingredient books to use in this game—1, 2, 3, 4, 5 or 6—and put them somewhere visible to everyone.
For your first game, use the books with one bookmark: they're the best introduction to the game. For future games, see page 15.
- The set is indicated by the number of bookmarks on them: 1-6.
- The orange pumpkin uses the same book in every game.
- The black moth also uses the same book in every game, but one side is for a 2 player game and the other is for a 3 and 4 player game, shown by the number of cauldron icons on its bottom left (instead of bookmarks). If you're playing with sets 5 and 6, there are new moth books to use.
- If you're not playing with The Witches or The Alchemists expansions, ignore the locoweed tokens and books.
- Sort the ingredient tokens into 3 big piles of 1, 2, and 3+ value tokens. The colors will be mixed, but we promise it's easier and faster to find tokens this way. Embrace the chaos! For your own sanity, please also store them that way.

Everyone:

- Takes a cauldron board and scoring marker of their chosen color, plus a bag. The cauldron should be on the side showing the book at the bottom (not the test tubes).

What's in the All-In Edition

This edition comes with everything from the base game of Quacks, deluxe components, and both expansions: The Witches and The Alchemists! Read more about those starting on page 16.

- Puts their scoring marker next to the 1 victory point space of the scoreboard track, with their player symbol face up. The "50" side of the marker is for if you ever cross 50 points and go back to the 1 space.
- Puts their droplet marker on the first space at the center of their cauldron. (There's a second droplet in the box, but you only need it if you're playing the variant on page 15.)
- Puts their rat marker in their bowl.
- Puts their flask, full side up, on their silver tray.
- Puts a ruby to the left of the cauldron.
- Puts 9 ingredient tokens in their bags:
 - 4x white 1 boomberry
 - 2x white 2 boomberrys
 - 1x white 3 boomberry
 - 1x orange 1 pumpkin
 - 1x green 1 spider

See the full list of game contents on page 34.



How to Play

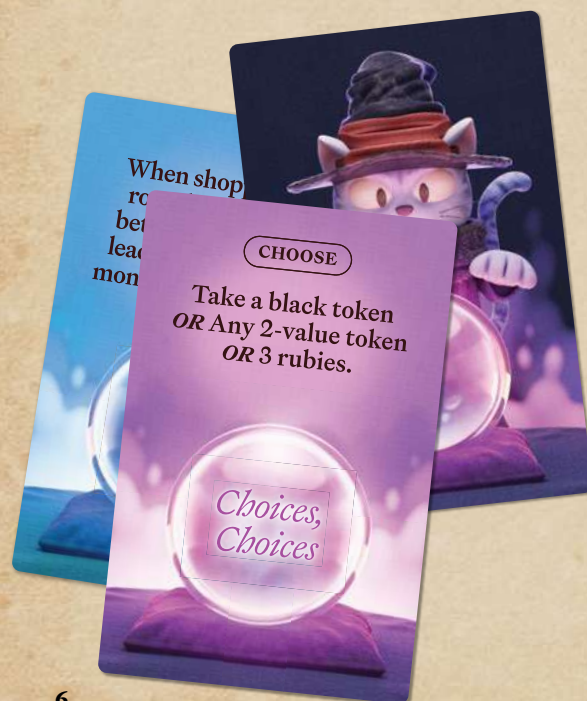
Quacks is a potion brewing competition that takes place over 9 rounds. You're almost always playing the game simultaneously, but choose a player to be the start player for when order matters. Start player rotates clockwise between players each round.

Fortune Teller

Each round starts with getting your fortune told. The start player draws a fortune teller card and reads it out loud. The effect of the card usually applies to everyone.

If the card relates to yellow mandrake or purple ghost tokens, note that those are only available later in the game. If you draw a card that mentions them before those rounds, just ignore that part of the card's options or instructions.

The purple fortune cards happen immediately and can be discarded afterwards. The blue cards have effects that last further into the round, so just keep those somewhere visible until the end of the round.



