

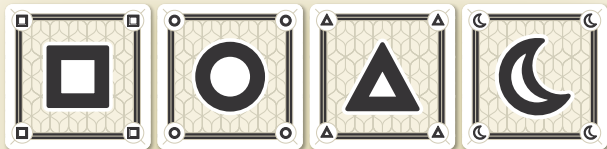
QUICKSAND

THE REAL-TIME COOPERATIVE CHALLENGE

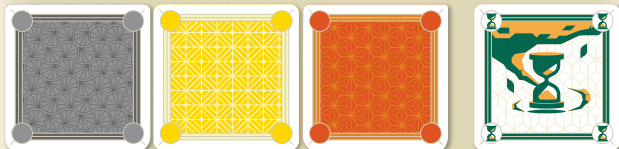


COMPONENTS

55 CARDS



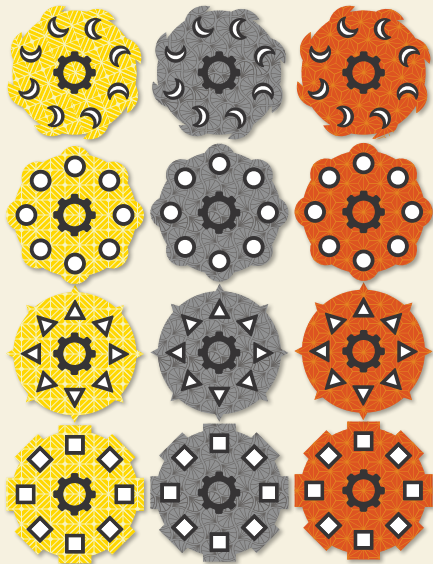
28 shape cards (7 for each shape)



21 color cards (7 for each color)

6 wild cards

19 GEAR TILES



!

3 BLOCK MARKERS

1 DEFUSE MARKER



First Open Instructions card
(not needed during gameplay)

5 SAND TIMERS



2 Slow



2 Medium



1 Fast

THE GAME IN A NUTSHELL

Quicksand™ is a **real-time cooperative challenge** where you work together to deactivate the Quicksand, an **ancient apparatus of gears and sand**. A giant desert whirlpool has dragged you down to a forgotten underground temple, and the only way back to the surface is to disable **all 21 traps** of the Quicksand. **Beware!** You can't act too fast nor too slow or it will trigger: only **perfect teamwork** will allow you to deactivate this ancient apparatus.

In turns, you play cards to **flip and advance** one or more **sand timers**; your goal is to prevent any of them from **running out** before you deactivate the contraption.

Sand timers rest on **Gear tiles**, each distinguished by a different combination of **shape** and **color**. Each of your **cards** depicts only **1 shape -or- 1 color** among all those available, and when you play a card, all sand timers on **matching tiles** are flipped and advanced to the next tile—*whether you want them to or not*.

Flip a sand timer **too soon** and you can get into trouble **all by yourself...** but if you **wait too long**, game over will be **inevitable**. You will have to coordinate strategically as a team to **deactivate the Quicksand** before the sand timers run out!

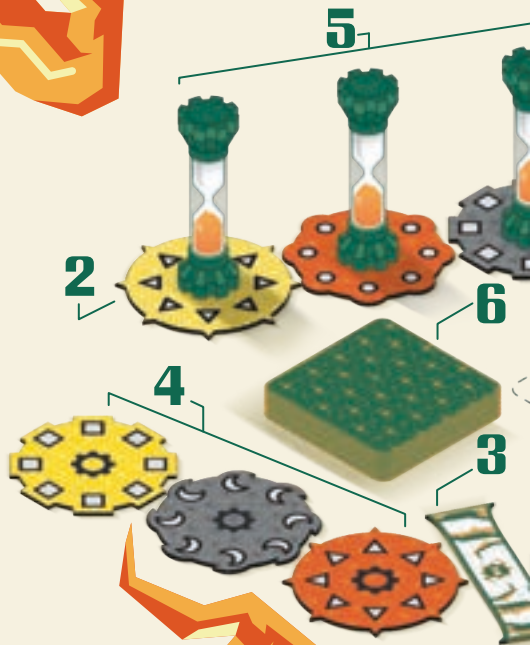
GET READY!

You can set up the Quicksand at various **levels** with **increasing difficulty**. Try to beat them all!



This setup procedure describes the preparation for **level 1**. To set up the game for **levels 2 through 21**, see page 12.

1. Shuffle the **Gear tiles** to form a draw pile.
2. Draw **10 Gear tiles** from the pile and lay them out one by one on the table, in reach of all players, to form the **Gear track** (we suggest a **semi-circular shape**, see the picture to the right).
3. Place the **Defuse marker** next to the last tile you placed.
4. Draw **3 more Gear tiles** and place them one by one **after the Defuse marker**. This will be the **Danger Zone** of the Gear track.

Put all the remaining Gear tiles **back into the box**. They won't be used for this game.





