

The Quacks of Quedlinburg – The Herb Witches - 2-5 Players

Expansion Idea

A new ingredient, “Fool’s herb,” is introduced as well as the eponymous herb witches. Furthermore there is material for a 5th player, overflow trays for the cauldrons and new ingredient books for the existing ingredients.

Preparation

The game structure is the same as in the basic game, with a few changes.

- The ingredients set now also includes #5 and 6 to choose from.
- The pumpkin book from the basic game is replaced by the new pumpkin book.
- Each player receives one witch penny in each of the three colors
- Each player takes an overflow bowl for their cauldron and places it under the spoon
- Randomly choose one witch of each of the three types and place it below the turn indicator. The remaining witches can be put back in the box.

Otherwise, the game is basically the same as in the base game. Players can call upon an herb witch three times during the game. In order to activate a witch, the player must discard a corresponding witch penny in the appropriate phase.

End Game

At the end of the game each unspent witch’s penny is worth 2 Victory points. Players are free to as many witch’s pennies as they would like during a given round.

The Silver Witches

Preparation Phase – User your bottle after your cauldron explodes.
(Your bottle must be full in order to use this witch)

Preparation Phase – Draw **6 Chips** and determine the order to add them to your cauldron. Return unused chips to the cauldron.

As long as you have not finished your turn or exploded your cauldron, you can use this witch to draw 6 chips from the bag. From these chips choose as many as you want and in which order and add them to your cauldron. The actions of the chips are carried out as usual. Put any unused chips back into the bag. If used in the final round, all players stop taking turns until the action is completed by this player.

Preparation Phase – If your cauldron hasn’t exploded, you can return the last two pulled white chips to your bag.

If your cauldron is unexploded, you can return the last two white chips back into the bag. Should any gaps arise on your track, they won’t be closed. You can also use this power to just return one white chip, if you prefer. Note: The two white chips don’t need to be the last two chips pulled.

Scoring Phase – Even if your cauldron exploded, you still get all bonuses.

Even if your cauldron exploded this round, you still get all bonuses in the scoring phase (i.e. you can both take victory points and go shopping, and roll the bonus die, if qualified).

The Bronze Witches

Buying Phase – Either upgrade the last two chips placed in your cauldron or any one chip placed in your cauldron (non-orange).

In the purchase phase, you can use this witch to upgrade the last two chips placed in your cauldron by one level each. Alternatively you can upgrade any single other chip in your cauldron by one step (i.e. it does not need to be one of the last two placed). It is only possible to upgrade a 1-er into a 2-er or a 2-er into a 4-er. It is not possible to upgrade a pumpkin (i.e. orange). This power doesn't apply to just purchased chips, only to chips that were placed into your kettle. This action can still be performed if your cauldron exploded and you chose to take victory points.

Buying Phase – Double the purchasing power shown on your cauldron for this purchase.

You can double your purchasing power for this trip to the store, but you can still only buy two chips, and still must buy two chips of different colors. If you use this witch in round 9, you can buy victory points (5:1) with twice the purchasing power.

Buying Phase – Take a second copy of a chip that you purchased this round.

When shopping, you can use this witch to take a second identical chip of one that you have just purchased. This can give you a total of 3 acquired chips in this phase.

Buying Phase – Receive two extra purchasing power per ruby in your possession. You do not need to return the rubies.

When shopping, this witch increases your purchasing power by 2 for each ruby that you possess. You do not need to turn in these rubies to receive this benefit.

The Gold Witches

Victory Point Phase – Score points for the number of colors of non-white chips present in your cauldron.

In the victory point phase, you can take victory points by activating this witch. The number of points gained is determined by the number of colors of ingredients in your cauldron. White chips are **not** counted here.

Victory Point Phase – Score points for the non-white 2, 4, or 6 chips that remained in your bag.

In the victory point phase, you can take victory points by activating this witch. Here only the chips remaining in your satchel are considered. Empty your bag next to your kettle. You will receive 2 points for each **non-white** chip with a value of 2, 4, or 6. You can also use the witch when your cauldron has exploded and you have decided to “buy”.

Ruby Phase – Instead of taking a single ruby in this phase, take as many as the cauldron space's VP indicator indicates.

If your cauldron placement qualifies you for a ruby in this phase, you may instead activate this witch to take as many as many rubies as there are victory points on the cauldron

space. If you haven't exploded your cauldron you will still receive victory points as well. You can also use this witch if your cauldron has exploded and you've decided to buy.

Note: If the divination card "Hier funkelt's" is uncovered, you must decide if you want to take the 2 rubies from the card or whether you want to use this witch.

Round End – For this round, move your drop forward or fill your flask for only 1 ruby each time.

At the end of the round, you only need to pay 1 ruby each to fill the bottle or to move the drop forward through use of this herb witch. You can also pay several rubies to perform these actions more than once.

Overflow Bowls

If a player reaches the last space in the cauldron (33), or moves beyond it (no matter how far), she places the chip on the 33. Should this final chip initiate an action based on the upcoming drawn chip, this action is forfeited. If the player pulls additional chips from the bag, they are put in the overflow bowl. In phase D, the player first gets points shown on the spoon (i.e. 15 points and a purchase value of 35). Then all values of the chips in the overflow area are added together and the player receives half this number (rounded down) as victory points. Colored chips that land in the overflow bowl no longer trigger **any** book actions, however white chips still count negatively and could still cause an explosion. All players who have reached the last space in the cauldron (no matter how many chips in the overflow area) are allowed to roll the bonus die unless their cauldron explodes.

