

Wicked Witches Way

A game by Bruno Cathala and Serge Laget



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The race of the Flying Witches

What do witches do when they meet in the deep, dark forest? They compete with skill and cunning to make their mark in a race of flying brooms. To snatch the prize, they will do anything: slip by as quickly as possible to the finish line, score points by performing acrobatic maneuvers, or try to slow down their adversaries.



Rusty-hook Ursula

Winner of the 1775 Golden Broom, her career was prematurely ended after her hand was severed during a run-in with a demon mechanic of the Second Circle. 1781 marks her grand return to the championship.

Contents

- ① **game board**, which represents the course on which the race unfolds. ①
- ⑥ **cardboard character tokens** (1 for each player) and their plastic bases. ②
- ① **"Curse" token**. ③
- ⑨ **"Magic formula" dice**, which have an orange or black symbol on each face. ④
- ⑥ **sets of 9 cards** (one set for each player), which show the 9 symbols present on the dice. ⑤
- ②7 **"Black magic" cards**, which enable you to help yourself or hinder your adversaries during the race. ⑥
- ① **box** (and its cover) which serves as a dice tray and represents the great book of magic. ⑦

Here are the 9 different symbols (which will be black or orange) that can appear on the faces of the "magic formula" dice.



Object of the Game

The goal for each witch is to score the greatest number of prestige points, not only by being in first place at the end of the flying broom race, but also by carrying out daring acrobatic maneuvers. The game ends when, at the end of a turn, one or more character tokens have crossed the finish line. Each player then totals the points corresponding to his position in the race and those gained along the course by carrying out acrobatic.

The player with the highest point total wins the game.



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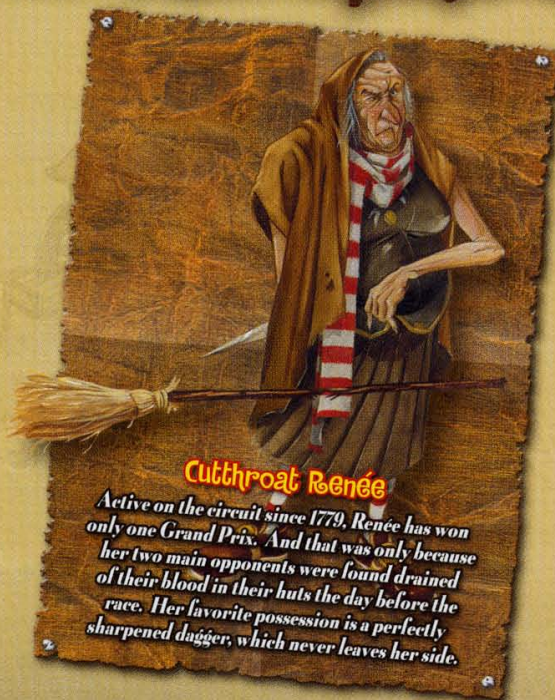


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Cutthroat Renée

Active on the circuit since 1779, Renée has won only one Grand Prix. And that was only because her two main opponents were found drained of their blood in their huts the day before the race. Her favorite possession is a perfectly sharpened dagger, which never leaves her side.

Setup

Unfold the board and place it on a side of the table (the center of the table is reserved for the box and dice, so that everyone can clearly see the dice rolls).

Shuffle the "black magic" cards and make a face-down deck of them (beside the board).

Each player takes a character token to represent him during the game, and places it on the starting line.

Each player receives a set of 9 cards (whose backs depict the same character as his token).

Place the 9 dice in the box in the center of the table.

Place the "Curse" token beside the board.

**THE GREAT RACE
CAN NOW BEGIN!**

Game play

During each turn, to make their brooms fly, the pilot apprentices will have to pronounce a magic formula seen secretly in the great book of magic...

But be careful, because some of the symbols will be taboo. Using those symbols will result in a bad magic formula, which will keep the broom in place. With a perfect formula, however, the result will be fantastic!

So be vigilant... And faster than your opponents!

© Phase 1 - Look in the great book of magic

The player currently in last place (for the first turn, a randomly selected player) takes the 9 dice into his hands, and tosses them into the bottom of the box.

All the players then look at the symbols rolled to memorize the formula that seems most suitable to them: a player must memorize the

symbols of only one color (orange or black), but only those symbols which are NOT present in the other color.

As soon as one of the players thinks he can execute a valid formula, he closes the book (he actually closes the box flap) and the first phase ends.

© Phase 2 - Write a formula

Each player chooses from his 9 cards those he will use in his magic formula. To be valid, a formula must contain only symbols appearing in one color on the dice after sorting (i.e. exclusively orange or black).

He sets the chosen cards face-down in a line in front of him (the order does not matter).

