

The witches

- ❖ Set-up
 - Problem box
 - Hard Problems
 - ◆ Always hidden
 - One player: 1, 1, 1, 0, 0, 0
 - Two players: 1, 1, 2, 1, 1, 1
 - Three players: 2, 2, 2, 2, 2, 2
 - Four players: 2, 2, 2, 2, 2, 0
 - Easy Problems
 - ◆ Always open
 - One player: 2, 2, 1, 0, 0, 0
 - Two players: 2, 2, 1, 2, 1, 1
 - Three players: 2, 2, 2, 2, 2, 2
 - Four players: 4, 4, 4, 3, 3, 0
 - Seed the board game with problems as marked
 - Choose witch
 - Shuffle and deal 3 cards each
- ❖ Items
 - Cards
 - Symbol
 - Magic
 - ◆ +2 to die roll, take Cackle
 - Headology
 - ◆ +1 to die roll
 - Broomstick
 - ◆ Move to any location
 - Benefit
 - See text
 - Power of three
 - Three cards of different characters: Solve any problem during your action.
 - Location
 - For placing problems
- ❖ Gameplay
 - Dimity begins, else last witch selected. Place witch on location without problem. Proceed clockwise.
 - Take full turn, proceed clockwise.
 - Turn
 1. Place the next Problem tile.
 2. 1st move & action
 3. 2nd move & action
 4. Draw cards.
 - Place the next Problem tile.
 - Draw card for location.
 - If already a problem there, put crisis on problem, if none, and draw again.
 - If empty put top problem at leftmost stack there. End draw.

- Move:
 - Walk 1 or 2 locations along paths. Must stop at problem (Exception: Empty location space (Lancre) or invisibility).
 - Fly to any location with broomstick card. Discard.
 - Stay
- Action:
 - Solve problem at current location or
 - Have tea or
 - Chill
 - Solve problem
 - Flip problem if hidden.
 - Roll 2 dice
 - Run away to empty adjacent location/fly with broomstick card to any empty location, take cackle for every witch side showing on die or
 - continue
 - ◆ Play cards for help.
 - ◆ Roll last 2 dice.
 - ◆ Play cards for help but not magic or headology.
 - ◆ Take cackle for every witch side showing on die.
 - ◆ Compare total roll to difficulty:
 - If total equals or exceeds problem difficulty, success. Remove problem tile and add it to your board. If solved Bela de Magpyre see special rule.
 - If total is lower than the difficulty then you have failed. Take a cackle and retreat to an adjacent empty location by walking or flying with a broomstick card to any empty location. No legal retreat possible, take another cackle and fly. Check for special rule when failing a hard problem.
 - Have tea
 - Discard up to 3 cackles, other witches on location discard up to 2 cackles each.
 - Chill
 - Do nothing.
- Draw cards
 - Draw new cards to bring hand up to the maximum allowed, 3 plus one for every 2 easy problems you solved, total max. 7 cards.
- Cackles
 - Take cackles from
 - Stock. If empty, from
 - Witch with the most cackles. If self, take Black Aliss instead.
- ❖ End
- All loose when:
 - Crisis counter needed but none in stock left.
 - Three elves face-up at end of turn
- Else: When last problem placed, finish active turn. Then tally Victory Points.
 - Total VP on problems solved. Subtract 1 VP for every Black Aliss counter.
 - Highest score wins. Tie: Fewest cackle and Black Aliss counters. Tie: Most points on hard problems. Tie: Highest points from a hard problem.