

The Quacks of Quedlinburg – The Alchemists

Components



5x Alchemist's Flasks

5x Essence Markers

8x Patient Markers

8x Patient Charts

20x Essence Cards

2x double-sided Ingredient Books

20x Fortune Teller Cards

40 Cherry Bomb Chips (25 -1pt, 10 -2pt, 5- 3pt)

30x Locoweed Chips

Introduction

For the alchemists you need the base game "The Quack of Quedlinburg".

(We recommend for your first game, combining the Alchemists with the base game only. After you have gained some experience with this expansion, you can also combine it with the "The Herb Witches")

As Alchemists, you will be visited by patients with strange diseases. At the beginning of the game you choose a patient you want to treat. Each patient needs a special essence as a remedy. You make this essence in your Alchemist's Flask and receive special bonuses.

Game Setup

1. Set up the Base game as usual.
2. Shuffle the new fortune telling cards with those from the base game. Some of the Fortune Teller cards can only be used with "The Herb Witches"(Die Kräuterhexen) or "The Alchemists"(Die Alchemisten) expansion. You can recognize these cards by the mark in the lower right corner. The unmarked cards can be used with the base game without any of the expansions.



3. Select one of the ingredient books for the Locoweed and lay it out. These ingredient books are not assigned to any set, so you may use Locoweed with any set.
4. In addition, each player gets the **Alchemist Flask**, **Essence Marker** and **4 Essence Cards** in his color. (The front and back sides of the essence cards show different essences). Put your alchemist's flask on top of your cauldron and the essence marker on the 0 field of your alchemist's flask.



5. Throw the 8 patient markers into a bag and draw 3 of them. Then pick out the matching patient boards and place them with the picture side up in the middle of the table. Then put all 8 patient markers and the remaining 5 patient boards back into the box. Now each player chooses which of the 3 patients he wants to treat and then puts the corresponding essence card on his alchemist's flask. (You may look at your essence cards before you decide on a patient).

Attention: Several players may choose the same patient

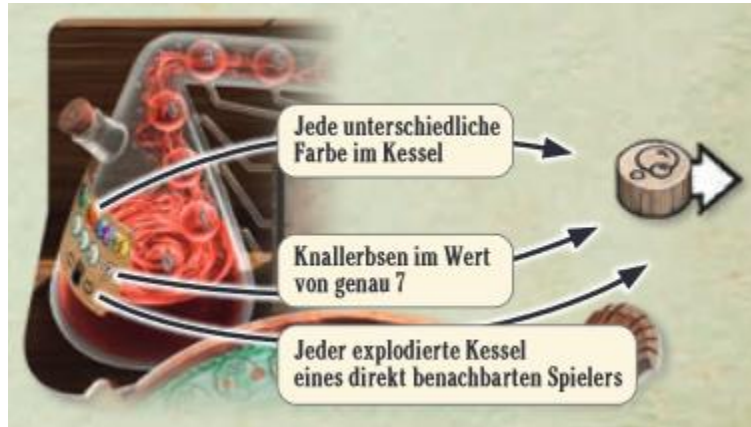
Note: You can use the included Cherry Bomb chips to replace any worn out chips from the base game.

Game Play

New Phase: The Essence Phase

After all players have finished the preparation phase, but **before the scoring**, there is now an additional phase: The Essence Phase. In this phase you distill an additional essence from your potion (no matter if your cauldron has exploded or not). Like the preparation phase, the essence phase is also carried out simultaneously.

At the beginning of the Essence Phase set your Essence Marker always on the '0' Field of the Alchemist Flask. Just as with Potion preparation, you can't "save" anything for the next round. Then carry out the following 3 steps in order:



1. First you count how many different ingredients (colors – excluding White Cherry Bombs) are in your kettle. Move your essence marker this many spaces on the alchemist's flask.
2. If the sum of the values of the white chips in your pot is exactly 7, you move your essence marker forward 1 more space.
3. If either player's cauldron directly to your left or right has exploded, move the essence marker 1 space forward. If the cauldrons of both of your neighbors have exploded, move the essence marker 2 spaces forward. (In a 2 Player game, you can move forward a maximum of 1 space).