5. **Starting from the first tile of the Gear track and going forwards, place 2 Slow  sand timers and 1 Medium  sand timer on the Gear track, 1 sand timer for each Gear tile.**

Put all the remaining sand timers **back into the box**. They won't be used for this game.

6. Shuffle the **cards** to form a **deck**, then place it **face down** on the table, in reach of all players.
7. Deal **3 cards to each player**.
8. Make sure all of the sand timers have the **upper bulb empty**.

You are ready to start!



Steps 2, 4, and 5 of this setup procedure need to be **changed** to prepare the Quicksand for **higher difficulty levels**. For a full description of the changes, see page 12.

HOW TO PLAY

A game of *Quicksand*[™] is played over a **variable number of turns**.

Once you begin the game, there's **no way to pause**, so be sure everyone knows the rules and is ready to play until the end.

When you are ready to begin, starting from the **most advanced sand timer** on the Gear track and going backwards, **flip all of the sand timers** so that the sand starts flowing in all of them.

Then, take a look at your cards and quickly **discuss with the other players** to decide who will play first (remember, **the sand is already flowing**).

After the starting player has been chosen, players **take turns playing clockwise**.

During the game, you can freely talk about the cards in your hand with the other players to work out a common strategy.

THE PLAYER TURN

During your turn, you **must play 1 card** from your hand, **announce aloud** which type of card you are playing (color, shape, or wild card), then **Activate all sand timers** resting on tiles that **match the card** you just played. For more information about Activating sand timers, see page 8.

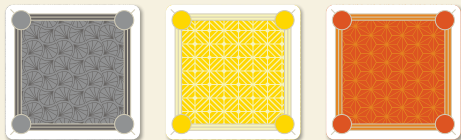
After you have finished applying the effects of the card you played, **draw a new card** to replenish your hand to its full size of 3. You must always have **3 cards in your hand** at the end of your turn.

After this, the turn of the **player to your left** starts. The game proceeds in this way until any **victory** or **defeat conditions** are triggered (see page 11).



Color cards

There are 3 possible color cards: **gray**, **yellow**, and **orange**. These cards Activate **all sand timers** resting on a Gear tile of the **same color**.



Shape cards

There are 4 possible shape cards: **triangle**, **circle**, **square**, and **moon**. These cards Activate **all sand timers** resting on a Gear tile with the **same shape**.



Wild cards

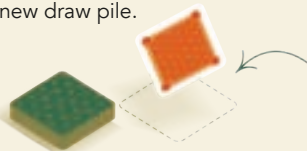
When you play a Wild card, you can apply 1 out of 2 possible effects:

- **Activate 1 sand timer** of your choice, regardless of the color or shape of the tile it is resting on (see page 8).
- **Recover 1 Lost sand timer** of your choice. Playing a Wild card is the only way to Recover a Lost sand timer (see page 10).



The cards you play must be put into a **discard pile** next to the draw pile, in reach of all players.

When the draw pile is empty, flip the discard pile face down to form a new draw pile.



Activating Sand Timers

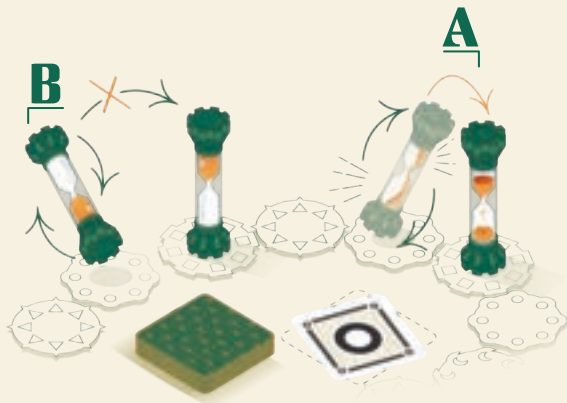
After playing a card, 1 or more sand timers may be Activated. The active player must always resolve the action starting from the **most advanced sand timer** on the Quicksand and going **backwards**.

When a sand timer is Activated, **flip it** and **move it** onto the **next Gear tile** of the Gear track.

If the next Gear tile of the track **is occupied** by another sand timer or the sand timer is at the end of the Gear track and there are **no further tiles**, the Activated sand timer **cannot advance**, but you must still **flip it on the spot**.

! Sometimes **moving too fast** may be as dangerous as **being too slow!** There is no time limit to your turn, so do not be afraid to wait till the last moment to play your card.

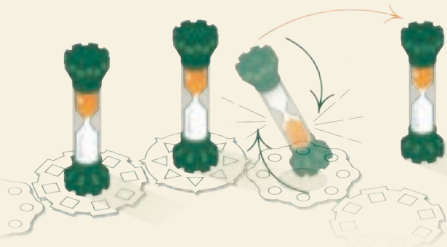
Flipping an almost-full sand timer will turn a quiet situation into a sudden emergency!



A circle card was played. Sand timer A can be flipped and advanced because the tile in front is free, while the tile in front of sand timer B is occupied, so it must be flipped in its place.

