



Witches

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amigo-spiele.de/04990

Players: 3-5

Ages: 10 and up

Duration: approx. 45 minutes

Components: 60 Character cards, 1 note pad for points

Once upon a time ...

... there was a land called Nordania. It was ruled by a wise king, who had been sitting on the throne for almost 100 years, when he suddenly fell ill. He summoned his four daughters and made them swear to rule the kingdom wisely and to keep the peace and unity.

The four daughters were powerful witches. Three of them quickly agreed, for their hearts beat in magical harmony. The fourth daughter, however, closed her heart and started making her own schemes.

There was a long war for power in Nordania, and all the different races of the kingdom had to join. They only reached unity again when the wise wizards stepped in. Many centuries later, a game was created to represent the battle of the four witches. Now, it's in your hands: Which side does your heart beat for?

The Challenge

Players try to avoid taking tricks containing cards that will give them fire points. Cards with fire points show this symbol: 

If you manage to collect all the fire cards in your tricks, you can transfer the fire points to the other players. Write down the points after each round. As soon as a player hits 70 or more fire points, the player with the fewest points wins the game.

Game Setup

One player takes the note pad and writes down the points after each round. He or she shuffles the cards and deals them. Make sure you always deal all the cards in the deck.



Once you have your cards, you have to pass some of them to one of the other players face down.

If you are **three players**, pass **four cards**. If you are **four or five players**, pass **three cards**, and if you are **six players**, pass **two**.

If you are **three or five players**, pass the cards alternately to your left or your right at the beginning of each round.

If you are **four or six players**, pass the cards to the left before the first round, to the right before the second and to the player opposite you before the third round. Then start over again by passing to the right.

Once you all have your final hands of cards, the player to the left of the dealer plays the first card of the first trick. Play continues in a clockwise direction.

Taking Tricks

What is a trick?

Each player plays one card from their hand. These cards make up the "trick". Play as many tricks as you have cards in your hands.

The player who begins, or "leads" a trick can play any card from their hand. The other players have to "follow suit" (Exception: Wizards, see below). If a player can't follow suit, he or she can play a card of any color.

What does "follow suit" mean?

It means that they have to play a card of the same color as the first card in the trick.

The **highest card of the same color as the first card** wins the trick. The player who has played it takes all the cards in the trick and places them in front of him- or herself face down.

Cards that don't match the color of the first card cannot win the trick, even if they have a higher value than any of the matching cards.

The player who has won the trick leads the next trick. After the final trick, when you have played all your hand cards, the round is over. Count your points and write them down.

Character Cards

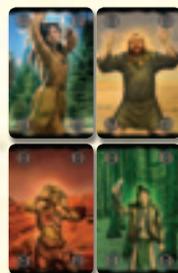
There are four different colors:

Symbol	Race	Color	Scenery
	Goblins	Red	Volcano Country
	Pygmies	Green	Rainforest
	Mongols	Yellow	Desert
	Indians	Blue	Stormy Mountains

The highest card in any color has the value "14", the lowest one has the value "1".

Wizards

- There are four wizards, each showing a white "0". They do not belong to any color and have a lower value than any "1".
- A wizard is not subject to the "follow suit" rule. You can play wizards at any time, even if you have a card of the matching color for the trick in your hand at the time.
- If the first card to be played in a trick is a wizard, the first colored card determines which color leads the trick.
- The only way for a wizard to win a trick is if there are only wizards in the trick. In this case, the player who has played the first wizard wins the trick.



Fire Cards

Each fire card in a trick taken by a player gives that player one fire point (exception: the fire witch).

Example A: Uwe has three fire cards in the tricks he has taken. The Fire Witch is not one of them. He gets 3 fire points.



The Witches and the Pygmy Queen

The witches with the value "11" and the Pygmy Queen with the value "12" have special powers.



Fire Witch Water Witch Air Witch Earth Witch Pygmy Queen

- The **Fire Witch** doubles the fire points gained from fire cards up to a **maximum of 15 points**, but does not carry any points herself.

Example B: Alexa has six fire cards. One of them is the Fire Witch. She gets $2 \times 5 = 10$ fire points.



Example C: Joe has ten fire cards in the tricks he has taken. One of them is the Fire Witch. He gets the maximum of 15 fire points.



- The **Water Witch** carries five fire points.
- The **Pygmy Queen** carries ten fire points.
- The **Earth Witch** decreases the number of fire points by up to five. With the help of the Earth Witch, you can decrease your fire points to zero.

Example D: Alexa has three fire cards. The Fire Witch is not one of them, but the Water Witch and the Earth Witch are. She gets $3 + 5 - 5 = 3$ fire points.



Example E: Joe has three fire cards, one of them the Fire Witch, as well as the Earth Witch. He gets $2 \times 2 = 4$, $4 - 5 = 0$ fire points.



- If a player has got the **Air Witch** among the tricks he or she has taken, the points from the Water Witch and the Pygmy Queen are neutralized. The three cards don't have to be in the same trick. They can be in different tricks taken by the same player in this round.

Example F: Uwe has the Pygmy Queen, the Water Witch and the Air Witch in the tricks he has taken. Write down 0 fire points for Uwe, because the Air Witch neutralizes the fire points from the other two cards.



Fire Spells

There are three fire spells that come into effect when a player has all 14 fire cards as well as the Water Witch and/or the Pygmy Queen in the tricks they have taken. In this case, the other players get the corresponding fire points, the player who has taken all the fire cards doesn't get any.

The Water Spell: All fire cards (maximum 15 points) and the Water Witch (5 points) equal **20 fire points**.

The Pygmy Spell: All fire cards (maximum 15 points) and the Pygmy Queen (10 points) equal **25 fire points**.

The Great Fire Spell: All fire cards (maximum 15 points), the Water Witch (5 points) and the Pygmy Queen (10 points) equal **30 fire points**.

Note: If a player was successful in casting a fire spell, all witches and the Pygmy Queen in the tricks of the other players lose their powers.

Example G: At the end of a round, Uwe has taken all 14 fire cards and the Pygmy Queen, so he can cast the Pygmy Spell. Write down zero points for Uwe, but 25 fire points for all other players. The Air Witch and the Earth Witch in Alexa's tricks and Joe's Water Witch lose their special powers and don't influence the result.

Special case: If a player manages to cast a spell in the last round of a game, he or she may choose to deduct the fire points from their own total instead of adding them to the other player's, if it makes them the winner.

The End of the Game

The game ends when a player has reached 70 fire points or more. The player with the fewest fire points is the winner.

You can set a different number of points or play a pre-determined number of rounds, if you choose.

Earth Witch Variant

The Earth Witch allows a player to deduct exactly five points from their fire points for the round, decreasing the fire points from fire cards, the Air Witch and the Pygmy Queen. If you have fewer than five fire points in your tricks, you can deduct points from your fire points on the note pad instead (You cannot go lower than zero points, though).



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Do you have any further questions? We're here to help.

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