

The quacks of Quedlinburg

The bag-building game for quacks and charlatans by Wolfgang Warsch for 2–4 players ages 10 and up.

Game idea

Once every year, the city of Quedlinburg holds a 9-day bazaar within its city walls. The country's best miracle doctors and quack surgeons gather in one place to showcase their healing remedies. Smelly feet, home sickness, hiccups and love sickness—they have a cure for everything. All the charlatans have their own special brew.

Each player draws ingredients from his own bag of mixed elements until he is convinced that his potion is just right. But be careful: a few too many of these special ingredients and the whole pot could explode!

So finding the right time to stop before it's too late, and maybe settling for a smaller portion first, for bigger gains and more valuable ingredients later, could be a good strategy. So stockpile your most valuable ingredients, and the next potion might just be your best one yet.

Contents

- 4 pots (player boards)
- 4 flasks
- 4 bags
- 8 droplets (4 of which are for the game variation)
- 4 rat stones
- 1 scoring track with indicator for rounds
- 4 scoring marker
- 1 flame (round marker)
- 24 fortuneteller cards
- 20 rubies
- 12 ingredient books (2x yellow, 2x green, 2x red, 2x blue, 2x purple, 1x black, 1x orange)
- 215 ingredient chips (white: 20x 1-chips/8x 2-chips/4x 3-chips, orange: 22x 1-chips, green: 15x 1-chips/8x 2-chips/13x 4-chips, blue: 12x 1-chips/8x 2-chips/10x 4-chips, red: 12x 1-chips/8x 2-chips/10x 4-chips, yellow: 13x 1-chips/8x 2-chips/10x 4-chips, purple: 17x 1-chips, black: 17x 1-chips)
- 4x 0/50 seals
- 1 bonus die

Game setup

The last one to cook something goes first to start the game. As the start player, shuffle the fortuneteller cards and put them into a draw pile in front of you, face down. Now lay down the scoring track. The flame goes on the 1-field of the round indicator. The 4 seal tiles go on the four seal fields with the 0 facing up.

Put all the ingredient chips into 3 small groups in the middle of the table (at random, but separated according to their values): 1 group only with the value 1, one group with only the value 2 and one group with the value 4.

From the ingredient books, lay out the orange and the black books to start off.

You will need these books in every game. In the black book, there is a page for a 2-player game, as well as one for a 3- and 4-player game. The number of players is indicated by the number of pots depicted at the bottom.



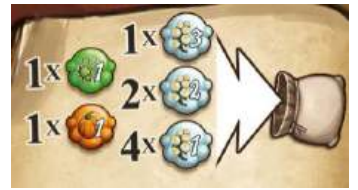
The other ingredient books are compiled into 4 sets, each one with 5 different ingredients (green, blue, red, yellow and purple). The sets are indicated by the same number of bookmarks depicted on the lower edge of the book. Be careful to look at both the front and back sides of the books. The ingredients of each set have been

selected so that they blend well with one another. For the first game, we recommend using set 1 (books with only 1 bookmark). Once you're familiar with the set, we recommend trying set 2, then set 3, and finally set 4. More experienced players can also put together their own sets.



To start off, lay out only the green, blue and red books from a set. Put the yellow and purple books off to the side for now.

Each player receives one pot, one bag, and the scoring marker in the color of his choice, which he places on the seal tile of the same color. Each player places his pot in front of him on the table with the side without the test tubes facing up, and places his droplet on the 0 field in the middle of the pot. He will also need a flask in his color, which he places on the large trivet next to the pot (bottom right) with the full side facing up. The rat stone is placed on the small trivet right next to it. Now each player takes 4 white 1-chips, 2 white 2-chips, 1 white 3-chip, 1 orange 1-chip and 1 green 1-chip, and puts them into his bag. An overview of which chips to put into the bag to start the game is also depicted on the left in the book on the player board.



How to play

The game consists of **9 rounds**. The flame on the round indicator tells you which round it is.

