

Witchstone

Introduction: Player take the role of witches working to regenerate the energy field of the legendary Witchstone. The player demonstrating the best skills as a witch will become the Master of the Witchstone!

Game End and Goal: The game ends after 11 rounds (*i.e. when each player has only 4 hex tiles left behind their screen*). Proceed to final scoring. The player with most points wins!

Board Setup:

1. Place the **Game Board** in the middle of the table.
2. Take the **10 Owl Tiles** (round, gold edges), and sort them into two stacks of 5 tiles, each numbering from 7 at the top to 4 at the bottom. Place the stacks one on each of the two owl spaces on the Pentagram.
3. Take the **40 Scroll Cards** (scroll on back), shuffle them, and reveal 6 cards, placing them face-up, one on each position (I-VI) of the Scroll Rack (right of game board).
4. Take the **15 Special Hex tiles** (hexagonal, blue backs), shuffle them, and place them as a face-down stack at the centre of the Pentagram. Take **3 of these hex tiles**, and place one face-up on each of the remaining uncovered points of the Pentagram (one middle top, one each bottom L and R).
5. **Take the 21 Magic Chips** (round, grey backs, purple fronts), and shuffle them face-down. Place one on each location of the Crystal Ball (except the central Witchstone) face-up. Place the remaining 5 Magic Chips face-up on the purple tea-towel below the vial rack (bottom L).
6. Keep the Player Aid handy next to the game board.

Player Setup:

1. Each player chooses a colour (**R/Y/G/B**), and takes the following components **in their colour**:
 - a. **1 Screen, 1 Cauldron, 15 Hex tiles** (domino pairs of hexes, check backs for colours), **12 Witch Meeples** (1 big, 11 small), **20 Energy Units** (long thin crystals), **3 Owl Meeples, 1 Position Marker** (cube), **1 Animal Marker** (oval), **6 Crystals** (plastic chunks in player colour), **1 Black Crystal** (plastic chunk in black)
2. Each player places their **Black Crystal** on the centre spot of their cauldron, and their **6 Crystal tiles** one-each on the bubble-marked spaces in their cauldron.
3. Each player places their **Animal Marker** and **Position Marker** next to their cauldron.
4. Each player shuffles their **15 Hex tiles** face-down and **draws 5** of them, placing them face-up behind their screen. Leave the remaining 10 Hex tiles face-down in supply.
5. The player who last stirred something in a pot is the **starting player**.
6. Beginning with the last player in turn order (right of the starting player), and proceeding anticlockwise, each player:
 - a. **Places their Big Witch upright in one of the 4 Tower Spaces.** *This tower is now your tower. The other three towers are foreign towers (and may be occupied by other players or empty).*
 - b. **Scores 2 VP** for placing the witch in the tower.
 - c. Carries out the **action of the Magic Chip** present at that tower.
 - d. Flips the magic chip face-down and **places it behind their screen** (it will score 2 more VP at game end).

Course of Play: The game is played in a series of 11 Rounds (11 Player Turns), after which there is a final scoring, and the player with most points wins.

A Player's Turn: Each round, beginning with the starting player and proceeding clockwise, each player takes one turn. On their turn, the player chooses one of the 5 Hex Tiles from behind their screen and lays it in their cauldron covering **2 vacant adjacent spaces**.

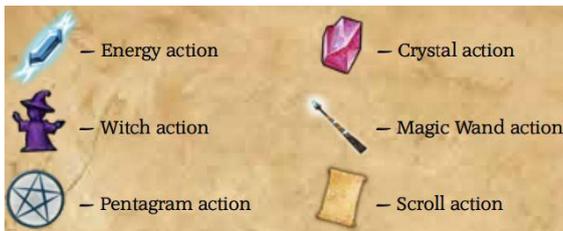
- A space is vacant if it **does not** contain crystals or action icons, or previously placed hex tiles.
- **Note the Emergency Crystal removal process (see below, red) if you get stuck on placement.**

Each hex tile shows 2 different action symbols (one on each hex). You **carry out these two action types**, one after another, in the order you wish (see actions below). After resolving both actions, draw a new hex tile from your face-down supply, and place it behind your screen, face-up. Then play proceeds to the next player.

Action Strength and Clusters: If you place your hex tile so that it connects to a cluster (min. size 1) of the same symbol, you may **resolve the action as many times as there are matching symbols in the cluster** (including the symbol you just placed).

