

The Quacks of Quedlinburg



The bag-building game for quacks and charlatans
by Wolfgang Warsch for 2–4 players ages 10 and up.

Contents



4 pots (player boards)



1 Scoring Track with Turn Indicator

215 ingredient chips + 3 replacement chips



2 yellow ingredient books



2 green ingredient books



2 red ingredient books



2 blue ingredient books



2 purple ingredient books



1 black ingredient book



1 orange ingredient book



24 Fortune-Teller cards

The red encircled ingredient books will be used for the first game.



4 bags

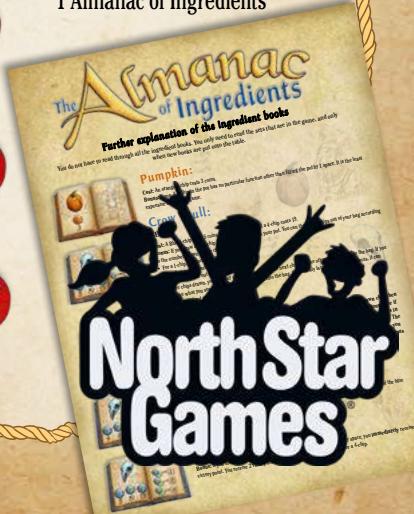


4 flasks



20 rubies

1 Almanac of Ingredients



North Star Games



1 Flame (turn marker)
8 droplets (4 of which are for the game variation)



1 Bonus Die



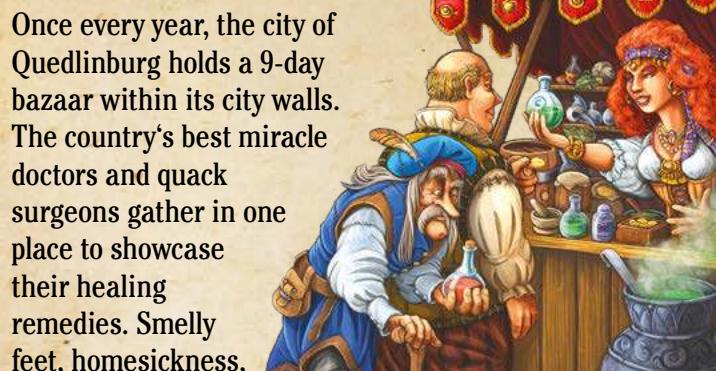
4 scoring markers



4 rat stones

3 replacement chips

The Story



Once every year, the city of Quedlinburg holds a 9-day bazaar within its city walls. The country's best miracle doctors and quack surgeons gather in one place to showcase their healing remedies. Smelly feet, homesickness, hiccups and love problems—these charlatans have a unique cure for whatever ails you.

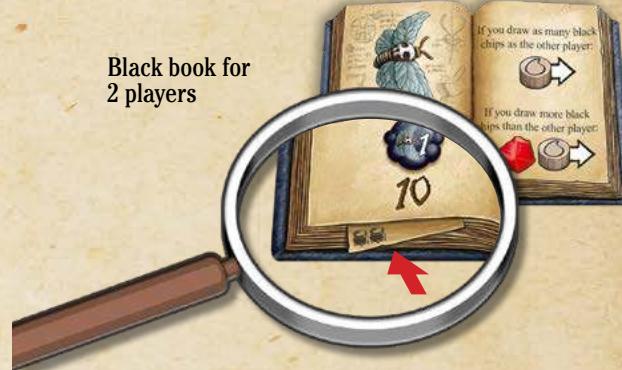
During the game, players draw from their ingredient bag in the hopes of creating the best potion. The better the potion, the more coins that you will have to buy superior ingredients. But be careful: a few too many of these special ingredients and the whole pot could explode!

So do you press your luck hoping for that magic elixir, or do you play it safe in the hopes for bigger gains and more valuable ingredients later? That is for you to find out...maybe the hard way. So stockpile your most valuable ingredients and get brewing; your next potion might be the best one yet!