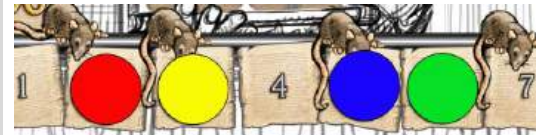
Fortuneteller cards

At the beginning of each round, the player who has the fortuneteller cards in front of him reads the first card aloud, then lays it down, face up, next to the scoring track, which starts the discard pile. The action that was read out applies for all players. If the action states that the players can take a yellow or purple chip, they can only do so if the corresponding ingredient book is already uncovered (see round indicator). If it's a purple fortuneteller card, it is carried out directly before the round starts. If it's a blue card, it applies for the whole round or for the end of the round.

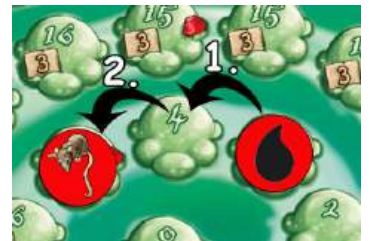
The Rats (from the 2nd round at the earliest)

Once the fortuneteller cards have been read out, the rats come into play. The rats make your pot a little fuller even **before the potion is prepared**. Everyone, except for the player in the lead, can throw rat-tails into their pots, which enables them to move their rat stones forward in their pots. To determine how many spaces the rat stones can be moved forward, each player counts the number of rat-tails that there are between himself and the leading player on the scoring track. The rat stone is placed on the field with the droplet and then moved forward according to the number of rat-tails.

Example: The green player is in the lead. Player blue is in second place. But there is no rat-tail between blue and green. Player blue, therefore, cannot use his rat stone in this round. There is 1 rat-tail between green and yellow, so player yellow can set his rat stone 1 space ahead of the droplet. There are 2 rat-tails between green and red. Player red, therefore, can move his rat stone 2 spaces ahead of the droplet.



Once the rat-tails have been counted up and the rat stones moved accordingly, the players prepare their potions all at the same time.



Preparing the potions

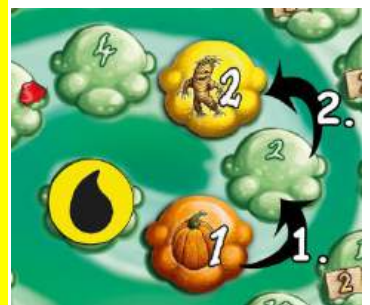
To prepare their potions, everyone draws chip after chip from their bags, placing them on the number track in their pots. Fill your pots **at the same time**, not in turns.

According to its value, place the first chip you draw on the space directly after the droplet (or rat, if you have one in your pot). The chips have the values 1, 2, 3 and 4.

A 1-chip goes on the 1st space after the droplet or rat, a 2-chip goes on the 2nd space, and so on. Place each following chip drawn after the previously laid chip according to its value. Any empty spaces in between remain empty.

Example: The first chip that Lucas draws from his bag is an orange 1-chip, which he places on the first space after the droplet (field 1). Then he draws a yellow 2-chip from his bag. He lays this chip 2 spaces after the orange chip onto field 3. If another 1-chip is drawn next, it would be placed on field 4.

After each drawn and placed chip, players **decide** whether they want to draw **another chip** from their bag, **or** if they want to **stop**. However, you can also be forced to stop by the last chip that you've pulled out of your bag. Players that have stopped lay their bags in front of them on the table so that it is clear who is still actively drawing chips from their bags. **It is never allowed to look into your bags** during the whole game.



Stopped by an explosion

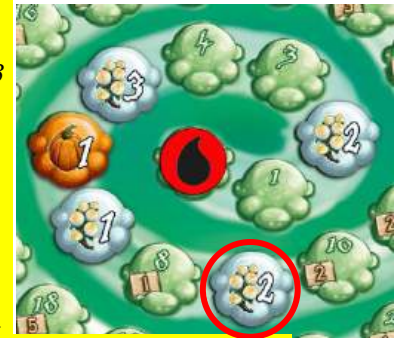


If the sum of **all white chips** drawn **exceeds the value of 7**, you have too many cherry bombs in your potion and the pot explodes. The player whose pot explodes is forced to stop and is **not allowed to draw any more chips!** However, the last chip drawn is still placed in the pot.

IMPORTANT! To determine if there is an explosion, **only the values on the white chips are added up.** The values on the other **chips of a different color** are **not counted!** The

actions related to the fortuneteller cards, as well as those of the chips (see below) are not affected by an explosion.