Brewing Your Potions

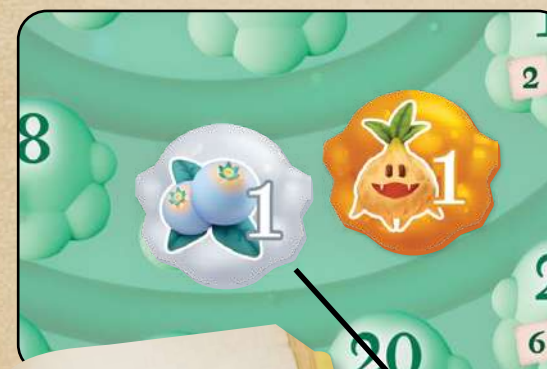
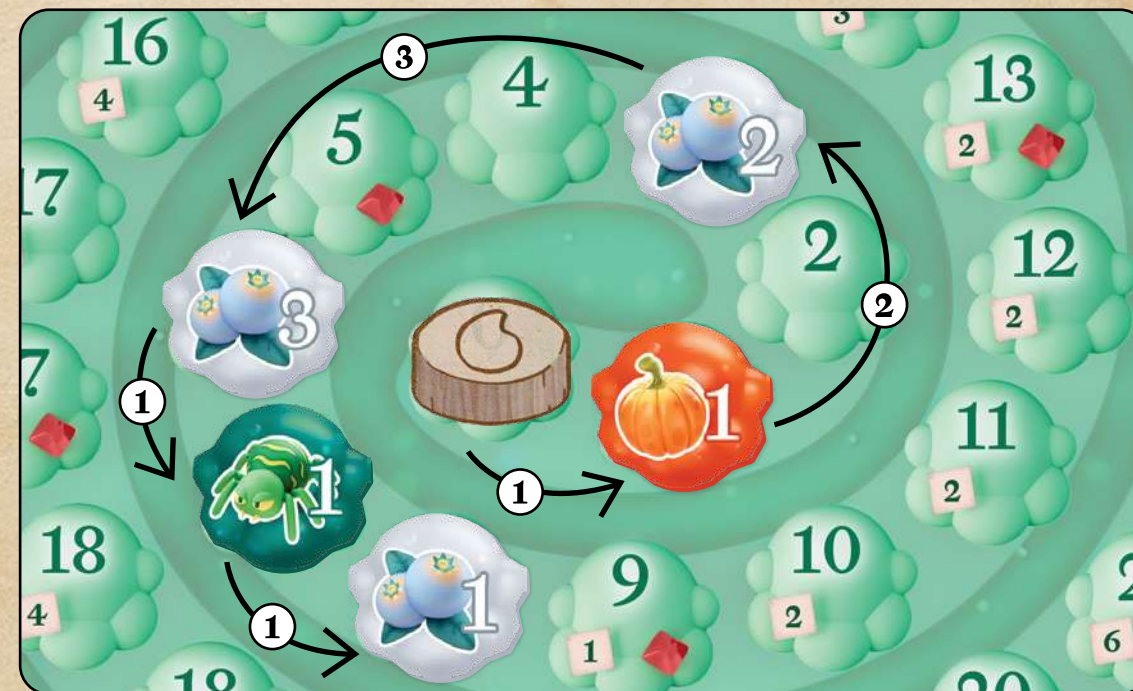
This is where the main gameplay of Quacks happens: drawing tokens out of your bag, placing them in your cauldron, seeing their effects, and either wisely stopping or foolishly exploding your cauldron!

When you're all ready to start, everyone simultaneously draws tokens one at a time from their bags, placing them on increasingly higher spaces in their cauldrons. Even though you will all be drawing at the same time, you don't have to draw each token in sync. Everyone can go at their own pace!

For the first token you draw, look at the number printed on it: that's its movement value. So put it that many spaces further ahead of the droplet marker in the cauldron (or your rat marker in future rounds). So if you start by drawing a 1 token, you'd put it on the next space ahead of your droplet. But if you drew a 2 token, you'd put it on the second space from your droplet.

Then you keep going like this for all the subsequent tokens you draw, putting them a number of spaces ahead of the one you just placed, based on its number value.

And just remember: **you can never, ever, EVER look in your bag.**



I. Ingredient Effects

In addition to moving forward in your cauldron, ingredient tokens also have other effects that you can read about on the set of books you're using for this game.

Blue skulls, red toadstools, yellow mandrakes, and locoweed all take effect immediately when you draw them.

Green spiders, purple ghosts, and black moths only take effect after you stop drawing for the round, either voluntarily or when your cauldron explodes.

If you have any questions about specific ingredient effects, you can see detailed descriptions of all the ingredients starting on page 20.

And whenever any effect says you "can" do something, you can also choose not to, or do it at the lower level option.

II. Stopping or Exploding

Your potion brewing can end in two ways: stopping or exploding.

Stopping: You can decide to stop drawing tokens at any time after placing a token and resolving its effect. When you do, put your bag down or otherwise announce that you're finished.

Or if you ever reach or exceed the last space in your cauldron—33—put your final token there, then stop drawing and don't go any farther.



Exploding: If the total value of all the white boomberry tokens in your cauldron ever goes above 7, your cauldron explodes! When that happens, place the token that made you explode, then stop immediately and don't draw any more this round.

We'll explain what exploding does in more detail later, but exploding is bad because not only do you have to stop, but when it comes time to score and buy new tokens, you can only do one of them instead of both!

And of course, you can't "decide" to stop after exploding. Nice try.



Note that the last token drawn is still put in the cauldron and counts as the final token.

III. Using Your Flask

Your flask is your best resource to prevent explosions! If it's full, you can flip it over to its empty side to return a boomberry token you just drew to your bag. You can only use the flask on your most recent token, so you have to decide immediately when you draw a boomberry.

You can only use your flask if it's full! Thankfully, there will be ways to refill it later on.

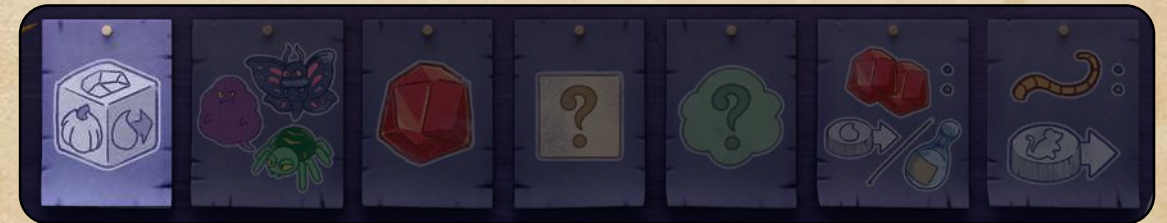
And flasks aren't all-powerful: if drawing a white boomberry causes your cauldron to explode, you can't use the flask to prevent that. Again, nice try.