Lay out the orange and the black books. You will need these books in every game. In the black book, there is a page for a 2-player game, as well as one for a 3- and 4-player game. The number of pots depicted at the bottom indicates the number of players.

Black book for 2 players



The other ingredient books are compiled into 4 sets, each one with 5 different ingredients (green, blue, red, yellow and purple). The sets are indicated by the same number of bookmarks depicted on the lower edge of the book. Be careful to look at both the front and back sides of the books. For the first game, use Set 1 (books with only 1 bookmark). Once you are familiar with the set, we recommend trying Set 2, then Set 3, and finally Set 4.

Red Book Set 1
(1 bookmark)



Setup

The last person to cook something goes first. The start player then shuffles the Fortune Teller cards and puts them face down into a draw pile in front of them. Now put the Scoring Track in the middle of the table.



The Flame ¹ goes on the 1-space of the Turn Indicator. The 4 seal tiles go on the 4 seal spaces ² with the "0" facing up.

Now lay out only the green, blue and red books from any one set. Put the yellow and purple books off to the side. They will come out in Turns 2 and 3 respectively. Separate the ingredient chips according to their colors and put them next to their corresponding ingredient books.

To start off, lay out only the green, blue and red books from any one set. Put the yellow and purple books off to the side for now.

Each player receives one pot (player board), one bag, and the scoring marker in the color of their choice, which they place on the seal tile of the same color. Each player places their pot in front of them with the side without the test tubes facing up, and places their droplet on the “0” space in the middle of the pot.¹ They will also need a flask² in their color, which is placed on the large trivet next to the pot (bottom right) with the full side facing up. The rat stone³ is placed on the small trivet to the left of the flask.. Now each player takes 4 white 1-chips, 2 white 2-chips, 1 white 3-chip, 1 orange 1-chip and 1 green 1-chip, and puts them into their bag. A visual depiction of which chips initially go into the bag is depicted on the bottom left of the pots (front side of the pots only).⁴



How to Play

The game consists of **9 turns**. The Flame piece (turn marker) indicates what turn it is.

Fortune Teller Cards



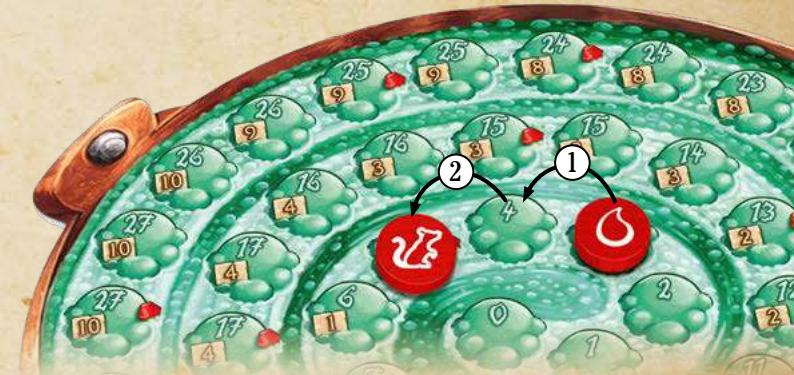
At the beginning of each turn, the player who has the Fortune Teller cards in front of them reads the first card aloud, then lays it face up next to the Scoring Track, which starts the discard pile. The action that was read out applies for all players. If the action states that the players can take a yellow or purple chip, they can only do so if the corresponding ingredient book is already uncovered (see “Turn Indicator” section pg. 7). If it is a purple Fortune Teller card, it is carried out directly before the turn starts. If it is a blue card, it applies for the whole turn or at the end of the turn.

The Rats (starting on the 2nd round)

Once the Fortune Teller card has been read out, the rats come into play. The rats make your pot a little fuller **before the potion is prepared**. Everyone, except for the player in the lead, can throw rat-tails into their pots, which enables them to move their rat stones forward in their pots. To determine how many spaces the rat stones can move forward, each player counts the number of rat-tails between them and the leading player on the Scoring Track. Each player’s rat stone is then placed that number of spaces past their droplet.