- Later in the game, it is possible to lay your hex tile to connect into two different clusters, in which case you would resolve the action resulting from the second cluster as many times as the cluster size afterwards.
- If you lay the tile so it does not connect to any cluster, you resolve each action once.

The 6 Action Types: There are 6 Action Types (with associated tile icons)



Energy Action: Connect locations using Energy Units to score points, and move Witches later on

Locations on the crystal ball are connected by 1, 2, or 3 spaces, requiring the corresponding number of energy units to complete them. When you take an Energy action, you may place 1 Energy unit from your personal supply onto a vacant connection space on the crystal ball.

- The first energy unit you place needs to be adjacent to your Tower.
- If you resolve multiple energy actions on your turn, place the corresponding number of energy units.
- You must complete a connection you have already begun before starting a new one.
- If a player has started a connection, only they may finish that connection.
- When starting a new connection, it must either connect to your tower, or continue expanding the network that connects to your tower.
- For each completed connection, score VP as follows: **1/3/6 VP for completing a 1/2/3 unit connection.**

Witch Action: Lay witches next to your tower or move them to other connected locations to get 2 VP + 1 magic chip

When you do a Witch Action, you may **either**:

1. **Add a new Witch:** Take **1 witch** from your supply, and lie them flat next to your tower (awaiting deployment).
 - You may have as many witches of your colour laid at your tower as you wish.
2. **Move a Witch from your Tower to a new Location:** Stand up a witch lying at your tower. Move her to another Location:
 - **When you stand up a Witch, immediately gain 2 VP.**
 - The new Location must be connected via a **continuous network** (no gaps) of energy units to your tower.
 - The new Location you move to must not already contain a witch belonging to you (it may contain a witch belonging to another player(s)).
 - If the new Location is connected to your tower via an unbroken network of **your own energy units**, the whole movement costs just **1 Witch Action** (locations you pass may be occupied or unoccupied).
 - If the new Location is connected to your tower via an unbroken network that includes **other players' energy units**, **each foreign connection you use** costs you 1 Witch Action.
 - Any Witch actions you cannot or do not wish to use are lost.
 - If you are the first Witch to arrive at a location you **also receive the Magic Chip on that Location**. This chip will give you an additional action (one of the six types), or it may give you 3 VP. You can use the chip's additional action at any time during the resolution of your Witch Action(s) up until immediately after you resolve your final witch action of your turn. After using the chip (if you can/wish), or not, place it face down behind your screen. **It will be worth 2 VP at game end irrespective of whether it was used.**
 - The Witchstone location (at the centre of the Crystal Ball) does not hold any magic chips. When you place a Witch there, you put them on the vacant space containing the highest VP value still available. Gain the bonus on that space.
 - If you have multiple witch actions, you may use (1) and (2) in any order, as many times as actions allow.
 - **Once a witch has been moved to a Location, they cannot move from there for the rest of the game.**
 - Once all your witches are stood up on locations on the crystal ball, you can't resolve any more witch actions.

Pentagram Action: Advance on the Pentagram and obtain Owl Tiles (3-7 VP) and special Hex Tiles

When you do a Pentagram action, advance your Owl Counter one space clockwise around the outside of the Pentagram. If you have multiple Pentagram actions, advance one space for each available action. The pentagram has 12 spaces around the outside, which may be grey, blue or fold. When you enter or pass:

- **A grey space:** Nothing happens
- **A gold space:** Gain the topmost Owl Tile on that stack, put it behind your screen. If none remain, instead gain 2 VP.

- **A blue space:** Gain the special hex tile on that space. If there is no special hex tile on the space (i.e. the stack is empty) instead get 2 Actions of any one type of your choice. Immediately replace the tile with another one from the stack in the middle of the pentagram (if none left, it remains empty).