Example:

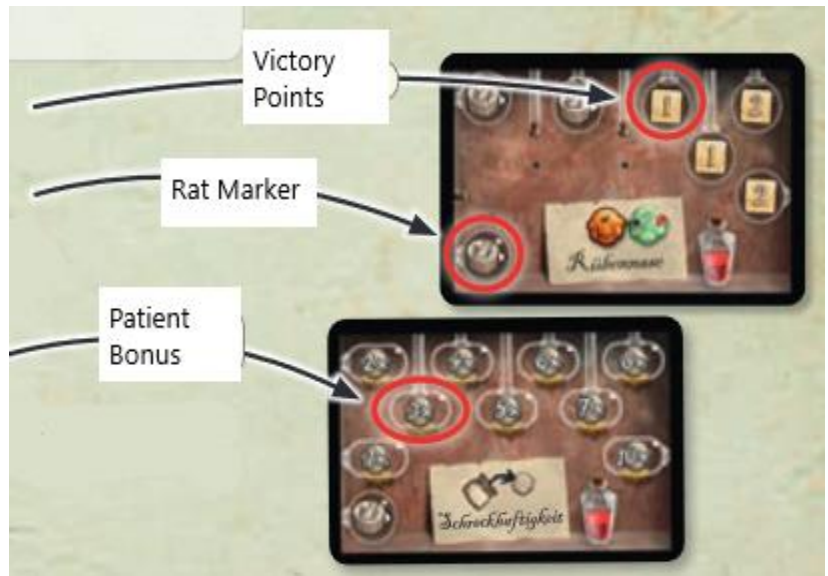
- In your cauldron, you have **2 Red, 1 Orange, and 1 Blue chip**. That is 3 different colors. You move the Essence Marker forward 3 spaces.
- You have exactly **7 Cherry Bombs** in Your cauldron. Move your Essence Marker another 1 space.
- The Player to the left exploded. The Player on your right did not. You move your marker 1 additional space to the '5' Field.



Afterwards you can see what bonus you get from your essence. Follow the glass tube that leads from your essence marker to the map. If the tube ends in a glass, you will receive the bonus that is shown in the glass. This is either advancing your rat marker, victory points or a special bonus for the essence. Some essences allow you to perform a special action which you can use in the following preparation phase. You can perform this action even if your tube does not end in a glass. The special bonuses and actions of the essences are described in detail later.

Note: In rare cases it may be useful to select a lower field than the one reached. In this case you place your essence marker on the desired field before you receive your bonus.

- If there are victory points in the selected field, you immediately move your victory point marker forward by the specified victory points.
- If there is a rat marker in the field, you move your rat marker forward by 1 additional field at the beginning of the next round. Victory points and rat markers are always bonuses which you receive in addition to your patient bonus or your patient action.
- If your current field shows a bonus in an oval glass, your patient card will tell you when you receive it. At the beginning of the next essence phase, the essence marker is moved back to the field "0".



After the Essence Phase, the following scoring takes place as usual

Last Round

In the 9th round you will perform a final essence phase. In this round, you will not get any of the bonuses, rat tails or victory points shown on the essence, but instead 1 victory point per square you advanced on the alchemist's flask.

The Essences

Schreckhaftigkeit – The Startles

If your essence marker lands on the first space, you get 1 extra rat tail at the beginning of the next round. If you land on a different space, you draw the indicated number of chips from the bag at the beginning of your next preparation phase. After pulling, put the cherry bombs (white) back into the bag. The remaining chips are placed in front of you. In the preparation phase, you can decide before each chip is placed in the kettle whether you want to place one of the chips in the kettle or whether you want to take a new chip out of the bag and place it in the kettle. After an explosion in the kettle you may not put any of the chips in the kettle.



Special Case: Toadstool (red) Book, Set 2: If you pull red chips out of your bag, they can still be applied only after you stop drawing.

Ohrwurm – Earworm

After you have placed your essence, pull the specified number of chips - one by one - from your bag. After you draw a chip, place it the same way as you would in your Potion Phase (also follow the chip's special power as usual). Repeat as many times as your essence card shows. White chips are placed in your pot as well but don't cause explosion if the sum of all white chips exceeds the value of 7.

Special Case: Toadstool (red) Book, Set 2: If you draw a red chip, it will also be included, even if you do not put it into the pot this round



Rübennase – Turnip Nose

At the beginning of the game you take 1 additional 1-pumpkin and put it in your bag. So you start the game with 10 chips

You can choose points or the rat tail as bonus. You can only use the power of the essence in the preparation phase of the next round. Each time you draw a pumpkin chip, you may move your essence marker back 2 spaces. If you do this, you place the pumpkin you just drew directly on the next free ruby field. The printed value on the pumpkin is irrelevant.



Segelohren – Sailing Ears

You can choose points or the rat tail as bonus. You can only use the power of the essence in the preparation phase of the next round. Each time you draw a white chip, you may decide:

Move the white chip forward by twice as many squares as its value indicates. For example, you can move a 3-white chip forward 6 spaces. To do this, you move your essence marker back 2 spaces.

- or -

Put the chip back into the bag. If you do this, you must move your essence marker back 3 spaces.