Example: The green player is in the lead. The blue player is in second place. There is no rat-tail between blue and green. Therefore, the blue player cannot use their rat stone in this round. There is 1 rat-tail between green and yellow, so the yellow player can set their rat stone 1 space ahead of their droplet. There are 2 rat-tails between green and red. Player red, therefore, can move their rat stone 2 spaces ahead of the droplet.



Once the rat-tails have been counted up and the rat stones moved accordingly, the players simultaneously prepare their potion.

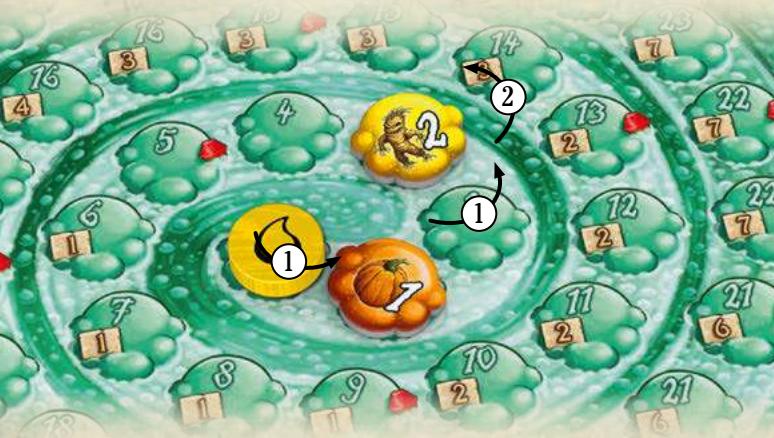


Potions Phase

To prepare their potions, everyone draws chip after chip from their bags, placing them on the appropriate numbered space in their pots. There are no individual turns during the Potions Phase. Everyone prepares their potions at the same time. Even though they players are filling their pots at the same time, they do not have to draw their chips simultaneously.

According to its value, place the first chip you draw on the space directly after the droplet (or rat, if you have one in your pot). The chips have the values 1, 2, 3 and 4.

A 1-chip goes on the 1st space after the droplet or rat, a 2-chip goes on the 2nd space, and so on. For each subsequently drawn chip, place it after the previously laid chip according to its value. Any empty spaces in between remain empty.



Example: The first chip that Lucas draws from his bag is an orange 1-chip, which he places on the first space after the droplet (space-1). Then he draws a yellow 2-chip from his bag. He places this chip 2 spaces after the orange chip onto space-3. If he draws a 1-chip next, he would place it on space-4.

After each chip is drawn and placed, players decide whether they want to stop or draw another chip from their bag. They might want to stop in fear of having their pot blow up (see “Stopped by an Explosion”). If a player has no more chips in their bag they must stop. Players that have stopped lay their bags in front of them on the table so that it is clear who is still actively drawing chips from their bags. You are never allowed to look into your bag.

Stopped by an Explosion



If the sum of all white chips drawn exceeds the value of 7, you have too many cherry bombs in your potion and the pot explodes! A player whose pot explodes must stop and is not allowed to draw any more chips! However, the last chip drawn is still placed in the pot.

IMPORTANT! To determine if there is an explosion, only the values on the white chips are added up. The values on the other colored chips are not counted! The actions related to the Fortune Teller cards, as well as those of the chips (see below), are not affected by an explosion.



Example: Nina's white chips that are already in her pot have a total value of six ($2 + 3 + 1 = 6$). The orange chip is not counted. She decides to draw another chip from her bag. She takes out a white 2-chip (red circle). The total value is now 8 and her potion explodes. She places the white 2-chip but now must stop and is not allowed to draw any more chips from her bag.

