

# 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 backpack 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 backpack 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 '2' chip from the reserve and place it directly in your bag.



Move your animal 1 field forward.




Move your animal 3 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 standing on a spiral field.

If you have already played the basic game with the four action cards from the caterpillar set a couple of times, add the orange and the purple action cards. Now, you are playing with all six action cards from the caterpillar set. To do this, you will also need the orange chips, the purple chips and the four-leaf clovers, which you have sorted into the designated compartments in the bottom of the box before the game began.

### Extended basic game



Count the rubies that are currently lying on the backpack 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.



# Butterfly set


If you are already experienced “Quacks & Co.” players, try racing with new tasks. All rules remain the same, the only thing that changes are the tasks that you must perform after picking a chip colour. You also have the option of first playing the game with the four butterfly action cards red, yellow, blue and green. In this case, you only need the red, yellow, blue, green and white food chips. If that works out well, extend the action card selection in a your next game by using the orange and purple cards and adding the corresponding orange and purple chips and the four-leaf clovers to the game.

## Advanced game



If you just picked a ‘1’ chip, take 1 ruby.  
If you just picked a ‘2’ chip, take 2 rubies.  
If you just picked a ‘4’ chip, take 3 rubies.



Throw the wood-coloured die and perform the corresponding task: Move your animal 0, 1, 2, 3 or 4 fields further. If your animal is standing on a spiral field , you may throw the die twice in succession and perform the task.



Then, immediately take one more chip from your bag and perform the task. If you pick several green chips from the bag one after the other, you might have several turns back-to-back more often.



After moving your animal forward the number of fields displayed on the chip, you put the blue chip that you just picked back in the reserve in the bottom of the box. Replace it by taking the next more valuable blue chip. If you have picked a blue ‘4’ chip, you may exchange it for a white ‘8’ chip. Please note: put the new chip on your animal card (not in your bag).

## Extended advanced game



Take 1 of any of the ‘2’ chips from the reserve in the bottom of the box and place it in your bag. If your animal is standing on a spiral field , you may take 1 of any ‘4’ chip.



Take 1 four-leaf clover for every orange chip that is laying on your animal card. If one orange chip is laying there, you get 1 four-leaf clover. If two orange chips are laying there, you get 2 four-leaf clovers etc. Please note that the orange chip that you just picked must also always be counted. 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.

## Which side of the game board do you want to play with?

All game variations can be played on the side of the game board with the shorter path as well as the longer one. If you take the shorter path, you will finish faster. With the longer path, you have the chance to buy new food chips more often and thus add more variety and excitement to your bag and to the game.

