

# Magic dance

## Hexentanz

A bewitched game of confusion by Björn Hölle  
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All witches meet together on Walpurgis-night for the great dance on the Blocksberg\*. Just for fun they all have disguised in black robes. This way there is no telling them apart, whether it is a blue Weather Witch, a green Herbal Witch or a red Fire Witch. Forward, backward, sometimes slow, sometimes fast...this is how the dance goes. This all happens so wildly, that the witches get all dizzy and they forget which colour they are themselves. The witches push and shove to be the first to end this turbulent festival and return home before the break of dawn.

\*"Blocksberg" is another name for the highest mountain in Northern Germany, the Brocken (1142m). This mountain in the Harz region is covered by fog for more than 300 days of the year and was for centuries considered a place for the dance of the witches. Walpurgis-night falls on the night of the 1<sup>st</sup> of May.

### Contents

1 Game-board  
30 witch hats (figures)  
24 witch heads: 5 in each of the colours Yellow, Rose, Red, Green, Light blue and Dark blue  
1 die

### Aim of the game

The players roll the die and move their witches from the starting places in clockwise direction through the magic dance circle. The aim of the game is to move all of the player's own witches on the matching take-off places. The player, who first achieves this, wins.

### Preparing for dance

Before the first game, four witch heads are punched out of the carton sheet and inserted carefully in the bottom of the witch-hats (the figures). The remaining 6 witch-heads and the remaining witch-hats serve as back-up. According to the number of players, each player receives a number of witches of the same colour as per the following table:

|         |   |   |   |   |
|---------|---|---|---|---|
| Players | 3 | 4 | 5 | 6 |
| Witches | 4 | 3 | 2 | 2 |

Each player places his black witch figures (the witch-hats with the witch-heads) on the matching coloured starting spaces on the inside of the dancing circle. At this moment every player still knows exactly where his witches are. Soon this will change!

## Game-play

### **Dance steps**

The oldest player starts the game. He rolls the die and moves his first witch the corresponding number in clockwise direction into the dancing circle (Starting from the entry space). His left neighbour follows in play order.

As long as there are still own witches on the starting places, **they must be moved first** to the dancing circle. Only when there are no more own witches in one's starting place, can the player move any witch in the dancing circle.

So, any player may move any witch in the dancing circle. After all, they're all black...

*Note: After the roll of a "6" one does not roll again. Play sequence is in clockwise direction.*

### **Witch wrangling**

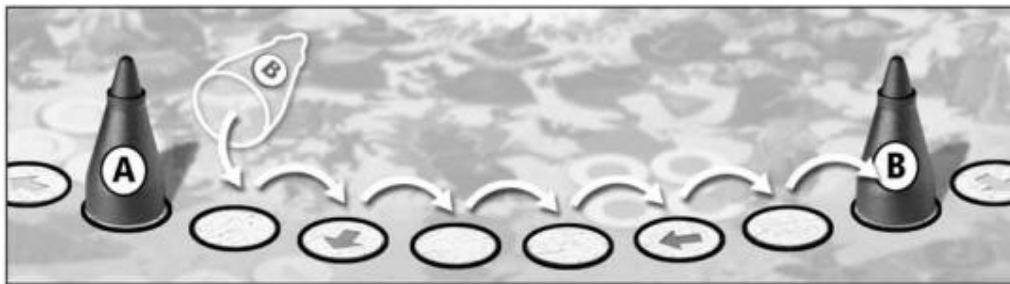
If a witch lands by exact roll of die on a space occupied by another witch, the other witch must dance back 7 spaces. If there is a witch as well, then the backward dancing witch must move back another 7 spaces, this goes on in this manner until she reaches an empty space in the dancing circle. The back-dancing witch is shortly **revealed** and her colour is shown to all players.



Witch A moves on a space occupied by witch B.



Witch B is revealed...



...and then moved back by 7 spaces. If that space were occupied too, Witch B would have to keep dancing backwards until she lands on an empty space.

### **Confusions and bedazzlements**

The more witches participate in the witch dance, the harder it gets to memorize the position of one's own and the other witches. If one is completely lost, he may – at the roll of a "6" – pick one witch figure and turn it around. Only he may look at the colour of it. However, there will be no movement.

### Take off

The take-off spaces on the edges of the Blocksberg are colour-marked. They indicate the departing places for the various witches.

To bring one's own witches on the colour-matching take-off places, the following rules must be considered:

- Before take-off, movement can occur with any rolled number of die i.e. surplus points are forfeited. Each player may only move on the take-off places of his own colour. It is irrelevant on which of the four take-off places the witch is put.
- Take-off places can only be accessed in forward movements. While dancing backwards one must remain in the dancing circle and might perhaps miss the take-off place.
- Once arrived at home, the witch is turned around and revealed. If accidentally, another player's witch was moved there, she will be placed on her colour-matching take-off place. The opponent will be delighted!

### Witch-tips and magic tricks

- It may be sometimes useful to move with an opponent's witch. This will add to the confusion and helps to bring one's own witches home without anybody noticing.
- Another popular strategy is to pass other player's witches by their take-off spaces.
- The witches' back-dancing can occasionally lead to interesting constellations, when it enables ones witch to come closer to its take-off place.

### End of the game

The first player to bring home all of his witches despite all confusion and bewilderment, ends the game and wins.

### Dance fun for 2 players

The game for 2 players applies the same rules as the game for 3 – 6 players with the following rule changes:

- In addition to one's own witches, each player picks another colour from which he takes 2 witches and places them on their matching starting space. These witches participate in the game as **neutral witches**, meaning, they don't belong to any particular player.
- If a player rolls a "6" when there is still at least one neutral witch on its starting place, he **must** move her to the dancing circle. This is even so, when at this point he still has witches on his own starting place!
- A player who moves a neutral witch on her colour-matching take-off place scores it for him. To indicate this, it is placed at the end of the turn on **the take-off place of the player**. However, if he moves the neutral witch to a wrong take-off place, she counts for the opponent and is placed on his take-off place. The same is true if one of the players moves his own witch on one of the neutral take-off spaces.
- The first player to collect 4 witches on his take-off place wins the game.