

Quacks & Co.

Quedlinburg Dash!



Have you ever heard of the city of Quedlinburg in northern Harz and its famous market, which is held there annually?

Every year, the day before the market, the children compete in the big race and this year you will be joining in!

Play with Quacks the donkey and friends, where you're working to move the animals along the track by feeding them. But, this is no normal food, it doesn't always help your four-legged friends move very far forward! You'll need to find the correct combination of food to be as fast as possible. Sometimes a 'dream weed' finds its way into your bag, and your animals will take a little nap instead.

Collect rubies as you go, which can be used to buy more supplies! Race your way to the finish line to win the coveted golden cauldron.

Game material and game preparation

162 food chips



18 dream weed chips



26 four-leaf clovers



40 rubies



1 golden cauldron



4 animal cards



2 dice



6 action cards (printed on both sides)

4 playing figurines (donkey, sheep, pig, cow)



1 game board (printed on both sides)



4 food bags



Action cards + game variations

You have several possibilities to change and vary the game with the two-sided game board and the two different sets of action cards.

Caterpillar set

Basic game

Take 1 ruby and place it on the back of your animal card. If you move your animal forward onto a spiral field, you may take 2 rubies.

Throw the white die and perform the corresponding task:

- Take 1 ruby and place it on the back of your animal card.
- Take 1 green 2-chip from the reserve and place it directly in your bag.
- Then, immediately take 1 more chip from your bag and perform the task.
- Take 1 red 1-chip from the reserve and place it directly in your bag.
- Move your animal 1 field forward.
- Take 1 orange 5-chip from the reserve and place it directly in your bag.
- Move your animal 5 fields forward.

Choose any 1 chip that is lying on your animal card and return it to your food bag. This may also be the green chip that you just picked. Only dream weed chips may not be put back.

Move your animal directly to the next spiral field. This also applies even if you are already on a spiral field.

Extended basic game

Count the rubies that are currently lying on the back of your animal card. Move your animal forward as many fields as you have rubies. For example, if you currently have 3 rubies you may move forward 3 fields. You don't have to give up the rubies to do this.

Take 1 four-leaf clover and place it on the marked spot on your animal card. If your animal is standing on a spiral field, you can even take 2 four-leaf clovers. Collect the four-leaf clovers by laying them on top of each other on your animal card.

Every time you lay the third dream weed chip on your animal card, you may move your animal forward as many fields as you have four-leaf clovers on your animal card. The four-leaf clovers remain there for the entire game and the rule applies whenever you pick your third dream weed chip.

Info sheet action cards + game variations



Before the first game, carefully remove all the cardboard pieces from the perforated sheet. Before you begin to play, set up the game as follows:

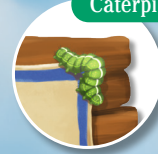
- Lay the **game board** in the centre.

The game board has two sides. The path is shorter on one side than on the other. To start off, play on the side with the shorter path. This is indicated by the red roof on the start house.



- Each player chooses a **playing figure** (cow, donkey, pig or sheep) and takes the corresponding **animal card** and the **bag** in the matching colour of the playing figure.
- Place the animal card in front of you and place your playing figure on the start house in the forest on the game board.
- When you look at the **action cards**, you will see that they each have a caterpillar side and a butterfly side. These are two different sets of cards.

Caterpillar set



To start off, play with the caterpillar set. Lay down the red, yellow, green and blue action cards next to the game board with the caterpillar side facing up.

Below, we will describe the beginner's game with the first four action cards (red, yellow, green, blue) of the caterpillar set. When you have played the game a couple of times, you can make the game more complex and exciting by adding the orange and purple action cards (and the corresponding chips).

It's even more versatile with the butterfly set for advanced players. You can find the **detailed** explanation for all possible game options on the info sheet under → **Info sheet action cards + game variations.**

- Place the **white die** on the yellow action card. (You don't need the wood-coloured die yet. It belongs to the butterfly set for advanced players.)
- Sort the **food chips** according to their respective values in the corresponding compartments in the bottom of the box. Which chips should be placed in which compartment is indicated on the bottom of the compartments. For the beginner's version explained here, you only need the red, yellow, green, blue and **white** chips.
- To start the game, all players place all of the same **start chips** in their food bag. Look on the reverse side of your **animal card**. There you can see which chips they are. Now, shake your bag well.



- 4 dream weed chips
- 1 yellow '1' chip
- 2 red '2' chips
- 1 red '2' chip

Place the rubies in the appropriate compartment in the bottom of the box. You will only need the four-leaf clovers when you extend the basic game → **game variations.** Place the **golden cauldron** on the marketplace of the game board as the prize for the winner. Now the race can begin!

Setup for 4 players

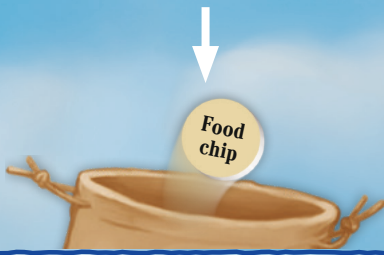


Place all of the game materials that are not being used aside or in the overturned box lid. The bottom of the box with the appropriately filled compartments is your reserve. You need that to play.