Chip Actions

The chips not only fill up the pot; most of them also give you additional actions. Only the white and orange chips do not have any additional actions. Blue, red and yellow chips have a special action that is activated as soon as the chips are drawn. You are also allowed to pass up on actions that you could otherwise carry out.

Example: Lucas draws a blue 2-chip. He places it in his pot and then he is allowed to draw 2 more chips from his bag, but can only put 1 of them in his pot. He draws a white 3-chip and a red 1-chip. Strategically, he decides to put the red 1-chip in his pot and puts the white chip back into the bag. He also could have chosen not to place either of the chips.

The actions of the green, purple and black chips can be applied only at the end of the Potions Phase (see scoring). There is a detailed description of all the actions in The Almanac of Ingredients.



Flasks

If the last chip you drew was white, you may put it back in your bag by using your flask.

Important: If the last chip drawn causes the pot to explode, the flask cannot be used!

To show that the flask has been used, turn it over so that the "empty flask" is facing up. After using the flask, you can still take out more chips from the bag. You can use it again only once the flask has been refilled (see Evaluation Phase F). That means the flask can be used only once per turn.

End of Phase

Once everyone has decided to stop drawing chips, or has been forced to stop because of an explosion (too many white chips), the Evaluation Phase begins.

Evaluation Phase

Each player's respective scoring space is the space directly after the last chip placed in their pot. When determining the scoring space, it does not matter if the last chip drawn caused the potion to explode or not.



Example: The scoring space in the above example where Nina's pot exploded is space-10 (yellow circle).

The individual steps of the Evaluation Phase are in the middle of the scoring banner. Players whose pots have exploded do not take part in Evaluation Phase A.



A) Bonus Die

First, everyone whose potion did not explode checks to see who has reached the highest scoring space. Some spaces have the same scoring value, in which case the furthest one from space-0 is the higher scoring space. This player gets to roll the Bonus Die for a bonus. If there is a tie, they all get to roll the die.



The player receives 1 victory point.



The player receives 2 victory points.



The Player receives 1 ruby.



The player can move his droplet 1 space forward.

(if a chip occupies the space, move it aside)



Mary



Lucas

Example: Mary and Lucas have both reached a scoring space with a value of 23 and stopped before their pots exploded. However, Mary's scoring space (red circle) is higher than Lucas's (yellow circle). Mary, therefore, gets to roll the Bonus Die.

B) Chip Actions

Beginning with the start player and then proceeding clockwise, each player will see if they have any black, green or purple chips in their pots and then carry out any actions or benefits of these chips. Players should check the ingredient book cards if they have any questions regarding the effects of chips.

Example: For the book shown, all players receive 1 ruby for each green chip that they have placed on the last or next to last space in their pots.



C) Rubies

All players whose scoring space has a ruby depicted on it receive 1 ruby. It does not matter if the player's pot exploded or not.



WARNING! Players whose pot exploded now have to choose between either Evaluation Phase D or E.



D) Victory Points

Beginning with the start player, everyone receives the **victory points** depicted on their respective scoring space. Move your scoring marker along the Scoring Track accordingly.

Example: Lucas's (yellow) scoring space is space-23 with 7 victory points. He moves his scoring marker 7 spaces forward.



NOTE: If you happen to reach the last space in your pot (33) or move past it, place the chip on the 33 and take what is depicted on the spoon. You receive 15 victory points and can go shopping with 35 coins (see Evaluation Phase E). Everyone who has reached the last and highest possible scoring space gets to roll the Bonus Die. If your pot has blown up, you do not roll the die.

E) Buy Chips

In this phase, beginning with the start player, everyone takes turns buying chips. You may buy 1 or 2 chips. If buying 2 chips, they cannot be the same color.

The number of the scoring space is the number of coins the player gets that round for buying additional ingredients. The cost of the chips is listed in the ingredient books. The number to the far left is the cost for a 1-chip, the number in the middle is for a 2-chip and the number to the far right is for a 4-chip.

If there is only 1 number shown, that means there are only 1-chips for this ingredient.