Losing Sand Timers

If at any point during the game a sand timer resting on a tile **that is not in the Danger Zone** of the Gear track **runs out of sand**, it becomes **Lost**. When this happens, flip it **outside of the Gear track**, next to the tile it was previously resting on.



This sand timer has run out of sand before the active player played a card, so it must be flipped outside the track, next to the tile it was previously resting on.

If at any point during the game a Lost sand timer runs out of sand again, the game ends **immediately** (see page 11).



There can be **more than 1 Lost sand timer** resting outside of the Gear track next to the same tile. Players can choose which sand timer they want to Recover when playing a Wild card.



If a sand timer that can be Activated by the card you are playing runs out of sand at the same time you announce the card type, that sand timer is **already considered Activated** and **doesn't become Lost** (i.e., it is not flipped outside of the Gear track).

Note that if any sand timer that **was not Activated** runs out of sand while you are applying the effects of the card you played, though, **it does become Lost**.

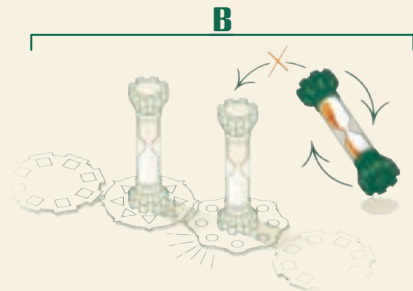
Recovering Sand Timers

The only way to Recover (i.e., put back on the Gear track) a Lost sand timer is to **play a Wild card** (see page 7).

When you Recover a Lost sand timer, **flip it** and **move it** onto **the Gear tile next to it** (see example image A, to the right).

If the Gear tile next to the Lost sand timer is **occupied** by another sand timer, the Lost sand timer **cannot be put back on the Quicksand**, but you must still **flip it on the spot** (see example image B, to the right).

Wild cards are pretty rare, so use them wisely!



No Matching Tiles?

If you play a card but there are no sand timers on any of the Gear tiles matching its shape and/or color, **nothing happens** and the card is simply discarded to the discard pile before the next player can start their turn.

END OF THE GAME

HOW TO LOSE

If any **Lost sand timer** runs out of sand while it is still **outside of the Gear track** or **any sand timer** runs out of sand while in the **Danger Zone**, the game ends immediately and **you have lost**.

HOW TO WIN!

If all sand timers have **reached the Danger Zone** (i.e., they have all crossed the Defuse marker) and they are **all still running**, the game ends immediately and **you have won!**

SOLO MODE

If you want to face the Quicksand on your own, play with these changes:

- You must draw 3 cards at a time.
- You must play **all 3 cards** before you can draw any more cards.

All other rules remain the same.



If you are facing the different levels, ignore the "Silence" and "Cards Facing Outwards" additional rules.





























DIFFICULTY LEVELS

You can set up the Quicksand at various **levels** with increasing difficulty. **Try to beat them all**, starting from level 1 and going up! You can mark the levels you have already beaten by marking the space in the 🏆 column.

The number of Gear tiles to place **before the Defuse marker** ➡ and **after the Defuse marker** |●, as well as the **number, kind, and order of the sand timers** ⌚ to place on the Gear track, vary depending on the difficulty level. Moreover, some levels also introduce **additional rules** 📖 (see page 14).

This is how to set up the Quicksand for each difficulty level:

LVL	➡	●	⌚	📖	🏆
1	10	3		-	
2	12	3		-	
3	10	3		-	
4	12	3		-	
5	12	3		-	
6	12	3		SILENCE	
7	12	4		-	
8	12	4		-	

LVL					
9	14	4		-	
10	14	3		BLOCKED	
11	14	4		BLOCKED	
12	12	4		DISCARD SHAPE	
13	12	4		CARDS FACING OUTWARDS	
14	14	4		SILENCE - BLOCKED	
15	14	5		-	
16	14	5		-	
17	14	5		BLOCKED	
18	14	5		DISCARD COLOR	
19	14	4		DISCARD SHAPE - SILENCE - BLOCKED	
20	15	4		CARDS FACING OUTWARDS - BLOCKED	
21	14	5		DISCARD COLOR - BLOCKED	

Discard Shape

Before setting up the game, choose or randomly pick a shape, then **remove all cards of that shape** from the deck.

Discard Color

Before setting up the game, choose or randomly pick a color, then **remove all cards of that color** from the deck.

CREDITS

Game Design: Hjalmar Hach, Lorenzo Silva

Development: Andrea Lugli

Project Manager: Andrea Lugli

Production Manager: Ylenia D'Abundo

Art Director: Lorenzo Silva

Graphic Design: Maxime Morim, Noa Vassalli, Fabio Frencl

Rulebook: Alessandro Pra', Andrea Lugli

Editing: William Niebling, Alessandro Pra'

Cards Facing Outwards

Whenever you receive or draw cards, **you can't look at them**. Keep them in your hand with the back side facing towards you, and the **front side facing towards the other players**. During the game, the other players will have to **suggest to you** which card is the best to play during your turn.





HORRIBLE
GUILD

If you have any issues, please contact us at:
customercare@horribleguild.com
horribleguild.com