Once you've used your flask, you're free to keep drawing tokens of course. Sometimes you will be very unlucky and draw the same exact token you just used your flask to put back, and everyone will laugh at you.



Once everyone has stopped drawing, either voluntarily or because they exploded, it's time to try your potions! The line on the scoreboard below tells you what to do for the rest of the round.

Bonus Die Roll



Everyone looks at their cauldron and declares the **final space** they reached, which is the space immediately **AFTER** the last token they placed.

The player who reached the farthest final space—**without exploding**—gets to roll the bonus die and take a reward! If there is a tie, all tied players get to roll.



The green player and the red player both finished on a 23 space, but the green player is one space ahead, so they get the bonus roll.



Get 1 victory point



Get 2 victory points



Take 1 ruby



Move your droplet a space forward



Take an orange 1 token and put it in your bag

Black, Green & Purple Ingredient Effects



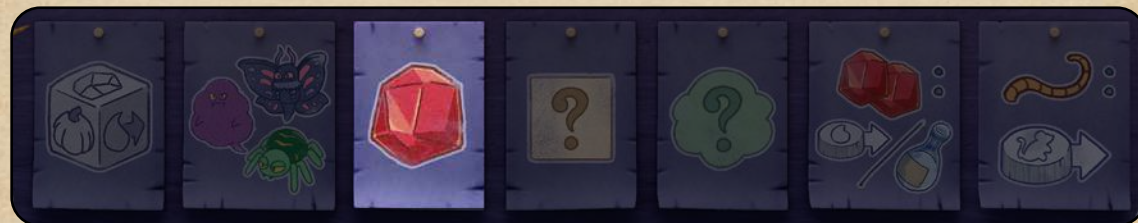
Everyone checks if they have any green spider, purple ghost, or black moth tokens in their cauldrons. If so, their effects happen now. It's a good idea to go through these effects in player turn order, since it's fun to see how they resolve and you'll make fewer mistakes.

(Also, in rare cases where it matters, the effects technically trigger in this order: green then purple then black.)

These effects happen even if you exploded this round.



Bonus Rubies



If your final space shows a ruby, that player takes a ruby! You can do this even if your cauldron has exploded. We'll explain rubies more later, but basically you'll be able to spend them to refill your flask or permanently move your droplet forward.



Scoring

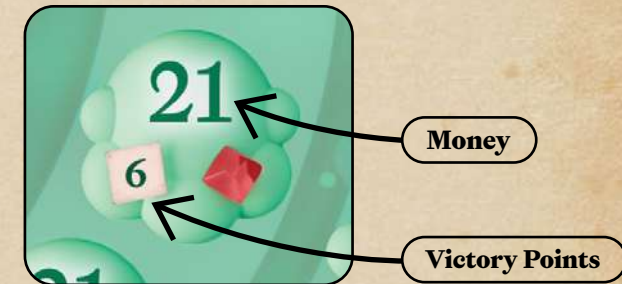


If you stopped without exploding, good job! You get to score victory points AND shop for new ingredients.

If you exploded, don't lose hope. You get to decide whether you want to score victory points OR shop for new ingredients. But you can only do one of them.

Victory Points

Players receive the number of victory points shown in the small square on their final space. Move that player's scoring marker along the scoreboard that many spaces.



If you finished here, you get 21 money to spend AND score 6 victory points. But if you exploded, you'd have to choose either 21 money OR 6 victory points.



Shopping



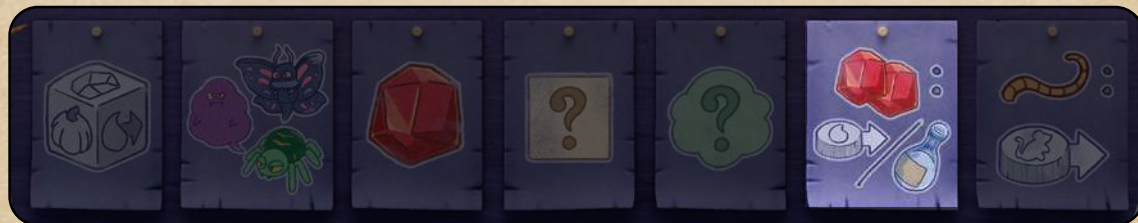
Beginning with the start player and going clockwise, everyone takes a turn shopping for new ingredient tokens to add to their bags!

The amount of money you have to spend is listed on the final space in your cauldron, and the cost of each token is listed on its ingredient book, with different costs for different number values of a given color.



If a player has 10 money, they could afford a green 1 and blue 1. Then they put both tokens in their bag. The leftover money is lost.

Spending Rubies



Finally, everyone decides whether they want to spend their rubies:

1. **Refill your flask:** Spend 2 rubies to flip your flask back to the full side.

2. **Move your droplet:** Spend 2 rubies to move your droplet marker a space forward in your cauldron. This is a permanent change: now you start all future rounds a space ahead.

