

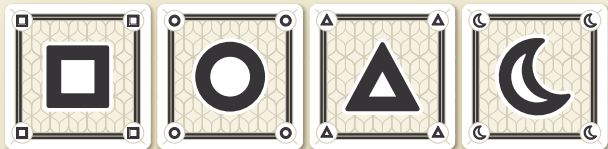
# QUICKSAND

THE REAL-TIME COOPERATIVE CHALLENGE

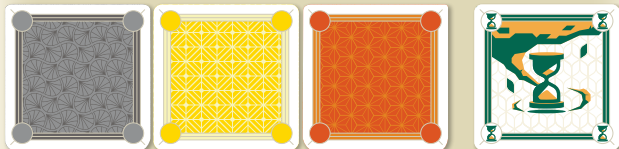


# COMPONENTS

55 CARDS



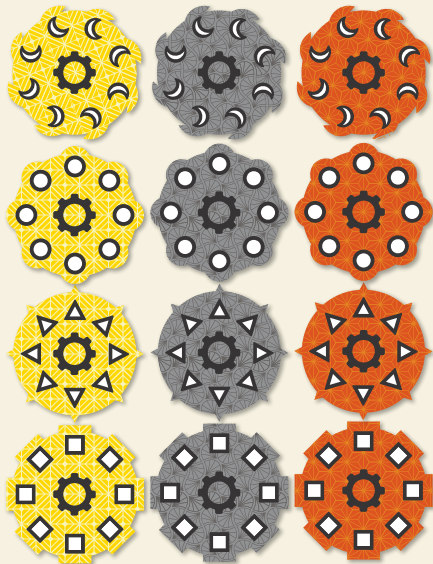
28 shape cards (7 for each shape)



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 disable 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!

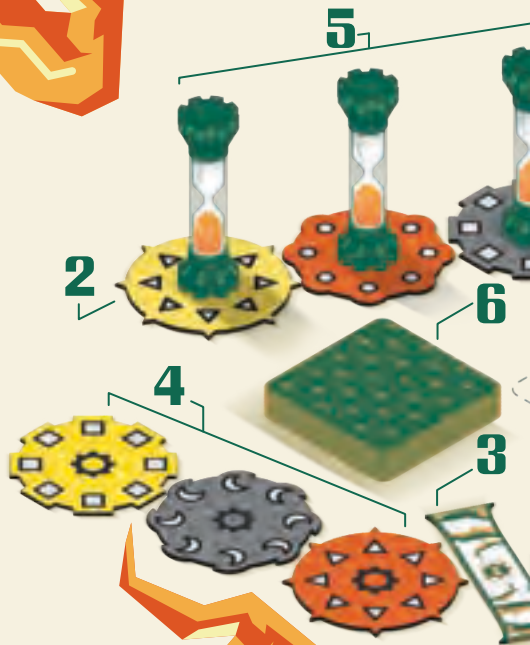
## GET READY!

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*<sup>™</sup> 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.

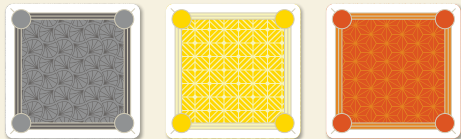
After you have finished applying the effects of the card you played, **draw a new card** to replenish your hand to its full size of 3. You must always have **3 cards in your hand** at the end of your turn.

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

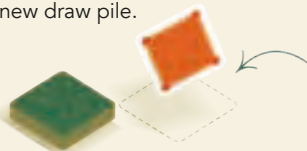
When you play a Wild card, you can apply 1 out of 2 possible effects:

- **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

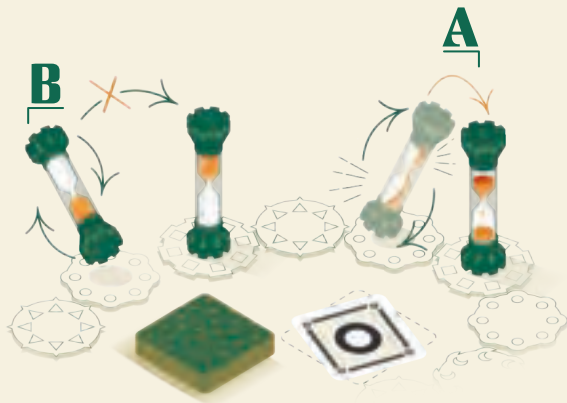
After playing a card, 1 or more sand timers may be Activated. The active player must always resolve the action starting from the **most advanced sand timer** on the Quicksand and going **backwards**.