Example: Nina's white chips that are already in her pot have a total value of six ($2 + 3 + 1 = 6$). The orange chip is not counted. She decides to draw another chip from her bag. She takes out a white 2-chip (red circle). The total value is now 8 and her potion explodes. She is forced to stop and is not allowed to draw any more chips from her bag.



Chip actions

The chips not only fill up the pot, most of them also give you additional actions. Only the white and orange chips do not have any additional actions. **Chips in blue, red and yellow** have a special action that is activated **as soon the chips are drawn.** You are also allowed to pass up on actions that you could otherwise carry out.

Example: Lucas draws a blue 2-chip. He places it in his pot and then he is allowed to draw two more chips from his bag, but can only put one of them in his pot. He draws a white 3-chip and a red 1-chip. Understandably, he decides to put the red 1-chip in his pot and puts the white chip back into the bag. He also could have chosen not to place either of the chips.



The **actions of the green, purple and black chips** can be applied only at the **end of the round** (see scoring). There is a detailed description of all the actions at the end of these game instructions.

Flasks

You can use your flask and put the **last chip** drawn back into the bag. **Important:** If the last chip drawn causes the pot to **explode**, the flask can **no longer be used!** After using the flask, you can still take out more chips from the bag. To show that the flask has already been used, turn it over so that the "empty flask" is facing up. You can use it again only once the flask has been filled up again (see phase F in the scoring section). That means, the flask can be used only once per round.

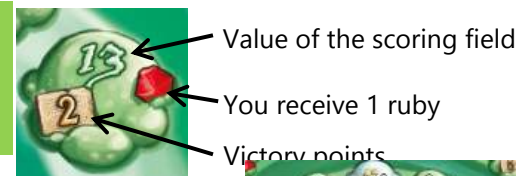


End of phase

Once everyone has decided not to draw any more chips from their bags, or has been forced to stop because of an explosion (too many white chips), the evaluation phase begins.

Evaluation

The **field directly after the last chip drawn** of each player is the respective **scoring field** in this round. When determining the scoring field, it does not matter if the last chip drawn caused the potion to explode or not.



Example: The scoring field in the above example where Nina's pot exploded is field 10 (yellow circle).

You can easily go through the individual steps of the evaluation phase on the scoring banner from left to right. Players whose pots have exploded do not take part in the evaluation phase A.



A) B) C) D) E) F)

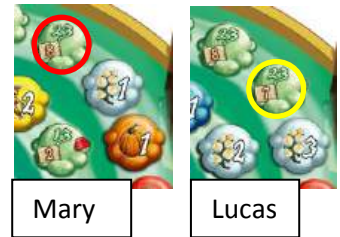


A) Bonus die

First, everyone whose **potion did not explode** checks to see who has reached the **highest scoring field**. If more than one player have a scoring field of the same number, check to see who has gone the farthest with his chips in his pot (multiple fields after one another can have the same number). This player gets to roll the **bonus die** for a bonus. If there's a tie they all get to roll the die.

The player receives 1 victory point.	The player receives 2 victory points.	The player receives 1 ruby.	The player can move his droplet 1 space forward. (first move chips to side if necessary)	The player receives 1 orange chip in his bag.

Example: Mary and Lucas have both reached the scoring field 23 and also stopped in time before their pots exploded. However, Mary's scoring field (red circle) is higher than Lucas's (yellow circle). Mary, therefore, gets to roll the bonus die.



B) Chip actions

Check to see if black, green or purple chips were drawn. Beginning with the start player and then in turns, carry out the actions of these chips (see overview of ingredient **cards**). How many black chips does each player have? Whoever has drawn more black chips than the players sitting next to him (see actions), receives the corresponding bonuses. Then check to see if the requirements for the green chips are met, and so on.

For example, for the book shown, all players receive 1 ruby for each green chip that they have placed on the last or next to last space in their pots.



C) Rubies

All players whose **scoring field** has a ruby depicted on it receive one **ruby**. It doesn't matter if the player's pot exploded or not.



WARNING! Players whose pot exploded have to choose now either option D) or E).

