

The Quacks of Quedlinburg

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1 Introduction

This is version 0.002, 2024-05-15.

These rules cover the game with all expansions: Herb Witches, Alchemists, and Wolfgang's Exchange.

2 Setup

- Decide whether to use standard or test-tube side of the cauldron boards. If you use the test-tube side, any time you advance your droplet, you may advance the one on the test-tube track instead. When you do, immediately get the bonus in the new space.
- If using the standard side, you may use either side of the Wolfgang's Exchange Office board. In that case, place a droplet from each player on the zero space, and similarly it may be advanced whenever you would advance a droplet.
- Choose ingredient books
 - Orange should have both the 1- and the 6-chip
 - One of the black cards has player count restrictions at the bottom
 - Other cards fall into "sets" based on the number of bookmarks at the bottom (cyan/clear Locoweed is an exception)
 - Choosing at random works
- Set aside chosen yellow and purple books for now.
- Randomly pick one Herb Witch of each type. (You may use these in the relevant phase by paying the relevant witch coin, once per player per game.)
- Shuffle Fortune Teller cards and place in front of random start player.
- Place yellow flame token on first lamp on scoreboard.
- Place die somewhere convenient.
- Draw 3 random patient markers from 8, and put those patient cards face up by the scoreboard.
- Each player picks a colour. Take:
 - bag (you may *never* look into your bag), filled with
 - * 4 white 1 chips
 - * 2 white 2 chips
 - * 1 white 3 chip
 - * 1 orange 1 chip
 - * 1 green 1 chip
 - main cauldron board (standard or test-tube)
 - overflow cauldron board
 - alchemist's flask board (Alchemists)
 - flask
 - 3 witch coins (bronze, silver, gold) (Herb Witches)
 - 5 wooden discs: rat, 2 droplets, bubbles ("essence"), blank
 - 4 essence cards (choose *one* that matches one of the face-up patients and place it on the flask board; the others won't be used) (Alchemists)
 - +50 score marker
 - place blank disc and "0" side of +50 score marker on scoreboard.

- place droplet on "0" space in middle of cauldron
- place rat in small trivet to left of flask
- if using the test-tube side, place the second droplet on the far left tube.
- if using Wolfgang's Exchange, place the second droplet on the first spot.
- place the Essence disc on space 0 of the flask.

3 Each round

- First player turns up a Fortune Teller card. Cards making reference to purple and yellow chips, or to Essence, are only available if they are in play; otherwise draw again. Purple cards are implemented immediately; blue cards persist for the turn.
- Each player other than the leader puts their rat next to the droplet, then moves it forward a number of spaces equal to the number of rat-tails between them and the leader.
- **Preparation/Cauldronions Phase:** Each player in parallel draws a chip from their bag. (During the final round, each chip draw should be synchronised.)
 - each chip goes onto the cauldron track (its value) spaces onward.
 - if the chip has an immediate effect (blue/red/yellow), take it.
 - if the total of white chips exceeds 7, the cauldron has exploded. Stop here.
 - if the last chip was white and your flask is full, you may put it back by flipping your flask. (Not if it caused an explosion.)
 - if you reach or exceed the last spot (35), put the chip there. Further chips will go in the Overflow Bowl.
 - decide whether you wish to draw another chip.
- **Essence Phase**
 - Score on the Flask track the number of different colours in your cauldron (excluding white).
 - If the total of white chips in your cauldron is exactly 7, score one more on the Flask track.
 - Advance one more space for each of your neighbours that exploded.
 - Look up your position on the Essence Card to find your bonus. (You may deliberately advance less far if you wish.)
 - Victory points are scored immediately. Rat points are used at the start of the next round. Numbers in ovals are explained by the patient card.
 - In the final round, instead of earning a bonus, score 1 point per point advanced on the Flask track.
- Proceed through the steps of the **evaluation phase:**
 - All players: your scoring space is the space immediately beyond the last chip you placed.
 - All players: your *score* is the number in a square. The unexploded player with the highest score just earned rolls the bonus die and applies its effect. Break ties by furthest space reached; all players still tied for lead after that may roll a bonus.
 - Beginning with the first player, each player checks for black, green or purple chips in their cauldrons and implements any effects.
 - All players: if your scoring space shows a ruby, take a ruby.
 - Players who exploded: decide whether you will score or purchase new chips. Players who did not explode do both.
 - If scoring: add your score to your victory points on the board. Any chips in the Overflow Bowl score half their total value (rounded down).
 - If purchasing (not in the final round): starting with the first player, use the number in your scoring space (not in a square), "coins", to buy new chips. You may buy one or two; if you buy two they must be of different colours. The cost is

listed on the book card. All purchased chips go into the bag. Leftover value is lost.

- If using the "single token" side of Wolfgang's Exchange Office, you may also buy victory points, at the cost shown by your position on the track.
- All players: all chips from the cauldron go back into the bag.

- All players, if they wish:
 - spend 2 rubies to move the droplet forward one space (as many times as you like and can afford)
 - spend 2 rubies to flip an empty flask to full.
- Move on the round indicator and implement any round actions.
 - round 2: lay out yellow ingredient book
 - round 3: lay out purple ingredient book
 - round 6: each player adds a white 1 chip to their bag

4 End of game

- Each 5 coins earned in the last round give 1 VP.
- Each 2 rubies give 1 VP.
- If using the "multiple token" side of Wolfgang's Exchange Office, count the numbers on *all* your chips, divide by your score on the track and round down.
- VP ties are broken by position of scoring marker in final round.