You can spend rubies more than once! For example, if you have 4 rubies, you could refill your flask AND move your droplet, or even move your droplet twice.

And keep these rules in mind while shopping:

- You can buy 1 or 2 tokens.
- If you buy 2 tokens, they can't be the same color.
- The number of tokens are limited: once an ingredient is gone, it's gone!
- Any unused money is lost at the end of the round.

Once everyone has finished shopping, they put their new tokens into their bags, along with all the other tokens they placed in their cauldron this round. But remember: even now, you still can't look in your bag!

Rats!

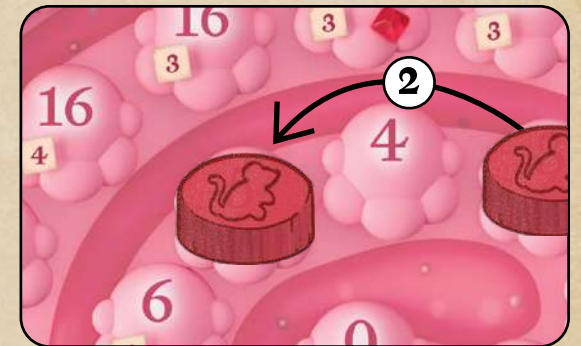


Everyone except the lead player gets help from some rat assistants to improve their potions next round.

Put your rat marker on top of your droplet. Then each player counts the number rat tails on the scoreboard between themselves and the lead player(s). They move their rat marker that number of spaces forward in their cauldron. This is where you'll start placing tokens next round!

Just remember a few things:

1. Your rat marker resets each round. In other words, rats don't add up round over round.
2. The rat number can go up and down throughout the game, depending on where you are relative to the lead player.
3. The rats never help the lead player, so they can put it back on their bowl.
4. There's no need to move your rat marker in the final round, so you can put it back on its bowl.



The red player is 2 rat tails behind the leading green player. So they move their rat marker 2 spaces forward from their droplet.

Starting the Next Round

Move the flame marker forward to the next round space.

Begin the next round by passing the fortune teller cards clockwise. That person is now the start player for the next round.

Just remember, you should have all your tokens from your cauldron back in your bag before starting each round.

Future rounds play out mostly the same way, with some exceptions:

In Round 2, you can now shop for yellow mandrake tokens.

In Round 3, you can now shop for purple ghost tokens.

In Round 6, everyone puts an extra white 1 boomberry token into their bags. Sorry.



End of Game

I. Final Round Potion Brewing

If the game is particularly close and you're feeling particularly competitive, in Round 9 you can all draw simultaneously. If you do that, choose one player to give the command "3...2...1...Draw!" each time. And when a player wants to stop drawing, they can pull an empty hand out of their bag.



II. Final Round Shopping

Instead of shopping for ingredients in the final round, you can use your money and rubies to buy as many victory points as you can afford:



III. Final Round Scoring

The player with the most victory points wins!

If there's a tie, the player whose final space is the farthest out on their cauldron in the final round wins. If there's still a tie, it's a tie.

Your Next Game

There are all sorts of ways to vary how you play Quacks!

Try Different Books

Mix things up and try a different set of books! The sets have been selected so that they blend well with one another, but feel free to create your own sets, just making sure to use one of every color.



Flip the Cauldron Over

If you flip over your cauldron, you'll see that one side has some test tubes on the bottom. When using this side, put your second droplet marker on the empty far left tube. Then throughout the game, whenever you move your droplet forward, you can decide which of your 2 droplets you want to move: the droplet in your cauldron or the droplet on your tubes.

If you decide to move the test tube droplet, move it from left to right, receiving all bonuses shown as you pass by or land on them.



The Witches

This expansion introduces a trio of powerful witches, a way to overflow your cauldron, and a new ingredient: Locoweed!

Setup

Set up the game in the same way as the standard game, except...

1. Include the locoweed tokens and a locoweed book either at random or of your choice.
2. Put 3 random witches—one bronze, one silver, one gold—near the books.
3. Everyone takes 3 witch pennies—one bronze, one silver, one gold.
4. Everyone takes an overflow bowl in their matching color. Place it next to the final space of your cauldron.
5. Add the 3 fortune teller cards with the witch icon in the bottom corner.



How to Play

The rules are the same as standard Quacks, with the following changes...

The Witches

Players can get help from a witch 3 times during the game. Their powers are listed on their tiles, and to take the action, the player discards the witch penny in that witch's color at the specified time on each witch's tile.

Any unused witch pennies are worth 2 victory points at the end of the game.

For more information on the witch effects, see page 30.

Overflow Bowls

If a player reaches or exceeds the final space in their cauldron (33), put the token on the 33 space. (If this creates an effect that does something to the next token drawn, that action does not happen.)

After that, when a player draws additional tokens from their bag, pile them in the overflow bowl.

If you reach the overflow bowl, during scoring, you receive:

1. The usual 15 victory points and 35 money for reaching the final scoring space in the cauldron
2. PLUS half the total printed value of all the tokens in the overflow bowl in victory points, rounded down.

Tokens that end in the overflow bowl:

1. Do not trigger any actions
2. White boomberry tokens can still make your cauldron explode
3. They are effectively "colorless" in that they don't count for black moth effects or essence calculation for The Alchemists expansion.

