



The Quacks of Quedlinburg



The Herb Witches

Contents

For a fifth player	2 droplets
1 pot	1 scoring marker
1 bag	1 rat stone
1 flask	1x 0/50 seal

New

8 ingredients books	12 herb witches
153 ingredient chips	(4 witches per witch type)
+ 3 spare chips	15 witch pennies
20 rubies	5 overflow bowls



Game idea You'll need the standard version of "The Quacks of Quedlinburg" to play "The Herb Witches." "The Herb Witches" introduces a new ingredient (locoweed) to the game, along with the said witches. It also includes everything you'll need for a fifth player as well as new ingredient books for the existing ingredients.

Game setup Set up the game in the same way as the standard game. Sets 5 and 6 are now also available for the ingredients. Replace the pumpkin book from the standard game with the new pumpkin book. At the start of the game, all players additionally receive one witch penny in each of the 3 different colours. Each player takes the overflow bowl in the same colour as their pot and places it under the spoon next to the pot. Turn over one of each of the 3 witch types at random and place these below the round indicator. The remaining witches are put back into the box.

How to play The rules are essentially the same as the standard game.

The Herb Witches Players have **3 chances** during the entire game to call upon the help of a herb witch. To activate one of the herb witches and use her powers, the player must hand over the witch penny in the same colour as the witch during the specified phase.



Even though your pot exploded, you can still use this herb witch to activate the flask and return the last white chip (that made your pot explode) to the bag. You can then draw further chips from the bag or end your turn.

Important: To be able to use this herb witch's power, the flask must be full.



As long as you haven't ended your turn, you can use this herb witch at any time - either before or after you have drawn a chip and placed it in your pot (and the pot hasn't exploded) - to draw **6 chips** from the bag. You can choose which and how many of these chips you wish to put

in your pot and the order you want to do this in. Carry out the chip actions as usual. Return any chips you don't add to your pot, to the bag.

If a player decides to use this action in the last round, the simultaneous drawing of chips is paused until they have completely finished carrying out the action.



If your pot has not exploded yet, you can use this herb witch to **return the last 2 white chips** you added to your pot, to the bag. Any gaps created are not filled. However, you may only return 1 of the last 2 white chips to the bag, if you want to.

Take care: The 2 white chips do not have to be placed directly next to one another or occupy the last 2 spaces in the pot.



Even though your pot exploded, you can use this herb witch to ensure you still receive all bonuses during the scoring phase. You are allowed to take the victory points and go shopping. If you have gone the furthest in the pot, you can also roll the bonus die.



Use this herb witch during the purchase phase to **increase the value of the last 2 chips you added to the pot by 1 level**. Alternatively, you can also **increase the value of 1 chip placed in any position** in your pot. It does not have to be at the end. It is only possible to increase the value of a 1-chip to a 2-chip or a 2-chip to a 4-chip. It is not possible to upgrade a pumpkin chip. This action cannot be used on chips you've just purchased, but only on the chips in your pot. You can also carry out this action if your pot exploded and you have opted for victory points.



Use this herb witch when you go shopping to **double the purchase value**. You can still only buy a total of 2 different coloured chips. If you use this witch during the purchase phase in round 9, you can purchase victory points for twice the purchase value (5:1).



Use this herb witch during your purchase to **take another of the chips you just purchased for free**. You will receive a total of 3 chips during the purchase phase, of which 2 will be the same colour.



Use this herb witch during your purchase to **increase the purchase value per ruby** in your possession by 2. You only have to possess the rubies for this; you don't have to give them up.



Use this herb witch during the victory point phase to take victory points. The number of victory points depends on how many **different colours are in your pot**. White chips are not counted here.



Use this herb witch during the victory point phase to take victory points. Only the **chips remaining in the bag** after you have stopped drawing chips are counted here. Empty out your bag next to the pot. The number of victory points you earn depends on **how many of the following chips were in your bag**:

coloured 2-chips, 4-chips and 6-chips as well as purple and locoweed chips. You receive 2 victory points for each of these chips.

White chips are not counted. You can also use this witch if your pot exploded and you have opted to "buy".



If you receive a ruby during the ruby phase because a ruby is shown on the scoring field, you can use this herb witch to take **as many rubies as there are victory points on the scoring field**. You still receive the victory points (even if your pot exploded). You can also use this witch if your pot exploded and you have opted to "buy".

Take care: If the "It's shining extra bright" fortune teller card has been turned over, you must decide whether you want to take the 2 rubies from the fortune teller card or use this herb witch instead.



At the end of this round, use this herb witch to **only pay 1 ruby each** to either fill the flask or move your droplet forward. You can also pay several rubies and carry out this action more than once according to the number of rubies you give up.



Every **witch penny** not used by a player counts as **2 victory points** at the **end of the game**. Players can use 1, 2, or even all 3 witch pennies in a round.

Overflow bowls



If a player reaches the final field in the pot (33) or moves past it (regardless of how far), they should place the chip on the 33. If this final chip triggers an action that affects the next chip drawn, this action is forfeited.

If the player draws further chips from their bag, then these should be placed in the overflow bowl. During the scoring in phase D, the player will first receive what is pictured on the spoon (15 victory points and 35 coins). The value of all of the chips in the overflow bowl are then added together and the player receives half this (rounded down) amount in victory points. Coloured chips that end up in the overflow bowl do not trigger any more book actions. However, white chips still count towards the total number of cherry bombs.

All players, who have reached the last field in the pot (regardless of how many chips are in the overflow bowl), can roll the bonus die if their pot hasn't exploded.



Pumpkin

Regardless of whether they're 1-chip or 6-chip, a pumpkin has no particular function in the pot except that it fills the pot 1 or 6 more spaces.

