

QUACKS All-In

2/16/2026

NOTES:

- You are *never* aloud to look into your ingredient bag
- Ingredient token level = number on ea. token
- **Purple text refers to Witches expansions**
- **Green text refers to Alchemist expansions**

DT Droplet Token **ET** Essence Token
IT Ingredient Token **ST** Score Token
VP Victory Point

SETUP

- 1) Place **scoreboard** with **flame marker** on round 1, place bonus dice on dice step.
- 2) Add **Alchemist** and **Witch** cards to **fortune teller deck** as desired, shuffle
- 3) Select and place **ingredient books** near scoreboard, x1 per used ingredient color; Recommend matching count of bookmarks for all books (ex: 2 bookmarks on ea. book). Match **BLACK** moths to player count.
Randomly select locoweed book.
- 4) Arrange **ingredient token piles**: 1-pile, 2-pile, 3+-pile, **add locoweed ITs**
- 5) **Each player** selects a color and receives:
 - a) **Cauldron board** all players agree to use same side: "book" or "test tube"
 - b) Player color **ingredient bag**
 - c) **Score token** (ST) on 50-space, player-side-up
 - d) **Droplet token** (DT) on cauldron 0-space and DT on starting test tube if applicable
 - e) Place **rat token** (RT), x1 ruby, full bottle
 - f) **x1 ea. witch penny**: gold, silver, bronze
 - g) **Player color Overflow bowl**
 - h) **Alchemist brd**, **essence token** (ET) at 0
- 6) **Randomly select x1 ea. Bronze, Silver, Gold Witch Cards**
- 7.a) **Randomly select x3 patient tokens**, place patient books near scoreboard
- 7.b) **Ea. Player choose essence card** matching a patient, players may choose same patient; place card on Alch. board
- 8) **Fill draw bags** with ingredient tokens (IT):
Lvl 1: x4 **White**, x1 **Green**, x1 **Orange**,
Lvl 2: x2 **White**,
Lvl-3: x1 **White**

- 9) Randomly **select first player**, give fortune deck, 1st player rotates left next round

TAKE A TURN

NOTE: Witch pennies may be paid during **Brew Potion** or **Use Potion** phases to gain single-use ability of matching coin color

- I. Draw Card:** first player draws fortune teller card, resolve immediately (purple) or during turn (blue)

NOTE: ignore abilities involving ingredients not available in the current round

- II. Brew Potion;** all players do steps 1-7 at same time at own pace, when complete wait for all players to finish:

- 1) Blind-draw x1 IT
- 2) Place IT on cauldron according to token number: 1 = x1 space ahead of last IT or droplet/rat token, 2 = x2 spaces ahead etc.
- 3) If **WHITE**, total all White ITs.
Explode if white total is 8 or more.
- 4) **Explode?** STOP. Await other players to finish *Brew Potion* phase, else continue.
- 5) Use *full bottle* if desired to re-draw last IT, put rejected IT back into bag. Draw new IT.
May not use bottle if you explode.
- 6) Resolve **RED**, **YELLOW**, **BLUE** abilities
- 7) Decide to **STOP** or repeat steps 1-7

OVERFLOW BOWL: each IT after last "33 space" goes into overflow;

- **ITs in overflow are colorless: do not trigger abilities to include essence;**
- **White can still cause explosion**

- III. Use Potion** (all players together):

- 1) **Distill essence**, even if you exploded:
 - a) **Reset ET** to 0.
 - b) Sum the number of **unique colors** in your cauldron ITs, do not include white nor IT in overflow; move essence marker that many spaces forward
 - c) Move essence +1 if **White ITs total exactly 7**
 - d) Move essence +1 or +2 if one or two **adjacent players exploded**
 - e) Immediately **gain essence reward**, may take lower reward instead if desired; some rewards listed on patient cards; wait to add rat tales at STEP 9 below
 - f) **ROUND 9?** Earn same number of victory points as your essence marker level
 - g) Do not reset ET to 0 until instructed

- 2) Player that *did not explode* at farthest cauldron space **role bonus die**, get reward; Tie? All tied players roll; *all players reaching overflow are tied*
- 3) Resolve **GREEN, PURPLE, BLACK** abilities
- 4) Check cauldron reward space just after last IT, **gain x1 ruby** if ruby icon shown
NOTE: Players with **EXPLODED POTIONS** **only do Step 5 OR Step 6**, NOT BOTH
- 5) Advance ST for **victory points** (VP) on cauldron reward space. *Sum IT levels in overflow, divide by 2 rounding down. Add that many VP*
- 6) **Purchase x1 OR x2 ITs** with cauldron reward space money, purchased *ITs may not be same color*. Leftover money is lost;
ROUND 9? Purchase x1 VP each for x5 cauldron monies
- 7) **Spend rubies**, no limit; ea. optn costs x2:
 - a. Refill (flip) empty bottle
 - b. Purchase DT advance for cauldron
 - c. Purchase DT advance for Test Tubes, gain covered reward
 - d. **ROUND 9?** Purchase a VP
- 8) **ROUND 9? Purchase x2 VPs with each unused witch penny**
- 9) **Count rat tales** between 1st place ST and other player ST, *add essence reward rat tales*, place RT in cauldron the same number of spaces ahead of DT
- 10) **Advanced round marker** flame to next round; add Lvl 1 WHITE IT at Round 6;
Completed ROUND 9? Go to Game End
- 11) Return all IT from cauldron to draw bag
- 12) **Pass fortune deck** left to next first player who starts next turn

GAME END

- I. Player with most VP wins!
- II. Ties go to player with farthest Cauldron IT from ROUND 9; *All players reaching overflow are tied*; if even, all tied players win

End of Round

- REWARD**
- 1) Distill essence
 - 2) Farthest player(s) **roll bonus dice**
 - No explosions, overflows tie
 - 3) **GREEN, PURPLE, BLACK** abilities
 - 4) **Gain ruby** if behind ruby icon

- ~ EXPLODED? Only choose one: **SHOP**
- 5) **Victory points** + overflow sum $\div 2$
 - 6) **Purchase x1 OR x2 IT** not same color
 - ROUND 9: 5 cauldron pts = 1 VP

- EXCHANGE**
- 7) **Spend rubies** (x2 each):
 - Bottle fill, DT space, ROUND 9: 1VP
 - 8) ROUND 9: **Spend witch penny** = 2VP

- NEXT ROUND**
- 9) **Rat tales** (include essence)
 - 10) **Move flame marker**
 - ROUND 6: + Lvl 1 WHITE
 - 11) Return all **IT from cauldron to draw bag**
 - 12) Next player, draw **Fortune Card**

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