Higher-valued chips have the advantage of letting you move forward more spaces in your pot. But they also play a role with the green and blue books, the action of which depends on the value of the chip. Any left-over coins that have not been used are lost. The number of chips is limited. Once an ingredient has no more chips, you may not buy that ingredient.

Once everyone has finished shopping, each player puts the purchased chips into their bags along with all the other drawn chips.



Nina



Lucas



Example: Nina's pot (red) exploded after drawing the white 3-chip. Her scoring space is the 19. Lucas (yellow) stopped in time. His scoring space is the 15. As a result, Lucas gets to roll the Bonus Die. He receives a ruby, 3 victory points, and can go shopping with 15 coins. Nina, on the other hand, has to decide if she prefers the 5 victory points or 19 coins. Nina decides to take the coins. She buys a green 2-chip for 8 coins and a blue 2-chip for 10 coins. Lucas decides on a green 4-chip. Both players lose their 1 unspent coin.



F) End of Turn

At the end of the turn, players can carry out the following actions (more than once) by spending rubies:

- ♦ **Move their droplet forward**

To fill their pot faster, players can trade in **2 rubies** and move their droplet **1 space forward**. This will give them the advantage in the following rounds of being able to place the first chip they draw out of the bag onto a higher space.



- ♦ **Fill up the flask**

Players can fill up their flasks at the cost of **2 rubies**. Turn over the flask so that it once again shows the side with a full flask. The flask can then be used in the next turn.



Each player then takes his rat stone out of the pot and puts it back on the small trivet. Pass the pile of Fortune Teller cards to the next player in a clockwise direction. That player is now the start player for the next turn. Move the Flame ahead to the next space on the Turn Indicator and start the next turn.

Turn Indicator

The Turn Indicator shows what turn it is and whether or not an action must be carried out to start the turn. On turn 9 it shows the additional actions that can be taken at the end of the turn.



Before beginning turn 2, lay out the yellow ingredient book. Before turn 3, lay out the purple ingredient book. Once an ingredient book is put out, players may then buy those colored chips during the buy chips phase (Evaluation Phase E).



Before beginning turn 6, each player has to put 1 more white 1-chip into their bag.



During the Potion Phase of the last turn, the start player gives the command “Stir!”, and everyone reaches into their bags and simultaneously takes out a chip. If a player wishes to stop putting ingredients into their pot, they pull their hand out of their bag with no chip. This simultaneous action continues for all active players until everyone has either stopped pulling out chips or their pots have blown up.

Players can also decide at any time to draw simultaneously in turns 1 through 8. This prevents anyone from gaining an advantage by seeing what others have done before they decide whether they want to pull a chip out of their bag.



At the end of the last turn, you can decide to buy a victory point with either 5 coins or 2 rubies. You can repeat this as often as you like.

End of Game

The player whose scoring marker is the furthest down the Scoring Track wins. If more than one player shares first place, the one who was able to fill up their pot the most in the last turn wins. If it is still a tie, they can all claim to be the biggest quack of Quedlinburg.



Game Variation

The game is quite variable. You can mix things up and make each game a little different than the last. From game to game, choose a different set of ingredient books. The ingredients of each set have been selected so that they blend well with one another. But more experienced players can also put together their own sets.



After playing the game a few times, you can also play the game using the back side of the pots (the side with the test tubes). When using the test-tube side, also place a droplet on the far left test tube. Throughout the course of the game, whenever you’re able to move your droplet forward (through a Fortune Teller card, chip action or paying 2 rubies), you can decide which of your 2 droplets you want to move forward - the droplet in your pot or the one on your test tubes. If you decide to move the test tube droplet, move it 1 glass to the right. You then immediately receive the bonus shown there:



The player receives 1 ruby



The player receives 1,2,3 or 4 victory points according to the number shown.



The player receives the chips shown, which they immediately put into their bag.