Important: All upgrades - whether through the books, witches or fortune teller cards (e.g., "An opportunistic moment") - do not apply to pumpkins. This means that it is not possible to upgrade a 1-pumpkin to a 6-pumpkin.



Crow skull

If you draw the blue chip, **at least** as many orange chips must already be in the pot (regardless of their value) as the value of the blue chip. You then **immediately** receive as many victory points as the value of the blue chip.

If not, you do not receive any victory points.

Example: If you draw a blue 4-chip, at least 4 orange chips must already be in the pot. If you draw a blue 4-chip and there are 3 or less orange chips in the pot so far, you do not receive any victory points for the blue chip. If you draw a blue 2-chip and there are already 3 orange chips in the pot, you receive 2 victory points.



The number on the blue chip indicates how many chips placed in the pot immediately beforehand you must consider. There cannot be any gaps between the chips. The last 1, 2, or 4 chips are counted. If this includes **white 1-chips**, you receive 1 ruby for each of these 1-chips.

If you draw a blue 4-chip, you'll need to check how many white 1-chips are among the 4 chips directly before it. For each of these white 1-chips, you receive 1 ruby. If you draw a blue 1-chip, you only need to check whether the last chip directly before it is a white 1-chip.



Toadstool

If you draw a red chip from the bag, you can move forward the number of spaces according to its value. However, if there are already red chips with a higher value in the pot, you can move the red chip forward according to the value of the red chip in the pot with the highest value.

If there is already a red 4-chip in the pot, for example, you can move forward 4 fields for each red 1-chip or 2-chip you draw after this.



If you draw a red chip from the bag, place it in the pot then draw another chip and **set it aside**. You **must** still use this chip in this round. You can decide, though, when you want to place it in the

pot and if you wish to use it before or after the STOP. You can only use the chip you've set aside if you have already placed the chip you just drew in the pot. The chip you've set aside can also still be placed after an explosion. If you've set a white chip aside, this also counts during the evaluation of whether the pot explodes.



Mandrake

If you draw a yellow chip from the bag, you must then draw another chip from the bag. You also move the yellow chip forward by the value of the chip drawn. If you draw a locoweed chip, move 1 space. You then return the additional chip you've drawn to the bag.



3 spaces several times.

Locoweed

The locoweed has no set value. It changes every time.



If you draw a locoweed chip from the bag, move this forward according to the number of **rat-tails** in the pot plus 1 space. Check how many spaces you moved your rat stone forward in this round. Move each locoweed chip forward by this number plus 1. Only the position of the rat stone in the pot is considered (after reading the fortune-teller card), not the current number of rat-tails on the scoring track.

Important: Locoweed chips can only be moved forward up to a maximum of 4 spaces.



If you draw a locoweed chip from the bag, this chip has the **same function and value** as the last coloured chip in the pot. The white chips are not considered here.

If no coloured chips have been laid yet, the locoweed chip has a value of 1 and no action.

Similar to the standard game, the actions of the following books always become effective after all players have stopped drawing chips (whether forced or voluntarily). It doesn't matter whether an explosion has occurred or not. During scoring, these are then carried out consecutively in phase B.



Garden spider

If a green chip has been placed last or **next-to-last**, you can already place a chip in the pot for the next round. You can only choose 1 of your chips currently

in the pot for this. The value of the green chips determines the maximum value of the chip placed. If 1 of the last 2 chips placed is a green 4-chip, for example, the player can lay a 4-chip as the starting chip in the next round. If they do not have any more 4-chips in their pot or do not want to place one, they can select a 2-chip or 1-chip instead. The chip is then moved forward in the pot according to its value. Therefore, a 4-chip can be moved forward 4 spaces. The player can then use the chip function at the very start of the next round. It is also possible to select the green chips as the starting chips for the next round.



For every green chip that is placed **last** or **next-to-last**, you can roll the bonus die once and take the bonus indicated. The value of the green chips is irrelevant here.

If the fortuneteller card "The pot is full" is turned over at the start of the round, every player with a green chip in the last or next-to-last space can roll the bonus die twice for each of these chips.



Ghost's breath

Add up the **victory points** for all fields where a purple chip has been placed. This sum gives a purchase value for which you can buy up to 2 chips of different colours. This purchase is separate from the purchase in phase E. If your pot hasn't exploded and you decide to make a purchase, you can purchase further chips during phase E. In the final round (round 9), the sum can be used to purchase victory points (5:1).



ed for the value indicated.



African death's head hawkmoth

During purchase of the black chip (phase E) (or if you receive one through a fortune teller card), you must throw the black chip in the **bag of the player to your left**. Move your droplet (or 1 of your droplets) 1 space forward.

During phase B, you receive 1 ruby for every black chip that the person to your left has in their pot. The player to your left also receives 1 ruby if the black chip in their pot is on the last or next-to-last space.



The player whose black chip is the furthest in their pot can move their droplets (or just 1 of their droplets) forward 1 space.

The player whose black chip is the second furthest in their pot receives 1 ruby. It can happen that one player wins both bonuses (if they have at least 2 black chips in their pot). If there is a tie, all of the players involved receive the corresponding bonus.

Clarification of the fortune teller cards

If a fortune teller card tells players to draw chips from the bag (e.g., "Overpowering ingredient" or "A second chance"), this does not involve any risk: it cannot cause the pot to explode – even if the white chips in the pot exceed the explosion limit. The action of the chip placed with the "Overpowering ingredient" card is not carried out.

All upgrades – whether through the books, witches or fortune teller cards (e.g. "An opportunistic moment") – do not apply for pumpkins. This means that it is not possible to upgrade a 1-pumpkin to a 6-pumpkin.

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