The unused cards are placed face-down in a separate pile.

© Phase 3 - Check his formula

When all players are done, each player reveals his formula and speaks it out loud, then someone opens the flap to check the validity of the formulas.

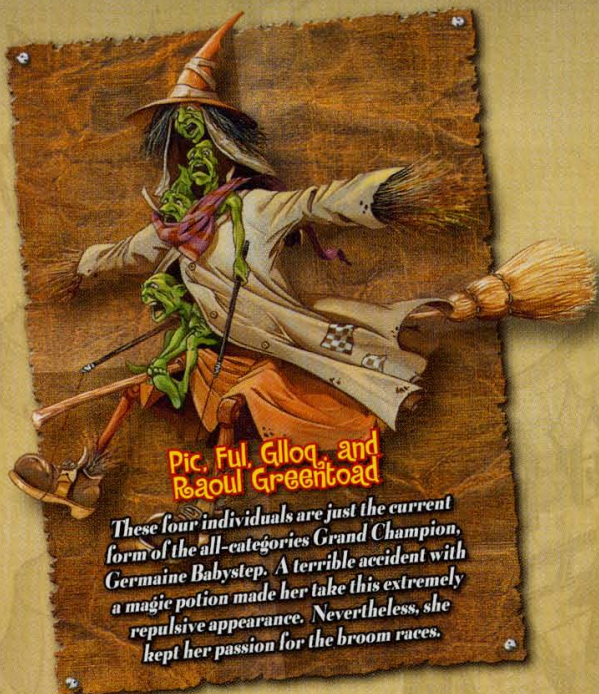
To do this, proceed in the following order:

- group the dice by symbol, regardless of color;
- eliminate the groups that have both orange AND black versions of the same symbol;
- for all the other groups, keep one die: the fact that a symbol appears several times does not matter. Only one instance of each symbol counts.

© Apply the effects of the formula

Each player, starting with the one that closed the box, then continuing in the order of their

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position in the race, will reveal his formula and will apply its effects:

- **If his formula contains at least one forbidden symbol (i.e. absent from the valid dice), or the formula includes both colors:** The witch falls off her broom. She does not advance this turn.
- **If his formula contains only valid symbols (present and all of one color) but is missing some valid symbols:** The witch advances a number of spaces equal to the number of cards played.
- **If the formula contains all the valid symbols of only one color:** The witch executes a **PERFECT** formula. She advances a number of spaces equal to the number of cards played, and gets from a bonus:
 - **For a perfect orange formula:** She advances 2 additional spaces;
 - **For a perfect black formula:** She draws as many "black magic" cards as there are symbols in the perfect formula, keeps one, then reshuffles the others into the deck.

☹ CURSE OF THE HEAD WITCH

At the end of each turn, after all the players who made a successful formula have advanced their character token, the "Curse" token is placed on the space with the players who are leading the race. For every player present on this space, the curse cancels the bonus they would get in the event of a perfect formula.

Thus, one winning tactic is to stay right behind the leaders, waiting for your chance...



☹ PENALTY

Be careful not to confuse speed with haste: If the formula written by the player who closes the flap is invalid, he moves back 2 spaces. It is for this reason that there are "-1" and "-2" spaces behind the starting line. A player on the "-2" space may not close the box.

The "Black Magic" Cards

There are 2 types:

- The "aerobatics" bonus cards (they all have a numeric value). They are revealed at the end of the game, and add points to the score of the witch who has them.
- The "spell" cards (all the others) are used by the players during the phase in which they move their token, and only at that time. However, there are several special cards (Decree, Magic Mist, etc.) that are played at particular moments, as indicated on the card itself.

The complete list of "spell" cards and their effects is at the end of the rules.

End of the Game

The game ends when, at the end of a turn, one or more character tokens has crossed the finish line.

The first to have crossed the finish line scores 25 points. If other players reached the finish in the same turn, the second scores 24, then 23 for all the others.

The players who have not crossed the finish line score as many points as the number of the space where their figurine currently sits.

Each player adds to the above result the total of his bonus from "aerobatics" cards.

The highest score wins the game (in case of a tie, the tied player who went further is declared victorious).

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Sofia Beaumorceau

Confined for a long time at the starting gate, Sofia decided to have a hand in her future and on her broom by winning her first race in 1779. However, her greatest success at the moment is to have made the cover of "Sports and Sorcery" magazine four times in one year without having won any races.

Evening the Odds

⊗ **Novice pilots:** a novice pilot (child, beginner, someone with a headache...) is allowed to place his character token on space 5, 6, or 7 at the beginning of the game.

⊗ **Expert pilots:** for an expert pilot, one must increase the challenge. An expert pilot can never benefit from the bonus granted by a perfect formula.