D) Victory points

In turns, beginning with the start player, everyone receives the **victory points** depicted on their respective scoring field. Move your scoring markers along the scoring track accordingly.

Example: Lucas's (yellow) scoring field is the 23 with 7 victory points. He therefore moves his scoring marker 7 spaces forward.



Note: If you happen to reach the last field in your pot (33) or move past it, place the chip on the 33 and take what is depicted on the spoon. You receive 15 victory points and can go shopping with 35 coins (see E). Everyone who has reached the last, and highest possible scoring field gets to roll the bonus die, provided that their pot has not exploded.

E) Buy chips

Beginning with the start player, everyone can take turns buying **1 or 2 chips in different colors** per round.



The number of the scoring field that each player reaches shows the value that the player has at his disposal for buying additional ingredients. The prices of the chips are listed in the ingredient books. The value to the far left is the cost for a 1-chip, the value in the middle is for a 2-chip and the value to the far right is for a 4-chip. If there is only one value listed, that means there are only 1-chips for this ingredient.



Higher-valued chips have the advantage of letting you move forward more spaces along the number track in your pot. But they also play a role with the green and blue books, the action of which depend on the value of the chip. Any left-over money that has not been used is forfeited. There is a limited number of chips. In the case that the chip you wanted is no longer available, you have to choose another chip.

Once everyone has finished shopping, put the **purchased chips** into your bags **along with all the other drawn chips**.

Example: Nina's pot (red) has exploded after drawing the white 3. Her scoring field is the 19. Lucas (yellow) has stopped in time. His scoring field is 15. Lucas can therefore roll the bonus die. He receives a ruby, 3 victory points, and can go shopping for 15 coins. Nina, on the other hand, has to decide if she prefers the 5 victory points, or the 19 coins. Nina decides to take the money. She buys a green 2-chip for 8 coins and a blue 2-chip for 10 coins. Lucas decides on a green 4-chip. Both players have 1 coin left over that is forfeited.



F) End of round

At the end of the round, players can carry out the following actions (more than once) for rubies:

- **Move droplet forward**

To fill the pot more quickly, players can trade in **2 rubies** and move their droplet **1 space forward**. This will give them the advantage in the following rounds of being able to place the first chip they draw out of the bag onto a higher field.

- **Fill up the flask**

Players can fill up their flasks at the cost of **2 rubies**. Turn over the flask so that it once again shows the side with a full flask. The flask can then be used again in the next round.

Each player then takes his rat stone out of the pot and puts it back on the small trivet. Pass the pile of fortuneteller cards to the next player in a clockwise direction, who is now the start player for the next round. Also, move the round indicator ahead to the next field and start the next round.

Round indicator

The round marker always shows which round you are in and whether or not an action must be carried out to start the round, or which additional actions apply in round 9:



Before beginning round 2, lay out the yellow ingredient book, and before round 3, the purple ingredient book.



Before beginning round 6, each player has to put one more white 1-chip into his bag.



In the last round, everyone has to reach into their bags and simultaneously take out their chips on command. The player who read out the action on the fortuneteller card always gives the command, "Stir!" once everyone has either pulled a chip out of their bag, or if they have decided to stop, pulled out their empty hand from their bag.

Players can also decide at any time to draw simultaneously in rounds 1 through 8. This prevents anyone from gaining an advantage by hesitating when pulling their hand, with or without a chip, out of their bag.



At the end of the last round, you can decide to buy a victory point with either 5 coins or 2 rubies. You can repeat this as often as you like.

End of game

The player whose scoring marker is the furthest down the scoring track wins. If more than one marker share first place, the one who was able to fill up his pot the most in the last round wins. If it is still a tie, they can all claim to be the biggest quack of Quedlinburg.

Game variation

The game is very variable. You can mix things up and make each game a little different than the last. From game to game, choose a different set of ingredient books. If you want, you can also put together your own sets.

After playing the game a few times, you can also play the game using the back side of the pots (the side with the test tubes). When using the test-tube side, also place a droplet on the far left of the test tube of the player's color. Throughout the course of the game, whenever you're able to move your droplet forward (through a fortuneteller card, chip action or paying 2 rubies), you can decide which of your two droplets you want to move forward. The droplet in your pot, or the one on your test tubes. If you decide to move the one on the test tubes, move it one glass to the right. You then **immediately** receive the bonus shown there:







The player receives 1 ruby.	The player receives victory points according to the given number: 1, 2, 3, or 4 victory points.	The player receives the chip shown, which he immediately throws into his bag.

