

Quacks of Quedlinburg

SETUP:

1. **Scoring Track** with: **Flame** on Turn 1, **Seals** 0-side up, **Player Score Tokens** on 0.
 2. Place **Bonus die** and a supply of **Rubies**.
 3. **Books:**
 - i) Choose a **Set**. *Books of the same set have the same number of bookmarks.*
Or make your own Set of one of each colour, by choice, randomly, or picking one of:
Wild: Orange 1, Green 6, Red 1, Blue 5, Yellow 3, Purple 6, Black 5
Strategic: Orange 2, Green 5, Red 2, Blue 5, Yellow 2, Purple 4, Black 5
 - ii) Set Black Book to the correct player count.
 - iii) Yellow and Purple Books are not available yet, leave them aside.
 4. Place supply of each colour of **Ingredient Chip**. *Set aside a White-1 for each player for later.*
 5. **Each Player:**
 - i. **Pot Board, Droplet** placed on 0 in pot.
 - ii. **Rat Stone, Flask** and **Ruby**, placed on bowl, plate and bag on Pot Board.
 - iii. **Bag**, with Tokens: **4×White-1, 2×White-2, 1×White-3, 1×Green-1, 1×Orange-1.**
 4. **First player** is the last player to cook something, they take the **Fortune Teller Deck**.
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ROUND:

SETUP PHASE

1. **Reveal a Fortune Teller Card**, *place atop previous round's card.*
If **Purple**, the effect is carried out now, if **Blue**, the affect applies for whole turn or at the end.
 2. **Rats** *not in 1st round.*
Each player counts the number of rats between them and the lead player on the score track.
Then places their Rat Stone that number of spaces in front of their Droplet.
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PREPARATION PHASE.

There are no turns in the Potions Phase, everyone plays at the same time.

If learning, you can take turns. For the 9th round, players may draw simultaneously.

Each time you draw a chip:

1. **Draw a Chip** from your bag. *You can never look in your bag.*
2. **Place it**, according to the value on the chip, that many spaces in front of the last object (Droplet/Rat Stone/Chip) in your pot.
Eg. If your last chip is on the 4th space, and you draw a White-3, place it on the 7th space.
If you reach, or go past the last bubble in the pot, 33, place your chip on that 33.
3. **If White Chip:**
 - i) **Did you explode?** If the total value of White Chips in your pot is 8 or more, you've exploded! Your Potions Phase is over, draw no more chips, & place your bag on the table.
 - ii) If you didn't bust, you may flip a full **Flask** and return the White Chip to your bag.
4. **If Blue, Red, or Yellow Chip:**
Apply their effect immediately (either before, after or affecting the placement in the pot.)
If Black or Purple Chip: It takes affect during the Evaluation Phase.
5. **Decide whether to continue** (back to step 1), or to stop (place you bag down on the table.)

End of Potions Phase: When everyone has stopped, by choice or from exploding.

EVALUATION PHASE

1. Player who went the farthest in their pot and who has not exploded rolls bonus die and gets the resulting bonus. *If tied, all tied roll.*

Possible outcomes: 1VP, 2VP, 1 Ruby, Move Droplet 1 space, 1×Orange-1 chip.

Each player:

2. In turn order, carries out any **Black**, then **Green**, then **Purple** chip actions.

*For 3,4,5, the visible bubble **after** the space a player's last chip is on is their scoring bubble.*

3. **Takes a ruby** if the scoring bubble has a ruby symbol.

Players who went bust must choose to do 4 or 5, but cannot do both.

4. In turn order, **Buys** 1-2 chips, not of the same colour. The value on the scoring bubble is the total amount available to spend, the cost of each chip is shown on the ingredient's book.

Anything not spent doesn't carry over to the next turn.

5. **Earns VP.** *The value on the sign on the scoring bubble.*

Any player on the last 33 earns what's shown on the spoon, 35 to spend and 15 VP.

6. **May move their Droplet** forward, at a cost of 2 Rubies per space.

*and/or may **Refill their Flask**, paying 2 Rubies to flip the Flask tile.*

7. Puts all their chips, those in the pot and just bought, **back into their bag.**

8. **Returns the Rat Stone** to its bowl.

9. The **Fortune Teller deck** is passed clockwise, that player is first player for the next round.

10. **Move the Flame** to the next space and **start the next round.**
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LATER SETUP PHASES

Some rounds have an extra rule, indicated on the round tracker.

