

# 12 Witches

## f Blackmore



### Components

- 54 cards in 6 colours numbered from 1 to 9
- 1 board with the Witches Wheel

### Game idea

Long, long ago there was a mysterious village called Blackmore. It was situated in a beautiful forest with giant trees and small forest roads. The town was home to a group of witches. They lived their lives full of magic and sending out dark magic spells. However in all these years, no one was able to control the Witches Wheel, until now...

### Objective

Try to control the Witches Wheel as long and as often as you can. Every witch that you catch in your tricks gives you Magic Points. Whoever has collected the most Magic Points at the end of the game wins and will control the Witches Wheel until the end of times...

### Set up

- Shuffle all cards and deal 6 cards face down to each player.
- Put the remaining cards face down in a pile on the table.
- Choose one of the two sides of the Witches Wheel and place the Wheel in the middle of the table. It's preferable to choose the decreasing side when you play for the first times.
- After the cards are dealt out, the top card of the deck is turned face up beside the deck. This card determines the trump color for the current round. Rotate the Witches Wheel, matching the value of the trump card with the value of the Wheel.
- Choose a start player.

### Game sequence

The game is played in rounds. Every round the trick is won by the player who played the highest ranked card. Each round the start player plays the first card followed by the other players in clockwise order. The first card, played by the start player, is the trick's leading colour. This can be any colour. The other players can play a card of any colour they choose too. They can follow the lead, play a trump card or play a card with another colour. All cards are played face up.

### Winning the trick

The trick is won by the highest ranked trump card (see "Ranking values"). If no trump cards are played, the trick is won by the card with the highest ranked value of the leading colour. The winner of the trick is the start player for the next round.

### Ranking values

The ranking depends on the value of the current trump card and on the order of cards that is showed on the visible side of the Witches Wheel. The highest ranked card in the trump colour wins the trick or the highest ranked card in the leading colour (Note: when playing with the other side of the Witches Wheel the order will change from decreasing to increasing).

### Example

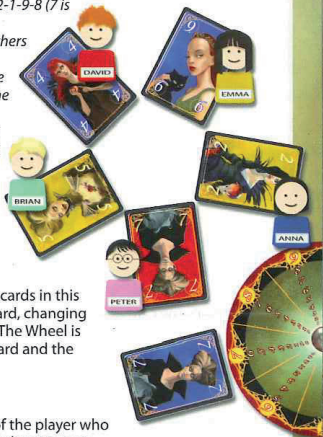
This is an example of a trick with 5 players and the Wheel on the decreasing side. The Blue-7-witch is the trump card so the ranking is: 7-6-5-4-3-2-1-9-8 (7 is the highest ranked card and 8 the lowest).

Anna opens the trick with her Yellow-2-witch; the others follow as shown in the picture.

The card with the highest ranked value would be the Red-7-witch but the card is neither a trump nor in the leading colour, so it cannot win the trick.

The winner is David with his Blue-4-witch. This card is a trump card and it has a higher ranking than the Blue-9-witch of Emma.

If the trump colour was not blue but for example green, the winner would have been Brian, who played the highest ranked card in the leading colour.



### Changing trumps

The winner of a trick may renounce to one of the cards in this trick and place the card over the current trump card, changing both the colour and the value of the trump card. The Wheel is rotated, matching again the value of the trump card and the value of the Wheel.

### End of a round

The cards of the trick are laid face down in front of the player who won this trick. Now all players refill their hands by drawing one card from the deck, starting with the winner of the trick followed by the other players in clockwise order.

If at the end of a round, the last card of the deck is drawn, the final phase of the game begins. If one or more players are not able to refill their hand because the deck is exhausted, they pick the cards from the trump pile (changing the trump of the next trick!). During the final phase of the game, players play their cards, but they don't refill their hand.

### Scoring

The game ends when all players have played their last card. All players count the values of the cards they won. The player with the highest total of Magic Points is the winner and will control the Witches Wheel until the end of times...

Game design: Leo Colovini

Illustrations and graphic design: Tomasz Jedruszek

Editor: Jeroen Hollander

Project manager: Jonny de Vries



© 2012 White Goblin Games  
www.whitegoblingames.com