Further explanation of the ingredient books

You do not have to read through all the ingredient books. It will suffice to read only the sets that are in the game, and only when new books are put onto the table.

<p>Pumpkin:</p>	<p>Cost: The orange 1-chip costs 3 coins. Bonus: None. A 1-chip in the pot has not particular function other than filling the pot by one field. It is the least expensive chip in the game.</p>
<p>Crow skull:</p>	<p>Cost: Blue 1-chip/2-chip/4-chips cost 5/10/19 coins. Bonus: If you draw a blue chip from your bag, put it in your pot. You can then take as many more chips out of your bag according to the number shown on the chip.</p> <ul style="list-style-type: none"> • For a 1-chip, take out 1 more chip. • For a 2-chip, take out 2 more chips. • For a 4-chip, take out 4 more chips. <p>From the chips drawn, you can lay down one of them as your next chip. Put the other chips back into the bag. If you don't like what you see, you can also put them all back into the bag. If the newly laid chip also has a</p> <div style="float: right; border: 1px solid black; padding: 2px;">Set 1</div>

	<p>bonus, it can also be carried out immediately.</p> <p>Cost: Blue 1-chip/2-chip/4-chips cost 5/10/19 coins.</p> <p>Bonus: If you draw a blue 1-chip from your bag, you still receive all victory points <u>and</u> you can go shopping even if your potion explodes with the next drawn chip. However, you still cannot roll the bonus die if your potion exploded.</p> <p>If you draw a blue 2-chip from your bag, the above still applies even if your potion explodes in the next 2 drawn chips.</p> <p>If you draw a blue 4-chip from your bag, the above applies for the next 4 drawn chips.</p> <p>The actions do not add up. If a blue 4-chip is laid after a blue 2-chip, the action applies only for the remaining 3 chips and not for the next 5.</p> <p style="text-align: right;">Set 2</p>
	<p>Cost: Blue 1-chip/2-chip/4-chips cost 4/8/14 coins.</p> <p>Bonus: If you draw a blue chip from your bag and have to place it on a ruby field, you immediately receive 1 ruby. The values of the blue chips are of no significance.</p> <p style="text-align: right;">Set 3</p>
	<p>Cost: Blue 1-chip/2-chip/4-chips cost 5/10/20 coins.</p> <p>Bonus: If you draw a blue 1-chip from your bag and have to place it on a ruby field, you immediately receive 1 victory point. You receive 2 victory points for a 2-chip and even 4 victory points for a 4-chip, which you immediately record on the scoring track.</p> <p style="text-align: right;">Set 4</p>
<p>Toadstool:</p>	
	<p>Cost: Red 1-chip/2-chip/4-chips cost 6/10/16 coins.</p> <p>Bonus: If you draw a red chip from your bag, move it forward additional spaces in your pot according to the number of orange chips that are already in your pot. If there are no orange chips in your pot, move the red chip forward only according to the value depicted on it. If there are already 1 or 2 orange chips in your pot, move the red chip an additional 1 space forward irrespective of its value. If there are 3 or more orange chips in your pot, move it an additional 2 spaces forward. It doesn't matter where in your pot the orange chips are.</p> <p style="text-align: right;">Set 1</p>
	<p>Cost: Red 1-chip/2-chip/4-chips cost 4/8/14 coins.</p> <p>Bonus: If you draw a red chip from your bag, place it next to the pot off to the side. After you have stopped drawing chips (whether forced or on your own free will) you have the option of laying the chip in this round after the last chip laid. Or, you can save it for a later round and leave it beside to the pot. In all following rounds you have the option of placing it in your pot after you have stopped drawing chips. If you have multiple red chips next to your pot, you can decide individually for each chip, if you want to put it in your pot or not. Only once you have decided, whether or not you want to place a chip or not, does the evaluation phase begin. You can also choose to put the chip back into your bag at any time.</p> <p style="text-align: right;">Set 2</p>



Cost: Red 1-chip/2-chip/4-chips cost 5/9/15 coins.