2. At the start of Round 2, place the **Yellow book**, Yellow tiles are now available to buy.

3. At the start of Round 3, place the **Purple book**, Purple tiles are now available to buy.

6. At the start of Round 6, each player adds a **White-1** to their bag.

9. During Round 9: **Play simultaneously.**

When drawing, players draw and reveal their chip at the same time.

When a player wants to stop, they still reach into the bag, but don't take a chip.

*At the end of Round 9: During step 4, each players earns **1 VP for each pair of Rubies** and the value on their scoring **bubble divided by 5**, rounded down.*

END OF THE GAME

Winner is the player with the highest score.

If tied, tied player who went farthest int he last round, wins.

VARIATIONS:

TEST TUBES

Setup, Each Player: Uses the player board's **Test Tube** side, & places a **Droplet** on the 1st tube.

Rule Change:

Whenever you get to move the droplet in your pot forward, you may instead move this droplet forward, then receive the pictured bonus. *Possible bonuses: 1 Ruby, 1-4VP, a chip.*

FORTUNE TELLER CLARIFICATIONS

1. If instructed to take a Yellow or Purple chip, and they're not yet available, don't.

2. Chips drawn for Strong Ingredient and A Second Chance do not make you explode.

3. The action of the chip drawn with Strong Ingredient isn't carried out during the Preparation Phase, but if it's Black/Green/Purple its action applies during the Evaluation Phase.

The Herb Witches

OVERFLOW BOWL

When you reach or go past the last bubble in the pot, place the chip on the last 33 bubble, then:

- If this chip's power affects the next chip, that power doesn't activate.
 - Each additional chip drawn is placed in the overflow bowl.
 - Chips in the overflow bowl do not activate and don't count for Evaluation Phase powers.
 - However, White Chips can still make you exploded.
 - During Evaluation Phase the player additionally scores:
 - the sum of the values of all chips in the overflow bowl, divided by 2, rounded down.
 - All players who reached the final space roll the Bonus die.
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6 PUMPKIN

- Add a supply of Pumpkin-6 to the game, they can be purchased as normal.
 - Note, you can never upgrade a Pumpkin-1 to a Pumpkin-6.
When instructed to take a Pumpkin, it's always a Pumpkin-1 you take.
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WITCHES

Setup

- Draw 1 random Witch of each type, and place them by the Scoring Track.
- Each player takes 3 Witch Pennies, one of each colour.
- *You may add the Herb Witches Fortune Teller Cards from Alchemists to the deck.*

Additional Rules

Witches grant powers that players can use to help them.

- To use a Witch's power, discard a Witch Penny of the matching colour.
I.e. each player may use each Witch only once per game.
- Each unused Witch Penny is worth 2VP at the end of the game.

Extra Ingredients

- Choose to use Sets 5 and 6 as complete sets, or add them in as you choose.
- Sets 5 and 6 include Locoweed as an additional ingredient.

Alchemists

Gain bonuses and special powers that get stronger the more colours you have in your pot.

SETUP

- Choose a random (Alchemists) Locoweed book to add to your set.
- Add the Alchemists Fortune Teller Cards to the deck.
- Draw and place 3 random **Patient Charts**.
- **Each player:**
 - In their colour: **Alchemist's Flask** above pot, **Essence Marker** on 0, and **4 Essence Cards**.
 - Each player chooses which patient they wish to treat and places the matching Essence Card on the space on their flask board. *Return the other essences to the box.*

ADDITIONAL RULES:

Essence Phase:

After the Preparation Phase, before the Evaluation Phase:

Each player:

1. Places your Essence Token on 0 in their flask.
2. Move the token forward as many spaces as colours you have in their pot, (not including white chips).
3. If the sum of your White Chips is exactly 7, move it one more space.
4. If the player to your left or right exploded, move it one more space again.
If both exploded move it twice.

The Essence Token's space has a tube leading to the Essence Card.

- If it leads to a glass, you receive the bonus in that glass.
 - You may choose a lower bonus, moving your Essence Token on the matching space.
- Some Essences grant special abilities which trigger later, these can be used irrespective of whether the tube lead to a bonus in a glass.

Final Round:

You don't earn bonuses, instead earn 1 pt per space advanced.