If multiple players reach the overflow bowl, they're considered tied for bonus die roll purposes, assuming their cauldron hasn't exploded.



Players can spend their gold witch penny to use a gold witch ability.



The total value of tokens in the overflow bowl is 9, so the player would score 4 victory points from them.

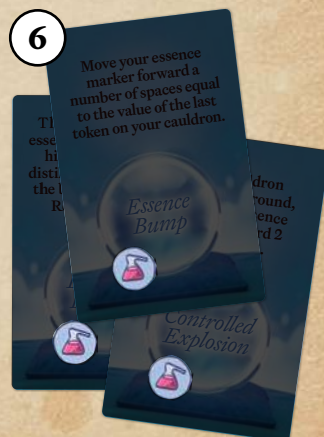
The Alchemists

Your reputation has improved somewhat by **bribing** impressing the relevant local guild members. You are now officially licensed Alchemists! Qualchemists? Either way, patients are showing up at your door with some...unique maladies. It's time to take their money and who knows, maybe even cure them.

Setup

Set up the game in the same way as the standard game, except...

1. Include the locoweed tokens and a locoweed book at random (or of your choice).
2. Everyone takes a beaker board, essence marker, and the 4 essence cards in their color.
3. Put your beaker above your cauldron and put the essence marker on the 0 space.
4. Put the 8 patient markers in a bag and draw 3 at random. Then find the matching patient tiles and put them in the middle of the table with the picture side facing up. Return the rest to the box.
5. Everyone decides which of the 3 patients they want to "treat" and puts the corresponding essence card on their beaker. (Players can choose the same patient.)
6. Add the 3 fortune teller cards with the alchemist icon in the bottom corner.



How to Play

The rules are the same as standard Quacks, with the following changes...

Distill Essence

Immediately after **brewing your potion** each round (and before rolling the bonus die), players simultaneously distill an additional essence from their potion, regardless of whether their cauldron has exploded or not:

1. Add up how many different token colors you have in your cauldron, not counting white. Whatever that number is, move your essence marker on that space on the beaker.
2. If the total value of all your white boomerberry tokens ever is exactly 7, move your essence marker forward an extra space.
3. If the players to your left or right exploded, move your essence marker forward an additional space. If both exploded, move the marker forward 2 spaces. (In a 2 player game, you can advance a maximum of 1 space.)



Follow the glass tube from your essence marker to the card and receive the bonus!

- For victory points, immediately move your point marker forward by the specified number of points.
- For rat tails, move your rat marker an extra space forward at the end of this round.
- Points and rats are bonuses you receive in addition to your patient bonus or action.
- If your current essence marker space shows a bonus in an oval glass, the patient's tile will tell you what the bonus is and when it happens.

You can also always put your essence marker on a lower space if you prefer and take that bonus instead.

Finally, don't immediately reset your essence marker to the 0 space! Some patients let you spend down your essence marker for additional effects when you're brewing potions next round. Only reset the track back to 0 when you start distilling essences again next round.

Final Round

In Round 9, distill essences like usual, but instead of bonuses, score 1 victory point per space you advanced.

Combining The Witches and The Alchemists

We recommend not combining The Witches and The Alchemists together until you've played them both separately. But after that, feel free! It is also possible to pick the parts of both expansions that you like the most and just use those, e.g. just the overflow bowls from The Witches and locoweed book from The Alchemists. Have fun!

Ingredients, Witches and Patients in Detail

Orange Pumpkins



Orange tokens don't have any effect when placed in your cauldron. The orange book doesn't have a bookmark because it is the same for every game of Quacks.

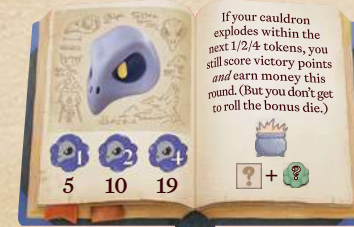
An orange 1 can never be upgraded to an orange 6.

Blue Skulls



1 Bookmark — After placing this token, look at its printed value. Draw that number of additional tokens from your bag. You can place any one of those tokens into your cauldron immediately and resolve any effects. Then put the other tokens back in the bag.

Note: placing an extra token is optional.



2 Bookmarks — After placing this token, look at its printed value. If you explode within that number of tokens, you still get victory points and money for the round. However, you still can't roll the bonus die if that happens.

For example, if you place a 1 token, you can explode from the next token drawn and still get money and victory points. Or if you place a 2 token, that extends to the next two tokens drawn, etc.



3 Bookmarks — If you place this token directly on a ruby space, immediately take 1 ruby.



4 Bookmarks — If you place this token directly on a ruby space, you immediately score victory points equal to the tokens printed value: 1, 2, or 4.



5 Bookmarks — After placing this token, look at its printed value. If you have at least that many orange tokens already in your cauldron, immediately score victory points: 1 VP for a 1 blue token and at least 1 orange token, 2 VP for a 2 blue token and at least 2 orange tokens, and 4 VP for a 4 blue token and at least 4 orange tokens.



6 Bookmarks — After placing this token, look at its printed value. Then count backwards from that many of your recently placed tokens. Take a ruby for every white 1 token in that range.