Even though it is not indicated on the back side of the pot, the rules for blowing up your pot still apply.

The publisher and author thank all test players and rules editors.



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The Almanac of Ingredients

Further explanation of the ingredient books

You do not have to read through all the ingredient books. You only need to read the sets that are in the game, and only when new books are put onto the table.



Pumpkin:

Cost: An orange 1-chip costs 3 coins.

Bonus: None. A 1-chip in the pot has no particular function other than filling the pot by 1 space. It is the least expensive chip in the game.



Crow skull:

SET 1

Cost: A Blue 1-chip costs 5 coins, a 2-chip costs 10, and a 4-chip costs 19.

Bonus: If you draw a blue chip from your bag, put it in your pot. You can then take chips out of your bag according to the number shown on the chip.

- ♦ For a 1-chip, take out 1 chip.
- ♦ For a 2-chip, take out 2 chips.
- ♦ For a 4-chip, take out 4 chips.

From the chips drawn, you may lay down 1 of them as your next chip. Put the other chips back into the bag. If you do not like what you see, you may put them all back into the bag. If the newly laid chip also has a bonus, it can also be carried out immediately.



SET 2

Cost: A Blue 1-chip costs 5 coins, a 2-chip costs 10, and a 4-chip costs 19.

Bonus: When you place a blue 1-chip in your pot, if your potion explodes with the next drawn chip then you receive both victory points and coins for shopping. However, you still cannot roll the Bonus Die if your potion explodes. If you place a blue 2-chip, the above still applies even if your potion explodes in the next two drawn chips. If you place a blue 4-chip, the above applies for the next 4 drawn chips. The actions do not add up. If a blue chip is placed after another blue chip whose bonus is not yet over, you get the better bonus of the blue chips, not both. If a blue 4-chip is placed after a blue 2-chip, the bonus only applies for the next 4 drawn chips, not 5. If a blue 2-chip is the third placed chip after a blue 4-chip, the bonus only applies for the next 2 drawn chips.



SET 3

Cost: A Blue 1-chip costs 4 coins, a 2-chip costs 8, and a 4-chip costs 14.

Bonus: If you place a blue chip on a ruby space, you immediately receive 1 ruby. The values of the blue chips are of no significance.

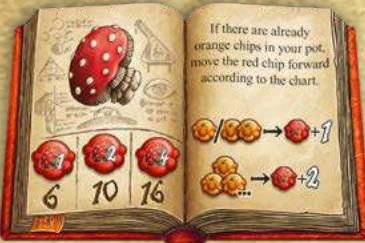


SET 4

Cost: A Blue 1-chip costs 5 coins, a 2-chip costs 10, and a 4-chip costs 20.

Bonus: If you draw a blue 1-chip from your bag and have to place it on a ruby space, you **immediately** receive 1 victory point. You receive 2 victory points for a 2-chip and 4 victory points for a 4-chip.

Toadstool:



SET 1

Cost: A Red 1-chip costs 6 coins, a 2-chip costs 10, and a 4-chip costs 16.

Bonus: If you draw a red chip from your bag and there are no orange chips in your pot, move the red chip forward only according to the value depicted on it. If there are already 1 or 2 orange chips in your pot, move the red chip an additional 1 space forward irrespective of its value. If there are 3 or more orange chips in your pot, move it an additional 2 spaces forward. It does not matter where in your pot the orange chips are.



SET 2

Cost: A Red 1-chip costs 4 coins, a 2-chip costs 8, and a 4-chip costs 14.

Bonus: If you draw a red chip from your bag, place it next to the pot off to the side. After you have stopped drawing chips (whether of your own choice or your pot has blown up) you have the option of placing the red chip in this turn after the last placed chip. Or, you can save it for a later turn and leave it beside the pot. In all following turns you have the option of placing it in your pot after you have stopped drawing chips. If you have multiple red chips next to your pot, you can decide individually for each chip whether or not you want to place them. The Evaluation Phase begins only after every player has decided what to do with their red chips. You can also choose to put the chip back into your bag at any time.