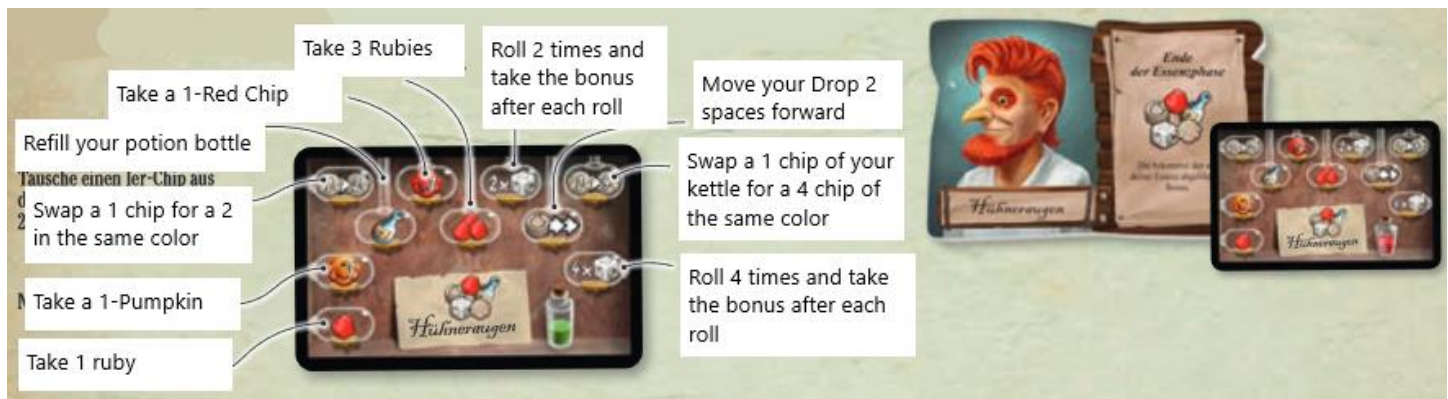
You can also choose not to use either of these two actions. Then you simply place it in the cauldron as usual.

Attention: You may not use either of these actions if the white chip you just pulled causes an explosion of your cauldron.



Hühneraugen – Chicken Eyes

At the end of the Essence Phase you get the bonus shown on your essence card. (Rubies, Pumpkin, Changing an 1-value chip for 2-value chip, ...)



Hexenbuckel - Hunchback

You can choose points or the rat tail as bonus.. You can only use the actual function of the essence in the preparation phase of the following round. Each time you place a chip on a ruby field, you can use your essence. Reduce it by 2 spaces. Depending on which chip you have just placed, you will receive the bonus indicated on the patient card. The value printed on the chip always counts for the action. Of course, you can also choose not to take advantage of this promotion: if you are allowed to take a chip as a bonus, you must put it in your bag immediately. If you roll a drop, you move your drop immediately (you may have to place it on your first chip). However, this does not move any of your chips that are already in the bag



Vergesslichkeit – Forgetfulness

At the start of the game, add 1 additional 1-Blue and 1 additional 1-Red to your bag so that you start the game with 11 chips. You will only get only the earned as a bonus. You can only use the special power of the essence in the preparation phase of the next round. At any time during your turn, you can put any colored chip from your pot (except Locoweed) back into your pouch. To do so move essence marker by the printed value of the chip. This will not change the position of the other chips in your cauldron, so there may be gaps in your cauldron.



Attention: **You cannot place white chips back in the bag**

Vampirismus – Vampirism

If your essence marker lands on the 1 space, you can move your rat marker 1 space forward next round. If your essence marker lands on any other space, at the end of the Essence Phase you can buy 1 chip for the coins that are shown on your essence card. Put the chip in your bag. This chip has no impact on the number of chips bought in the Evaluation Phase.



The New Ingredient Books

After you have counted the different colors of the chips in your cauldron in the Essence Phase and placed your essence marker, you can move an extra space for each Locoweed in your cauldron. For example, if you have 2 Locoweed in your cauldron, you may move forward 3 spaces: 1 space because the Locoweed itself is a new color in the cauldron and 2 additional squares for the two Locoweed actions.



Before you put the Locoweed in your pot, you count how many different colored ingredients are already in your pot (without white). The value of the chips is not important here.

Attention: If this is your first Locoweed, you may count it, even though it is not yet in the pot. Then move the Locoweed forward by as many spaces.



After placing the Locoweed in your pot, choose any colored chip (not white) and put it immediately in your bag. The position of all the other chips remains unaffected.



Before you put the Locoweed in your pot, count the sum of the printed values on all white chips in your pot. Move the Locoweed that many spaces. If there is no white chip in your pot, then its value is 1