For example, if you draw a blue 1 token, look back at the token placed immediately before it. But if you draw a blue 2 token, look back at the previous 2 tokens placed, etc.

Red Toadstools



1 Bookmark — Move this token extra spaces forward if you have previously placed orange tokens in your cauldron. If you have one or two orange tokens, move it one extra space forward. If you have three or more orange tokens, move it two extra

It doesn't matter what the token values are or where they're placed in the cauldron.



2 Bookmarks — Instead of placing this token in your cauldron, put it nearby. Then after you've stopped drawing tokens this turn—whether by choice or exploding—you have the option of placing this token as your final token in the cauldron. You also have the option of saving it to do the same on a later turn.



3 Bookmarks — When placing this token, check whether the last token you placed in your cauldron was white. If so, add the white token's printed value to how many spaces this red token moves. For example, a red 1 token drawn directly after a white 2 token moves 3 spaces.



4 Bookmarks — If you have any number of red tokens in your cauldron, white 1 tokens move 2 spaces instead of 1. This doesn't change their value for anything else, like determining whether your cauldron explodes.



5 Bookmarks — Treat every red token you draw as having the printed value of the highest red token you've drawn this round. For example, if you have a red 4 token placed, then future 1 and 2 value red tokens move forward 4 instead.



6 Bookmarks — After drawing and placing a red token, immediately draw an extra token from your bag and put it nearby. You can put it in your cauldron any time this round, even after stopping due to an explosion. If you've drawn a white token, it still counts in determining whether your cauldron explodes. You **MUST** place it sometime during the round.

Yellow Mandrakes

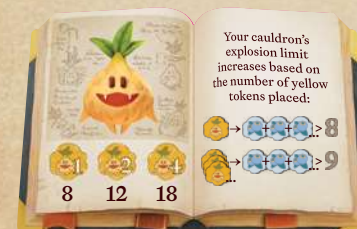


1 Bookmark — When you place this token, look at the most recent token you placed before it. If that token is white, you can put it back in your bag.

Putting a white token back doesn't change the yellow tokens placement location. For example, if a white 1 is on space 1 and then a yellow 1 is placed on space 2, the yellow token stays on space 2 after the white token is put back in the bag.



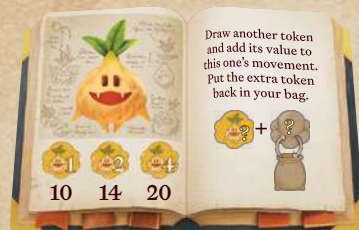
2 Bookmarks — The next token you place after this token moves double its printed value. For example, if you draw a 2 token, it moves 4 spaces forward instead of 2.



3 Bookmarks — Based on the number of yellow tokens in your cauldron, your explosion limit increases. For one yellow token, the limit increases from 7 to 8. For 3+ yellow tokens, it increases to 9.



4 Bookmarks — The first yellow token you draw moves one extra space forward when placing it. The second yellow moves an extra two spaces. The third yellow moves an extra three. If you draw more than three yellow tokens, there are no more bonus following that.



5 Bookmarks — Immediately draw an extra token from your bag. Add its printed value to the yellow token's movement. Put the extra token back in your bag.

If you draw a locoweed token, treat its printed value as 1.



6 Bookmarks — When you draw this token, you can pay a ruby to move it forward 3 extra spaces. You can only do this once per yellow token drawn, i.e. you can't pay 2 rubies to move the same yellow token 6 extra spaces forward.

Black Moths



2-Player Game — Both players count up and say how many black tokens they have in their cauldron.

If you have the same number as the other player, move your droplet marker 1 space forward. If you have more black tokens than the other player, move your droplet marker 1 space forward and take a ruby from the supply.



3+ Player Game — Everyone counts up and says how many black tokens they have in their cauldron.

If you have more black tokens than one of your neighbors, move your droplet marker 1 space forward. If you have more than both of your neighbors, move your droplet marker 1 space forward and take a ruby from the supply.



5 Bookmarks — When you acquire this token, put it in the bag of the player on your left, then move your droplet marker 1 space forward.

After everyone has stopped drawing, take 1 ruby for every black token that the player to your left has in their cauldron. That player also gets to take the same amount of rubies for each black token, ONLY IF they have a black token on one of the final two places in their cauldron.



6 Bookmarks — The player whose black moth token is furthest ahead in the cauldron moves their droplet forward 1 space. The second farthest player gets 1 ruby. One player can win both bonuses if they have 2 or more black tokens.

In the case of a tie, all tied players get the bonus. For example, if 2 players are tied for first and 2 are tied for second, the first tied players get the droplet and the second tied players get the ruby.

Green Spiders



1 Bookmark — If this token is one of the final two placed in your cauldron this round, take a ruby. For example, if you place an orange token, then a green token, then decide to stop, the green token was last and you take 1 ruby. If the final two tokens you placed were both green, you take get 2 rubies.



2 Bookmarks — If this token is one of the final two placed in your cauldron this round, take a bonus token from supply and put it in your bag. For a green 1, take an orange 1. For a green 2, choose either a blue 1 or a red 1. For a green 4, choose either a yellow 1 or a purple 1.

If both final tokens are green, you can do this twice.