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!*

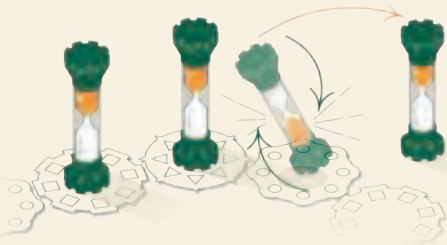


A circle card was played. Sand timer A can be flipped and advanced because the tile in front is free, while the tile in front of sand timer B is occupied, so it must be flipped in its place.



## 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**.

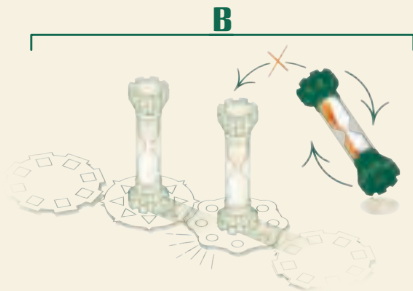
## Recovering Sand Timers

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

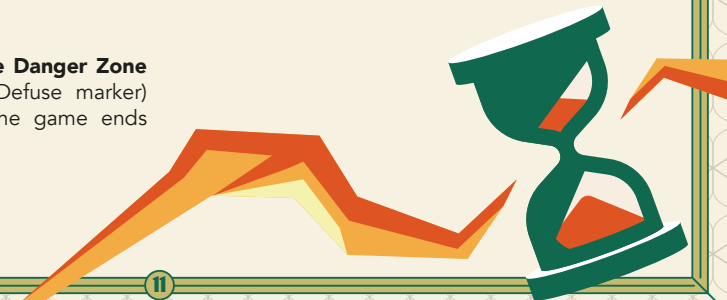
If you want to face the Quicksand on your own, play with these changes:

- 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	

## ADDITIONAL RULES

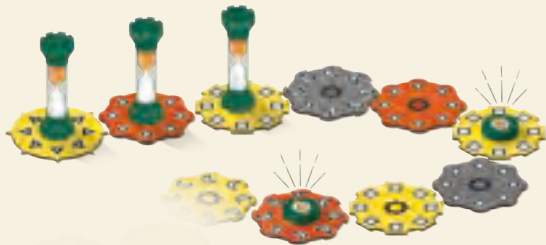
### Silence

After the setup procedure is completed, players **cannot speak** for the whole duration of the game, other than to announce aloud which card they are playing.

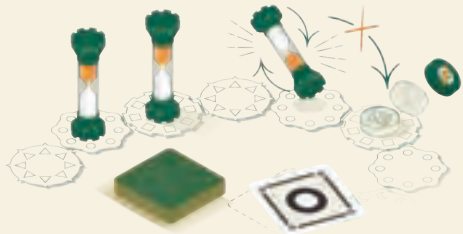
### Blocked

During the setup procedure, starting from the tile in front of the most advanced sand timer, place a **Block marker** on every third Gear tile on the Gear track so there are 2 empty tiles, then 1 tile with a Block marker, then 2 more empty tiles, and so on (see image to the right).

Tiles with a Block marker are "**Blocked**". Sand **timers cannot move onto Blocked tiles**, the tile needs to be "**unlocked**" first. To unlock a Blocked tile, you must Activate a sand timer resting on the tile immediately preceding it. When this happens, the sand timer **cannot advance** and is **flipped on the spot**, but the Blocked Gear is now unlocked (i.e., **you remove the Block marker**). It has now become a regular Gear tile.



*Keep 2 empty tiles in front of the most advanced sand timer before placing the first Block marker.*



*When a sand timer should advance onto a Blocked Gear, flip it in place, then remove the Block marker to free the next tile.*

### 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](mailto:customercare@horribleguild.com)  
[horribleguild.com](http://horribleguild.com)