Set 3

Bonus: If you draw a red chip from your bag, check if the last chip you laid in your pot is white. If it is, you can add its value to the value of the red chip that you have just drawn (i.e. you can move the red chip further according to the value of the white chip). A red 1-chip that is to be laid directly after a white 2-chip would therefore be moved 3 spaces in total.



Cost: Red 1-chip/2-chip/4-chips cost 7/11/17 coins.

Set 4

Bonus: As soon as at least one red chip is in your pot, every white 1-chip that is drawn is moved not only 1 space, but 2 spaces. Any red chips that are drawn after have no more effect. White 2-chips and 3-chips are not affected by the action. The value of the white 1-chip (when determining if the pot explodes) does not change.

Mandrake:



Cost: Yellow 1-chip/2-chip/4-chips cost 8/12/18 coins.

Set 1

Bonus: If you draw a yellow chip from the bag **directly after a white chip**, you can put this white chip (regardless of its value) back into the bag. This applies only if the white chip was drawn directly before the yellow chip. The space where the white chip was stays empty and the yellow chip does not fall back. For example, if a white 2-chip is laid on field 2 and then a yellow 1-chip is laid on field 3, the white chip can be put back into the bag. The yellow chip then remains where it is on field 3.



Cost: Yellow 1-chip/2-chip/4-chips cost 9/13/19 coins.

Set 2

Bonus: If you draw a yellow chip from the bag, move the next chip that you lay twice as far. A 2-chip that is drawn after a drawn yellow chip is moved 4 spaces forward. The values of the yellow chips are of no significance.



Cost: Yellow 1-chip/2-chip/4-chips cost 8/12/18 coins.

Set 3

Bonus: When you draw the first yellow chip from the bag, the threshold for white chips rises from 7 to 8. After drawing 3 yellow chips the threshold for white chips is 9. The values of the yellow chips are of no significance.

Cost: Yellow 1-chip/2-chip/4-chips cost 8/12/18 coins.

Set 4

Bonus: If you draw a yellow chip from the bag, check how many yellow chips are already in your pot:

- If this is your 1st drawn yellow chip, you can move it 1 more space.
- Your 2nd drawn yellow chip can be moved 2 more spaces.
- Your 3rd drawn yellow chip can be moved 3 more spaces than the value shown on the chip.

For all further yellow chips drawn there is no more bonus. The values of the yellow chips are of no significance.

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The actions of the following books always become effective only after everyone has stopped drawing chips (whether forced or freely). These are then carried out consecutively in phase B.

Garden spider:	
	<p>Cost: Green 1-chip/2-chip/4-chips cost 4/8/14 coins.</p> <p>Bonus: In phase B), you receive a ruby for every green chip (irrespective of its value) that was drawn last or next to last. You do not receive any rubies for any green chips that are not on the last or next to last field.</p> <p style="text-align: right;">Set 1</p>
	<p>Cost: Green 1-chip/2-chip/4-chips cost 6/11/18 coins.</p> <p>Bonus: In phase B), you receive an additional chip in your bag for every green chip that was drawn last or next to last:</p> <ul style="list-style-type: none"> • For a green 1-chip you receive one orange 1-chip. • For a green 2-chip, you can put a blue 1-chip or a red 1-chip in your bag. • For a green 4-chip, you can put a yellow 1-chip or a purple 1-chip in your bag. <p style="text-align: right;">Set 2</p>
	<p>Cost: Green 1-chip/2-chip/4-chips cost 6/11/21 coins.</p> <p>Bonus: In phase B), check if all the white chips in your pot amount to exactly 7. If they do, the value of all green chips in your pot is doubled. That means, if you have, for example, 3 green chips in your pot with a total value of 6, you can move your last chip (regardless of its color) another 6 spaces forward after having stopped drawing chips.</p> <p style="text-align: right;">Set 3</p>
	<p>Cost: Green 1-chip/2-chip/4-chips cost 4/8/14 coins.</p> <p>Bonus: In phase B), you can pay 1 ruby for every green chip (irrespective of its value) that was drawn last or next to last and move your droplet 1 space forward. For example, if a green chip is on the next to last field, you can pay a maximum of 1 ruby to move your droplet 1 space forward. You cannot pay more than one ruby per green chip.</p> <p style="text-align: right;">Set 4</p>
Ghost's breath:	
	<p>Cost: One purple 1-chip costs 9 coins.</p> <p>Bonus: In phase B), count up the purple chips in your pot. If there is 1 purple chip, you receive 1 victory point. If there are 2 purple chips, you receive 1 victory point and 1 ruby. If there are 3 or more purple chips, you receive 2 victory points and you get to move your droplet 1 space forward. For 4 purple chips, you cannot</p> <p style="text-align: right;">Set 1</p>