3 Bookmarks — Check whether the printed value of all the white tokens in your cauldron add up to exactly 7. If they do, add up the printed value of all your green tokens in your cauldron. Then move your final placed token that many extra spaces forward. For example, if you have 3 green tokens that add up to 6, you can move your last placed token an extra 6 spaces.



4 Bookmarks — If this token is one of the final two placed in your cauldron this round, you can pay 1 ruby to move your droplet 1 space forward. You can only pay 1 ruby per green token, not multiple. But if both final tokens are green, you can pay 2 rubies to move your droplet a space forward twice.



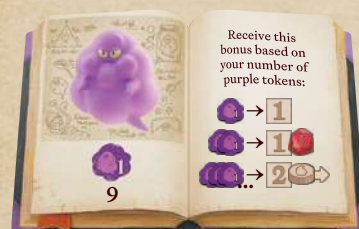
5 Bookmarks — If this token is one of the final two placed in your cauldron this round, you can put aside any token from your cauldron with that printed value or less. For example, if the last token you placed was a green 4, you can put aside any 1-4 value token in your cauldron. That token becomes your first token placed next round. If you have two tokens put aside—from having both final tokens being green—you choose the order placed.

You can't use this to undo exploding, of course.



6 Bookmarks — If this token is one of the final two placed in your cauldron this round, roll the bonus die. For example, if you place an orange token, then a green token, then stop, the green token was last and you roll the die once. If the final two tokens you placed were both green, you roll the die twice.

Purple Ghosts



1 Bookmark — Count up the number of purple tokens in your cauldron. If you have 1 purple token, score 1 victory point. If you have 2 purple tokens, score 1 victory point and take 1 ruby. If you have 3 or more purple tokens, score 2 victory points and move your droplet forward one space.



2 Bookmarks — You can return purple tokens to the supply for rewards. Return 1 purple token to take a black 1 token, score 1 victory point, and take 1 ruby. Return 2 purple tokens to take a green 1 token, a blue 2 token, score 3 victory points, and move your droplet forward 1 space. Return 3 purple tokens to take a yellow 4 token, score 6 victory points, take 1 ruby, and move your droplet forward 2 spaces.

This is a single action based on all your purple tokens, so e.g. if you have 4 purple tokens, you can't do this twice with 1 purple token and 3 purple tokens.



3 Bookmarks — Look at where your purple tokens are placed in your cauldron and score that many victory points. The numbers correspond to the printed “money” number value on them. For example, if you have a purple token on a 20 space, score 2 victory points.



4 Bookmarks — Count up the number of purple tokens in your cauldron and upgrade a token. If you have 1 purple token, you can return any 1 value token in your cauldron to the supply and take the same color token in 2 value, putting it in your bag. If you have 2 purple tokens, trade in a 2 value for a 4 value instead. Or if you have 3 purple tokens, trade in a 1 for a 4.

This is a single action based on all your purple tokens, so e.g. if you have 4 purple tokens, you can't do this twice with 1 purple token and 3 purple tokens.

This never has an impact on the current round, e.g. if you swap the last chip in your cauldron, your victory points and money stay the same. And remember, you can always choose the lesser action, e.g. if you don't have the needed token in the cauldron.



5 Bookmarks — Add up all the printed victory point numbers on spaces under your purple tokens. Immediately take a bonus shopping action, buying up to 2 tokens of different colors. You can do this even if you have exploded. In the final round, you can use this to buy victory points like usual.



6 Bookmarks — Look at the printed value of the token placed after this one. Immediately score that many victory points.

Locoweed

Locoweed tokens have no set value, but always move at least 1 space.



Move this token forward as many spaces as your rat marker is moved forward, plus 1. The max movement is 4 spaces.



This token's ability is the same as your most recently placed non-white token. If there are no tokens in your cauldron yet, it has a value of 1 and no ability.



This token is only usable when playing The Alchemists. When you are distilling essences, each locoweed in your cauldron lets you move your essence marker an extra space forward on your beaker.



Count the number of different colored non-white tokens in your cauldron, including this one. Move this token that many spaces forward.



After placing this token, you can return any non-white token currently in your cauldron to your bag.



Count up all the printed values on the white tokens in your cauldron. Move this token that many spaces, minimum 1 space and maximum 4 spaces.

Witches



During shopping, use this witch to double your money—but can still only buy a total of 2 different colored tokens. You can also use this witch in the final round to purchase additional victory points.



During shopping, choose to (1) upgrade both of the final two tokens in your cauldron, or (2) a single token located anywhere in your cauldron.

You can still use this witch during shopping if you exploded and opted for victory points.



During shopping, take an extra copy of any token you purchased, for free. Unlike normal shopping, this means you can acquire 3 tokens in a single shopping session, with 2 being the same color.



During shopping, increase your money by 2 for each ruby you have. You don't have to spend them, just own them!



Use this witch when your cauldron explodes to still score victory points AND shop. You also still get to roll the bonus die if you've gone the furthest.



Return the most recent 2 white tokens you placed to your bag. Or 1, if you prefer. Any gaps created are not filled. You can't do this after exploding, though.



Use your flask after your cauldron explodes to return your last white chip to your bag. You can then either continue drawing or stop. Your flask must be full to use this witch.