Resolving Special Hex Tiles: Special Hex Tiles can either be resolved once, or permanently:

- **Once:** Select **one** of the two actions depicted on the tile, and resolve that action **twice** (you may not resolve one of each action). Once you have resolved the tile, flip it face-down and place it behind your scree.
- **Permanently:** Place the tile face-up in a vacant space of your cauldron. From now on, the 2 symbols on the special hex contribute to connected clusters of the respective symbols.
 - Laying a special tile in your cauldron does not trigger actions. *The tile is effective after placement, so could contribute to actions resulting from the second cluster resulting from your hex tile placement.*

Crystal Action: Move Crystals in your Cauldron and activate extra actions by moving crystals out of your cauldron

When you do a Crystal Action, you may move one of your Crystals in your Cauldron 1 space into a vacant space in your cauldron. Instead, you may move a crystal at the edge of your cauldron onto the rim. If you have multiple crystal actions, you may apply these moves to one crystal or divide them between your crystals as you see fit.

- Crystals may be moved across occupied spaces provided the destination space is empty.
- Printed spaces on the cauldron are considered occupied
- Crystals can only exit the cauldron at the designated spaces (arrows)
- If several of your crystals exit the cauldron on the same turn, do all the movements first, resolve the vials second.
- If you have no crystals left in your cauldron, you cannot resolve a crystal action.

Moving a crystal can benefit you in one or two ways:

1. You vacate a space so you can place hex tiles there later.
2. Every time you move a crystal from the edge of your cauldron onto the rim, you activate additional actions.

If you move a crystal to the rim of your cauldron, take that crystal and move it to the Vial Rack placing it on a shelf, either:

1. **The shelf that corresponds to the symbol on the rim** of the cauldron where the crystal came from. **You gain 2 Actions of the depicted type**, or,
 - Each Vial can only hold 1 Crystal
 - In a **2/3/4P game**, each of the 6 upper shelves can hold a maximum of **4/5/6 Crystals**. The bottom shelf can only hold **4/5/5 Crystals** in a **2/3/4P game**.
 - If all vials are full on the shelf corresponding to the rim of your cauldron, you must select option 2.
2. The bottom shelf of the rack. **Gain 1 Magic Chip from the tea towel**. You can use this chip up until the end of your Crystal Action(s) this turn. After that, place the chip face-down behind your screen.
 - If the bottom rack is full, do option 1 instead. If both the 6 top and bottom rack are full, simply place the removed crystal next to your screen without benefit.

The Black Crystal: The Black Crystal has two special features:

- If it is put in a Vial, it allows two additional actions of the corresponding type (i.e. **4 actions in total** if placed on one of the top 6 racks, or **3 actions from the Magic Chip** if placed on the bottommost rack). NB – If the Magic Chip chosen is the 3 VP chip, you only get 2 additional VP, for 5 VP total.
- If your Magic Wand allows you to score for your Crystals in the rack, or if you fulfil the ‘crystals in your rack’ prophesy, the black crystal is not included in the count.

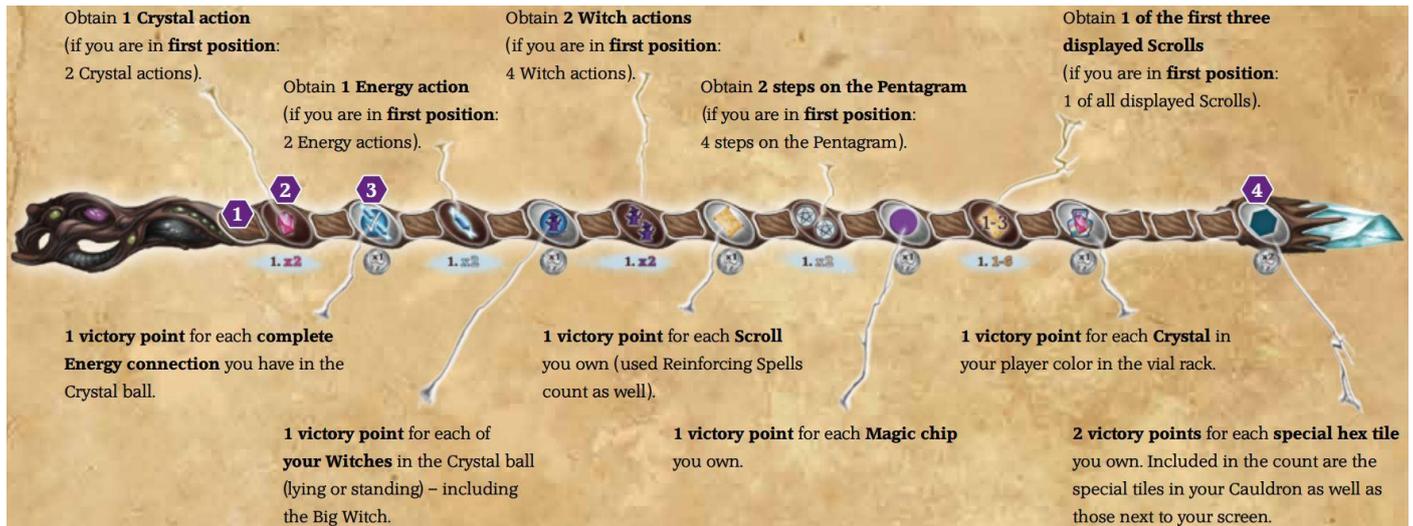
Crystal Removal: At any time on your turn, you may remove a Crystal (incl. black) from your Cauldron and put it **next to your screen** (not vial). This Crystal is ‘improperly removed’, though, and removing Crystal 1/2/3... costs you 1/2/3... VPs.