use the action for 3 and for 1 purple chip. However, it is always possible to use a lower action. For example, to decide on 1 victory point and 1 ruby when you have 3 purple chips in your pot.



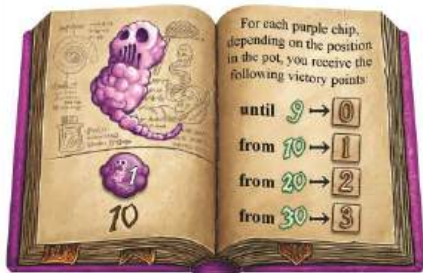
Cost: One purple 1-chip costs 12 coins.

Set 2

Bonus: In phase B), you can discard drawn purple chips, and exchange them for the following bonuses:

- For 1 purple chip you receive 1 black 1-chip, 1 victory point and 1 ruby.
- For 2 purple chips you receive 1 green 1-chip, 1 blue 2-chip, 3 victory points and the right to move your droplet 1 space ahead.
- For 3 purple chips you receive 1 yellow 4-chip, 6 victory points, 1 ruby and the right to move your droplet 2 spaces ahead.

You are not allowed to trade in 4 purple chips to take advantage of the action for 2 purple chips twice. However, you can always trade in less chips than you have drawn. For example, you can trade in 3 chips, even though you have drawn 4.



Cost: One purple 1-chip costs 10 coins.

Set 3

Bonus: In phase B), check where the purple chips are in your pot. For each purple chip that is in the range from field 0 to 9, you receive 0 victory points. For each purple chip that is on the fields 10 to 19, you receive 1 victory point. For each purple chip that is on the fields 20 to 29, you receive 2 victory points, and for each purple chip that is on field 30 or higher, you receive 3 victory points.



Cost: One purple 1-chip costs 11 coins.

Set 4

Bonus: In phase B), count up the purple chips in your pot.

- If there is 1 purple chip in your pot, you can trade in one 1-chip **from your pot** in exchange for one 2-chip of the same color.
- If there are 2 purple chips in your pot, you can trade in one 2-chip from your pot in exchange for one 4-chip of the same color.
- If there are 3 or more purple chips in your pot, you can trade in one 1-chip directly in exchange for one 4-chip of the same color.

This upgrade of your chips does not, however, have any more effect on the current round. For 4 purple chips, you cannot use the action for 3 and for 1 purple chip. However, it is always possible to use a lower action. For example, if you have drawn 2 purple chips, but do not have a 2-chip in your pot, you can convert a 1-chip into a 2-chip.

African death's head hawkmoth:



This card is for a **2-player game.**)


2 players

Cost: One black 1-chip costs 10 coins.

Bonus: In phase B), count up the black chips in your pot.

If you have drawn the same number of black chips as your opponent, you get to move your droplet 1 space forward.

If you have drawn more black chips than your opponent, you get to move your droplet 1 space forward and you receive 1 ruby.

 <p>If you draw more black chips than one of the players sitting next to you:</p> <p>If you draw more black chips than both players sitting next to you:</p>	<p>This card is for a 3- or 4-player game.)</p> <p>Cost: One black 1-chip costs 10 coins.</p> <p>Bonus: In phase B), count up the black chips in your pot.</p> <p>If you have drawn more black chips than the player to your left or the player to your right, you get to move your droplet 1 space forward.</p> <p>If you have drawn more black chips than the player to your right and the player to your left, you get to move your droplet 1 space forward and you receive 1 ruby.</p>	<p>3 or 4 players</p>
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