Draw 6 chips from your bag and choose which, how many, and in what order you want to place them in your cauldron. Carry out all the ingredient effects like usual. Return all unwanted tokens to your bag.

If you use this when you're simultaneously drawing in the final round, everyone else should pause until this player has carried out this entire witch ability.



Count the number of different non-white colored tokens in your cauldron. Score the listed number of victory points immediately.



Instead of taking a single bonus ruby, you can take as many rubies as the printed victory point number on the final space. You can still do this if you exploded and choose to shop.



Refilling your flask and moving your droplet forward only cost 1 ruby, instead of 2. You can pay several rubies to take this action more than once.



Dump out all the unplaced tokens left in your bag during scoring. Score 2 victory points for each non-white 2, 4, and 6 value tokens. Also score 2 victory points for each locoweed and each purple token. You can use this witch even if you exploded and choose to shop.

Patients



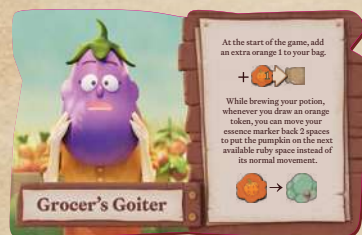
Midas Tongue – Before starting to draw this round, draw the number of tokens from your bag shown on your essence card. Return all the boomerberries drawn to your bag. Lay the rest out, and you can always choose to place them instead of drawing from your bag. You may not put any of the tokens in the cauldron if you have exploded.

For Toadstool Bookmark 2, if you draw red tokens from your bag, you may only place them after you stop.



Seasonal Hex – After distilling your essence, draw the specified number of chips from your bag one by one, i.e. draw a chip from the bag, place it in your cauldron according to its value, and carry out the effect. Repeat this as often as your essence allows. If you draw white chips, also place them in your cauldron, but your cauldron will not explode from them.

For Toadstool Bookmark 2, if you draw a red token, it also counts even if you do not put it in the cauldron this round.



Grocer's Goiter – At the start of the game, add an additional orange 1 token to your bag, starting the game with 10 tokens.

Every time you draw an orange token, you may choose to reduce your essence by 2 spaces to place the orange token you just drew on the next open ruby space.



Shoulder Devil – Every time you draw a white token, you can choose to (1) reduce your essence marker by 2 spaces to move the white token forward twice as many spaces as its printed value, or (2) reduce your essence marker by 3 spaces to return the token to your bag.

You can't use either action if the token makes you explode.



Eye of Newt – Each time you place a token directly on a ruby space, you can move your essence marker back 2 spaces to get bonuses based on the token's value: 1 tokens let you take a ruby; 2 tokens and moths let you roll the bonus die; 3 tokens and ghosts let you take a yellow 1 token; and 4 value, 6 value, and locoweed tokens score you 3 victory points.

If you take a token as a bonus, put it in your bag immediately. If you roll a droplet, move your droplet immediately.

For Toadstool Bookmark 2, if you place red tokens in your cauldron after you stop, you can no longer do this.



Warping Cough – At the start of the game, add an extra red 1 token and blue 1 token to your bag, starting the game with 11 tokens.

You can return any non-white, non-locoweed token from your cauldron to your bag by moving your essence marker back as many spaces as the printed value on the token.



Greater Gas – After distilling your essence, you can immediately buy a token for the value listed and put it in your bag. The only exception is space 1, where you just get 1 rat movement.



Titanitis – After distilling your essence, take the bonus shown.

Contents

Base Game Contents

- 1 Scoreboard
- 1 Bonus die
- 1 Flame round marker
- 4 cauldrons
- 4 flasks
- 4 bags
- 16 player markers: 2 droplets, 1 rat, & 1 score tracker per player color)
- 236 ingredient tokens, plus 1 spare white 1, 1 spare white 2, and 1 spare white 3
- 12 ingredient books
- 24 fortune teller cards
- 20 rubies
- 1 rulebook

All-In Edition Extra Contents

- 20 more fortune teller cards (14 all purpose, 3 for The Witches, 3 for The Alchemists)
- 140 more ingredient tokens
- 20 more rubies
- 4 more player markers (2 droplets, 1 rat, 1 score tracker)
- 1 more bag
- 1 more cauldron
- 1 more flask
- 9 more ingredient books
- 5 beakers
- 5 overflow bowls
- 5 essence markers
- 20 essence cards
- 12 witch tiles
- 15 witch pennies
- 8 patient tiles
- 8 patient markers

Credits

- Game Design: Wolfgang Warsch
- Art: Ryogo Toyoda
- Creative Director: Alex Hague
- Graphic Design: Parisa Dale and Elizabeth Goodspeed
- CMYK Identity and Packaging System: SMLXL
- Operations: James Nathan Spencer
- Rulebook Editors: Alex Hague and James Nathan Spencer
- Lead Writer: Sophie Abromowitz
- Publisher: CMYK in partnership with the original publisher Schmidt Spiele
- Manufacturing: Strom MFG
- Thanks: The publisher and designer thank all playtesters for their invaluable help and suggestions.

Contact Us

Missing something or have a question?
Email us at hello@cmyk.games



PLAYERS	2 – 4 players
TIME	45 minutes
AGES	10 and up
MOOD	Risky & Rewarding