SET 3

Cost: A Red 1-chip costs 5 coins, a 2-chip costs 9, and a 4-chip costs 15.

Bonus: If you draw a red chip from your bag, check if the last chip you placed in your pot was white. If so, you add the value of the white chip to the value of the red chip and move the red chip that many spaces forward in the pot. A red 1-chip drawn directly after a white 2-chip would therefore move 3 spaces.



SET 4

Cost: A Red 1-chip costs 7 coins, a 2-chip costs 11, and a 4-chip costs 17.

Bonus: As soon as at least 1 red chip is in your pot, every white 1-chip that is drawn later is moved not 1 space, but 2 spaces. Any further drawn red chips have no effect. White 2-chips and 3-chips are not affected by the action. The value of the white 1-chip does not change when determining if the pot explodes.



Mandrake:

SET 1

Cost: A Yellow 1-chip costs 8 coins, a 2-chip costs 12, and a 4-chip costs 18.

Bonus: If you draw a yellow chip from your bag directly after a white chip, you may put the white chip (regardless of its value) back into the bag. This applies only if the white chip was drawn directly before the yellow chip. The space where the white chip was stays empty and the yellow chip does not fall back. For example, if a white 2-chip is on space-2 and then a yellow 1-chip is placed on space-3, the white chip may be put back into the bag. The yellow chip remains on space-3.



SET 2

Cost: A Yellow 1-chip costs 9 coins, a 2-chip costs 13, and a 4-chip costs 19.

Bonus: If you draw a yellow chip from the bag, move the next chip that you draw twice as far. For instance, a 2-chip that is drawn after a yellow chip is moved 4 spaces forward. The values of the yellow chips are of no significance.



SET 3

Cost: A Yellow 1-chip costs 8 coins, a 2-chip costs 12, and a 4-chip costs 18.

Bonus: When you draw the first yellow chip from the bag, the threshold for blowing up the pot with white chips rises from 7 to 8.

After drawing 3 yellow chips, the threshold for blowing up the pot rises to 9. The values of the yellow chips are of no significance.



SET 4

Cost: A Yellow 1-chip costs 8 coins, a 2-chip costs 12, and a 4-chip costs 18.

Bonus: If you draw a yellow chip from the bag, check how many yellow chips are already in your pot:

- If this is your 1st drawn yellow chip, you can move it 1 more space than the number on the chip.
- Your 2nd drawn yellow chip can be moved 2 more spaces.
- Your 3rd drawn yellow chip can be moved 3 more spaces.

For all further yellow chips drawn there is no more bonus.

The values of the yellow chips are of no significance.

The bonuses of the following books only take effect after everyone has stopped drawing chips.

These are then carried out consecutively during Evaluation Phase B.

African death's head hawkmoth:

(This card is for a 2-player game.)

Cost: A black 1-chip costs 10 coins.

Bonus: In Evaluation Phase B, count up the black chips in your pot.

If you have drawn the same number of black chips as your opponent, move your droplet 1 space forward.

If you have drawn more black chips than your opponent, move your droplet 1 space forward and receive 1 ruby..



(This card is for a 3+ player game.)

Cost: A black 1-chip costs 10 coins.

Bonus: In Evaluation Phase B, count up the black chips in your pot.

If you have drawn more black chips than either the player to your left or right, move your droplet 1 space forward.

If you have drawn more black chips than both the players to your right and left, move your droplet 1 space forward and receive 1 ruby.



Garden spider:

SET 1



Cost: A Green 1-chip costs 4 coins, a 2-chip costs 8, and a 4-chip costs 14.

Bonus: In Evaluation Phase B, you receive 1 ruby for every green chip (irrespective of its value) that was either the last chip placed in your pot or next to last. You do not receive any rubies for any green chips that are not on your last or next to last space.