Additional Ingredient Books

Orange Pumpkin – Pumpkins now are available as 1-ers and 6-ers. A pumpkin has no function in the cauldron except to make it fuller by 1 or 6 fields.

Note: All upgrades, whether through books or fortune cards, don't refer to pumpkins so it's not possible to upgrade a 1-er pumkin to a 6-er.

Blue Crow's Skull 5 – When the blue chip is drawn, check its value. If at least as many orange chips (regardless of their value) have been placed in the cauldron already, you immediately get that many victory points. For example, if you have drawn a 4er blue chip and only have 3 or fewer orange chips in your kettle, you will not get any victory points.

Blue Crow's Skull 6 – When you draw a blue chip, check its number. Look back to that many previously placed chips in your cauldron (i.e. 1, 2 or 4), not counting gaps. You receive 1 ruby for each **white** chip within this range.

Red Mushroom 5 – If you draw a red mushroom from the bag, you can use it as normally to move forward in the cauldron. However, if there are already 2er or 4er red chips in the cauldron, you can move your newly placed red chip extra spaces (i.e. if you have a red 4er in the cauldron already, you are allowed to draw any red chip you draw for the rest of the round 4 spaces).

Red Mushroom 6 – If you pull a red chip from the bag, put it in the cauldron and draw another chip, which you will put aside. You **have to** use it this round, but you can decide when you put it

in the cauldron and if you want to use it before or after you choose to stop. On future draws, can only place the set-aside chip after you have already placed your currently drawn chip in the cauldron! The put aside chip can still be placed after an explosion. If a white chip should be set aside, it will also count toward determining if the cauldron explodes.

Yellow Mandrake 5 – When you pull a yellow chip from the bag, you must pull another chip from the bag. The yellow chip will be advanced by its own value as well as the value on this second chip. If you pull a fool's herb chip, this will advance the yellow chip one additional space. Then, put the second drawn chip back into the back.

Yellow Mandrake 6 – If you draw a yellow chip from the bag, you can discard exactly 1 ruby from your supply and gain three additional movements for the yellow chip along the track. You cannot activate this multiple times on a single yellow chip.

Fool's Weed 5 – The fool's weed has no fixed value, but instead varies. If you pull a fool's weed from the bag, it is moved forward in the cauldron 1 plus your current number of rat's tails in the cauldron (max. of 4). Only the position of the rat's tail stone in the cauldron is considered here (after applying the fortune teller card), not the current number of rat tails on the VP track. Attention: A fool's weed cannot move more than 4, even if a player has enough rat tails.

Fool's Weed 6 – The fool's weed takes over the same function as the last pulled chip. Important: the fool's herb will not copy the white chips. If a fool's weed follows a pulled white chip, it simply has a value of 1 with no action.

Note: The actions of the following books (as in the basic game) only apply once all players have stopped drawing. It doesn't matter whether or not an explosion has occurred. During the scoring, they are played in sequence in Phase B.

Green Spider 5 – If a green chip was placed in the last or next to last space in your cauldron, you will be able to retain one of the chips currently in your cauldron for the next round, which will be placed as the first chip for the new round and will have its power activate at the beginning of the next round. The value of the activated green chip determines the maximum value of chip which will be placed automatically in the next round. Green chips can be chosen using this power.

Green Spider 6 – For every green chip in the last or next to last space in your cauldron you can roll the bonus die and take the bonus that you roll. The values of the green chips don't matter here. This effect may be doubled by certain cards.

Purple Ghost 5 – You count the victory points of all spaces with a purple chip on them together. This sum will result in a purchase value that can be used to buy two different colored chips in a purchase independent of the normal Phase E purchase. In the last round (round 9), the sum can be used to buy victory points (5:1), provided you have not exploded and chose not to buy.

Purple Ghost 6 – Look at the printed value of the next chip after the purple chip. You can move this value forward on the victory point track. Even if the next chip has been moved further by an action than its value indicates, only the printed value for the victory points is valid.

Black Moth 5 – When you acquire the black chip (in phase E or via a fortune card) you move your drop (or one of your two drops) one space and put it in the bag of your neighbor to your left. In Phase B for each black chip that your left neighbor has in his cauldron, you receive 1 ruby. Your neighbor will also get 1 ruby if the black chip is in the last or next to last place in the cauldron.

The player whose black chip is placed furthest along in their cauldron may move his drop (or one of his two drops) one space along. The player whose black chip is second furthest along in the cauldron receives one ruby. A player with two black chips in their cauldron can receive both of these bonuses. If there is a tie, all players receive the corresponding bonus.

Clarification of Fortune Telling Cards

When fortune telling cards tell players to pull chips out of the bag (e.g. “Starke Zutat” or “Eine zweite Chance”), this draw is safe. It cannot cause the explosion of the cauldron, even if it causes a player to exceed the explosion limit.

The action of the chip that is placed on “strong ingredient” is not executed and any upgrades, whether through books, witches or fortune telling cards (such as “Eine gunstige Gelegenheit”) do not refer to pumpkins. Therefore it is not possible to convert a 1er pumping into a 6er with an upgrade.