Mount the animals, ready, go!

The player who most recently saw a donkey begins the game. Then you take turns one after the other in a clockwise direction. When it is your turn, you always pick **one chip** from your food bag **without looking inside the bag**. That is **not allowed during the entire game!** The chip you have picked determines what happens next:

You pick a food chip with a number on it.



OR

You pick a dream weed chip.



1. You feed your animal and place the chip on the animal shown on your animal card. Your animal is happy about being fed and moves forward as many fields on the path as are shown by the number on the chip.
2. Then you perform the task stated on the action card. The colour of the chip indicates which action card you need to follow. You will find the explanations on the individual action cards on the info sheet under → **Action cards + game variations**.



Exception: If you pick a white sugar beet chip later in the game, you may advance **eight path fields**.

That's because sugar beets are your animal's favourite food. But after that, you **don't perform any task**.

When you move your playing figures forward, make sure that occupied fields are counted and remember that it is also possible to have several playing figures standing on one field.

Your animal is chewing on the dream weed, day-dreaming and **does not advance during this turn**. Place the dream weed chip on your animal's next vacant dream bubble on your animal card.



Whenever you place a dream weed chip on the last dream bubble and thereby fill three dream bubbles, you can immediately buy new chips → **Buying new chips**.

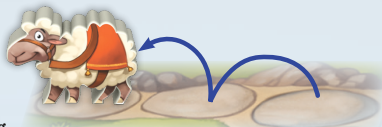
(The outlined four-leaf clover on the last dream bubble is only important if you are playing with the orange action card → **game variations**).

After that, it is the next player's turn.

Example



Paula picks a red '2' chip from her food bag and places it on her animal card.



She moves her playing figure, the sheep, two fields forward.



Since she picked a red chip, she now also performs the red task and takes a ruby from the reserve.



She places the ruby on the backpack of her animal card.



Now it is Conrad's turn and he takes a yellow '1' chip from his food bag and places it on his animal card.



This allows him to move his donkey one field forward.



Then he performs the yellow task: he throws the white die and gets the following symbol:



This allows him to immediately take a green '2' chip from the reserve and put it right into his food bag.



Buying new Chips

In the area surrounding the town of Quedlinburg, there are occasionally vendors who will sell you new food for the animals.

If you pick dream weed for the third time, you may immediately buy new food chips. You pay the new food chips with the rubies, which you have collected up until now on the backpack of your animal card. You receive rubies whenever you pick red chips → Action cards.



At the edge of the compartments in the bottom of the box, you can see how many rubies you need to pay for which chips:



For 1 ruby you receive one '1' chip, for 2 rubies one '2' chip, for 3 rubies one '4' chip and for 5 rubies one '8' chip. The '5' chips are only put in the game if you are playing the caterpillar set extension → Info sheet action cards + game variations. The rubies that you use to pay are then returned to the ruby reserve in the bottom of the box.

The following rules apply for buying new chips:

- If you buy more than one chip, the chips must have different colours.
- You may not save your rubies for later. If you don't want to spend all of your rubies, you have to return them to the ruby reserve.
- If your animal is in last place on the path, you may take one extra ruby before you buy. This also applies if you share last place with another player.



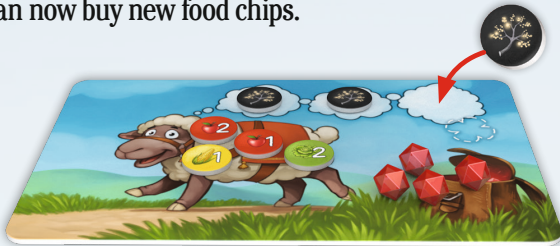
If at some point in the game you put the third dream weed chip on your animal card and you haven't collected any rubies yet, you will unfortunately not be able to buy any new chips in this round.

When you are finished buying, place all of your chips back in the bag. These are:

- all the new chips that you just bought and
- all the food and dream weed chips that are lying on your animal card.

Now there are no more chips on top of your animal card. Now, shake your food bag well. The next time it is your turn, pick a chip from your freshly filled food bag.

Example Paula picks the third dream weed chip from her bag. She places it on the third dream bubble. Her sheep may not move forward. She can now buy new food chips.



For her 4 rubies, she buys herself 1 blue '4' chip + 1 green '1' chip. She returns all the rubies to the reserve and puts all chips (those bought and those on her animal card) in her bag.



Who will win the golden cauldron?

The first player to reach the marketplace in Quedlinburg is the winner and is awarded the golden cauldron. It is not necessary to reach the marketplace with the exact number of moves.



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Game author: Wolfgang Warsch
 Illustration: Michael Menzel
 Editor: Meike Wilken
 Realisation: Jasmin Weigand
 Graphic Design & 3D: designstudio1.de
 Translations: Schmieder Translations

UK Importer:
 Coiledspring Games
 Hampton Hill, TW12 1NP

Schmidt Spiele GmbH
 Lahnstraße 21, 12055 Berlin
www.schmidtspele.de
www.schmidtspele-shop.de