Magic Wand Action: Advance on the Magic Wand and obtain Bonus Actions and VPs at interim scorings

When you do the Wand Action, you advance your counter (cube) on the magic wand by 1 space. If you do multiple wand actions, advance the corresponding number of spaces. When you **cross or reach** certain coloured spaces, there will be certain effects:

- **Light Brown Space:** Nothing happens
- **Dark Brown Space:** **Gain a bonus action according to the space for every such space you passed or reached.** If, after having advanced, you are the furthest ahead on the Wand, you obtain **twice the number of actions on all dark brown spaces you have crossed this turn.**
- **Silver space:** Gain VP if you meet certain requirements

If you obtain multiple bonus actions and interim scorings, you must carry them out **in the order in which you receive them** (i.e. left to right). You may use your animal marker to help remind you which action/scoring you are resolving.



Scroll Action: Get 1 Scroll from the display. Multiple scroll actions give you more scrolls to choose from.

When you do the Scroll action, you get 1 Scroll from the display. If there is currently only one Scroll action available to you, you obtain the first displayed Scroll (position I, at the bottom). Display the Scroll face up in front of you. If you activate multiple Scroll actions, your choices increase to a number of positions equal to the strength of the action (but you still only get one scroll). After you take a Scroll, all cards above it in the display are immediately moved 1 space down. Then a new Scroll is drawn from the draw pile and placed face up on position VI.

Using magic chips and reinforcing scrolls to gain scrolls:

- For each **scroll magic chip** you use, you can take 1 additional scroll from position I. You cannot combine scroll chips to take a scroll from a higher position.
- For each **reinforcing spell** you use with a scroll magic chip, you can increase the number of positions from which you can choose.

There are 2 types of Scrolls:

1. **Reinforcing Spells: Reinforcing Spells are single use:** they **increase the number of the depicted actions** that you have already triggered (e.g. by placing a hex tile) by the number shown (**usually 2**). A Reinforcement Spell alone does not trigger any actions. If you play a Single Reinforcing Spell, you gain only 1 additional action, but **can choose** the action type you want to reinforce. Reinforcement Spells of one type can be combined with one another on one action. Once you have used a Reinforcing Spell, flip it over and put it next to your screen. Unused Reinforcing Spells stay displayed in front of you until they are used. Unused Reinforcing Spell Scrolls score 2 VP each at game end.
2. **Prophecies:** Prophecies are task cards that score victory points at the end of the game, depending on how well you were able to fulfill the Prophecies. You get:
 - 1/3/5/7 VPs if you: **did not meet minimum/fulfilled the Prophecy to a minor degree (top row)/fulfilled the Prophecy to a major degree (middle row)/fulfilled the Prophecy perfectly (bottom row)**

Game End: The Game Ends after 11 Rounds, i.e. when each player has only 4 hex tiles left behind their screen.

Final Scoring: Players score points as follows:

1. **Owl Tiles** you have collected on the Pentagram (depicting VP).
2. **Magic Chips** (2 VP each, irrespective of whether you used them)
3. **Scrolls:**
 - a. Unused reinforcing spells score 2 VP
 - b. Unfulfilled prophecies score 1 VP
 - c. Fulfilled prophecies score according to their scoring criteria

The player with most VP is the winner. In the case of a tie, the tied player further ahead on the magic wand (or the first to reach the end, is the winner.