SET 2



Cost: A Green 1-chip costs 6 coins, a 2-chip costs 11, and a 4-chip costs 18.

Bonus: In Evaluation Phase B, you receive an additional chip in your bag for every green chip that was either the last chip placed in your pot or next to last:

- For a green 1-chip you can put an orange 1-chip in your bag.
- For a green 2-chip, you can put a blue 1-chip or a red 1-chip in your bag.
- For a green 4-chip, you can put a yellow 1-chip or a purple 1-chip in your bag.



SET 3



Cost: A Green 1-chip costs 6 coins, a 2-chip costs 11, and a 4-chip costs 18.

Bonus: In Evaluation Phase B, check if all the white chips in your pot amount to exactly 7. If they do, add up the value of all the green chips in your pot and then move your very last chip that many spaces forward. For example, if you have 3 green chips in your pot with a total value of 6, you can move your last chip (regardless of its color) another 6 spaces.





SET 4

Cost: A Green 1-chip costs 4 coins, a 2-chip costs 8, and a 4-chip costs 14.

Bonus: In Evaluation Phase B, you may pay 1 ruby for every green chip (irrespective of its value) that was drawn last or next to last and move your droplet 1 space forward. For example, if a green chip is on the next to last space, you may pay 1 ruby to move your droplet 1 space forward. You cannot pay more than 1 ruby per green chip (so a maximum of 2 rubies if both the last and next to last chips are green).



Ghost's breath

SET 1

Cost: A purple 1-chip costs 9 coins.

Bonus: In Evaluation Phase B, count up the purple chips in your pot. If there is 1 purple chip, you receive 1 victory point.

- ◆ If there are 2 purple chips, you receive 1 victory point and 1 ruby.
- ◆ If there are 3 or more purple chips, you receive 2 victory points and you may move your droplet 1 space forward. There is no added bonus for 4 or more chips. However, it is always possible to use a lower action. For example, you can take the bonus for 2 purple chips even though you have 3 chips.



SET 2

Cost: A purple 1-chip costs 12 coins.

Bonus: In Evaluation Phase B, you can discard drawn purple chips and exchange them for the following bonuses:

- ◆ For 1 purple chip you receive 1 black 1-chip, 1 victory point and 1 ruby.
- ◆ For 2 purple chips you receive 1 green 1-chip, 1 blue 2-chip, 3 victory points and may move your droplet 1 space forward.
- ◆ For 3 purple chips you receive 1 yellow 4-chip, 6 victory points, 1 ruby and you may move your droplet 2 spaces forward.

You are not allowed to trade in 4 purple chips to take advantage of the action for 2 purple chips twice. However, you can always trade in less chips than you have drawn. For example, you can trade in 3 chips, even though you have drawn 4.



SET 3

Cost: A purple 1-chip costs 10 coins.

Bonus: In Evaluation Phase B, check where the purple chips are in your pot. For each purple chip in spaces 0 to 9, you receive 0 victory points. For each purple chip in spaces 10 to 19, you receive 1 victory point. For each purple chip in spaces 20 to 29, you receive 2 victory points, and for each purple chip in spaces 30 or higher, you receive 3 victory points.



SET 4

Cost: A purple 1-chip costs 11 coins.

Bonus: In Evaluation Phase B, count up the purple chips in your pot.

- ◆ If there is 1 purple chip in your pot, you may trade in one 1-chip from your pot in exchange for one 2-chip of the same color.
- ◆ If there are 2 purple chips in your pot, you may trade in one 2-chip from your pot in exchange for one 4-chip of the same color.
- ◆ If there are 3 or more purple chips in your pot, you may trade in one 1-chip from your pot in exchange for one 4-chip of the same color.

The upgraded chips are put immediately into your bag.

For 4 purple chips, you cannot use the action for 1 purple chip and 3 chips. However, it is always possible to use a lower action. For example, if you have drawn 2 purple chips, but do not have a 2-chip in your pot, you may convert a 1-chip into a 2-chip.