It is completely possible to use both the handicaps in the same game; for example, with a new player, two experienced players, and an expert at the table!

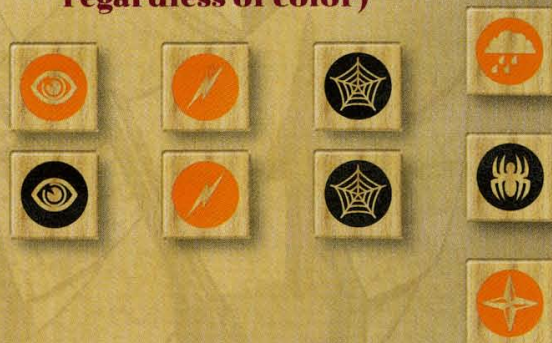
Example of a Turn of Play

1 - ROLL the dice



2 - CLOSE the flap and CREATE your formula

3 - SORT the dice (group the dice with the same symbol, regardless of color)



4 - REMOVE the groups with at least one orange die and one black die, and keep only one die per group



All the other symbols are forbidden for this turn!

5 - APPLY the effects of the formulas



Ursula advances 2 spaces



Cunegonde advances 5 spaces
(3 cards + "perfect formula" bonus)



Sofia advances 2 spaces
and draws 2 "black magic" cards
(but she only keeps one)



Aggie does not advance, because her formula contains both orange and black symbols!



Renée's formula is bad: the skull and crossbones symbol is invalid for this turn. She moves back 2 spaces because she is the one who closed the cover.

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List of "Spell" Cards

@ ATTRACTION (X2)

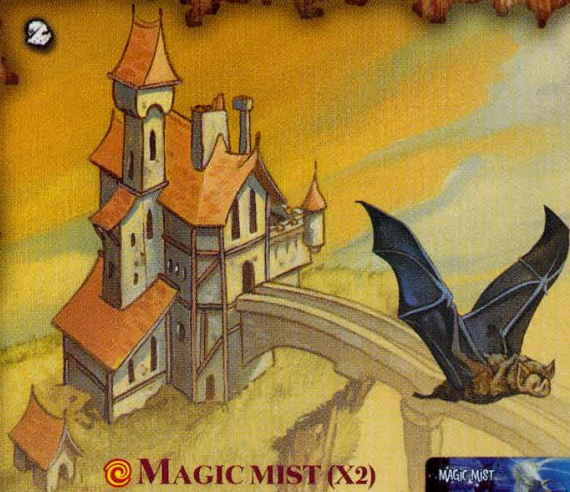
Move all the other character tokens 1 or 2 spaces toward yours. This card must be played after your movement.



@ BLOCKING (X1)

No player can pass you this turn. This card must be played after your movement.





⊙ MAGIC MIST (X2)

Cancel the effect of a spell played by an opponent. This card may be played at any time.



⊙ DECREE (X2)

Play this card after all the other players have composed their formulas. You get 10 more seconds to look at the dice before writing your formula. An expert pilot will only get 5 seconds when using this card.



⊙ DOUBLE-PLAY (X3)

This turn, you may write 2 formulas: one orange AND one black. If they are both perfect, you get the bonus for both formulas. You advance your character token a number of spaces equal to the sum of the cards used to write both formulas. This card must be used at the moment you apply the effect of your formula.



⊙ HEX (X1)

Move the lead character token back 3 spaces. This card must be played after your movement.



⊙ OVERSIGHT CORRECTED (X2)

Add one card from your hand to your formula. This card must be used at the moment you apply the effect of your formula.



⊙ RECTIFICATION (X2)

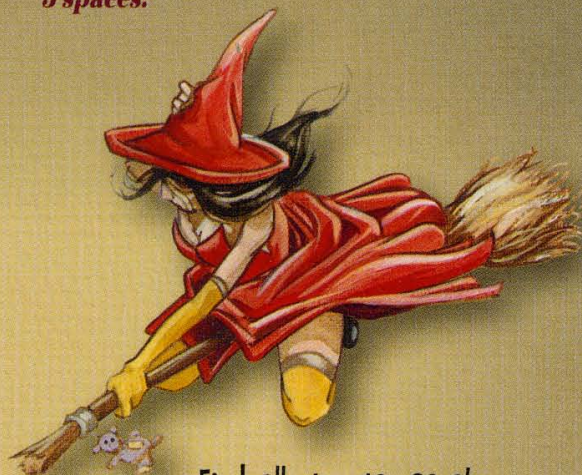
Exchange a card from your formula with a card from your hand. This card must be played at the moment you apply the effect of your formula.



⊙ TAILWIND (X3)

Advance a number of spaces equal to your position in the race. This card must be played after your movement.

Example: you are in 3rd place, advance 3 spaces.



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