

Witches of Wickville

Dustin Dobson & Milan Zivkovic

2-4 PLAYERS | 20 MINUTES | +8 YEARS

CONTENT

- 4 Witch character cards (2x Blue, 2x Red)
- 12 Witchcraft cards (4x Blue Candles, 4x Red Candles, 3x Yellow Potions, 1x Grimoire Book)
- 2 Guardian cards (1x Blue Guardian, 1x Red Guardian)

INTRODUCTION

The Witches of Wickville are cursed! Every century the covens battle to be the first to complete the Grimoire's sacred ritual. If you summon your Guardian OR defeat the other witches you will break the curse, but if you fail, your coven will be banished back into the shadows until the next ritual.

2 PLAYER SET UP

- Throughout setup, make sure that all cards have their inactive side up, besides the Grimoire Book, which can be on either side.
- One player chooses one of the blue characters and the other player chooses one of the red characters.
- Place the 2 Guardian cards in the center of the table.
- Take all remaining Witchcraft cards and shuffle them together. Create the summoning circle by dealing the cards evenly in a circle around the Guardian cards.
- The player who most recently lit a candle is the 1st player.
- Take the Grimoire Book card and set it so that the 1st player's color is face-up. Then place the 1st player's Witch card next to the Grimoire Book, on the outside of the circle.
- Place the 2nd player's Witch card 6 spaces away, opposite the 1st player.



PLAY

Starting with the first player and proceeding in clockwise order (alternating between teams), players take turns completing the following 2 steps:

1. Perform Actions

On your turn, in any order, you may take the Move, Flip, and/or Swap actions. You must always Move each turn. You may optionally choose to Swap and/or Flip. And you may only perform each action once.

Move [required]

Move your character 1-2 spaces in the direction shown on your character card. You may not end your movement on top of another character. You must move every turn unless you are blocked from moving to a free space. If you are blocked, your character takes damage instead, and you skip the Move action this turn.

Swap [optional]

Use the swap ability listed on your character card. This allows you to swap a specific set of cards.

Flip [optional]

Flip the card in front of you, triggering any ability that is listed.

KEY CONCEPT: Anytime you flip a card, you trigger that card's ability. If that ability flips another card, then that triggers that card's ability, and so on.

2. End of Turn Checks

After completing all actions you wish to perform, check to see if you have made an attack and if you activated a Guardian.

Attack

If all yellow potions are active then you trigger an attack. The next opponent in front of your character immediately takes 1 damage. Then, deactivate all yellow potion cards.

Activate the Guardian

If 5 red or blue symbols are active (4 Candle cards plus the Grimoire Book), then you have activated a Guardian. Note: It is possible to activate either team's Guardian.

- If this Guardian has not yet been activated this game, flip it to its back side. Then deactivate all of its color Candle cards, but do not change the Grimoire Book.
- If this Guardian has already been activated once before this game, That Guardian's player immediately wins the game.

KEYWORDS

Deactivate

Turn the specified cards over to their inactive side. This is not considered a "flip" and does not trigger the card's ability.

Current, Next, and Previous

Current means the card in the summoning circle directly above your character card. Next means the card after the current card in the direction your character is facing. And Previous means the card in the direction opposite that your character is facing.

CHARACTER CARDS

These are the witches that players move around the circle and use to manipulate the cards in the circle with. The character cards show your color, the direction you move around the circle (clockwise or counter-clockwise), and your character's unique swap ability.

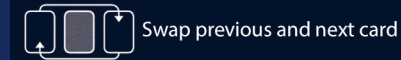


If your character card is damaged, it is flipped over to its opposite side with the skull icon.

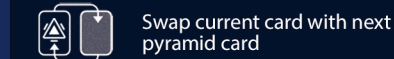
If your character is damaged again you have been defeated and your opponent immediately wins.

Witch swap ability

Each witch character has a special exchange ability, it is an ability that we can optionally activate on our turn:



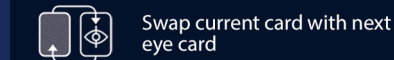
Swap previous and next card



Swap current card with next pyramid card



Swap new two cards



Swap current card with next eye card

WITCHCRAFT CARDS

There are 4 types of witchcraft cards that make up the summoning circle: Blue Candles, Red Candles, Yellow Potions, and the Grimoire Book. During your turn, you will move your character around the circle, manipulating these cards.

Colors & Inactive/Active States

Each witchcraft card is one color (blue, red, or yellow) and has an inactive side with a circular outline icon and an active side with the icon's circle filled in. The one exception is the Grimoire Book, which has two active sides, one for each color.



NOTE: A witchcraft card's ability always triggers when it's flipped regardless of whether it was flipped to the active or inactive side.

Blue & Red Candles

The candle cards have various abilities that players will trigger and chain together with the goal of trying to get all of their colored witchcraft cards to be active.

Actions when flipping the candles

- Flip next card
- Flip next inactive card
- Flip next Eye card

Yellow Potions

The yellow potion cards provide 3 different special movement abilities that players can trigger. The special movement triggered on this card is not considered your move action on your turn

Yellow Potion Move Abilities

- Move 1-3 spaces in EITHER direction (forward or backward)
- Move to the NEXT or the PREVIOUS Eye card
- Move to the NEXT or the PREVIOUS Pyramid card

Additionally, if all 3 yellow potions are active at the end of your turn, you've also triggered an Attack. See "Attack" listed under the Action section above.

Grimoire Book

The Grimoire Book card is a special card that has Blue (active) on one side, and Red (active) on the other. This

card is NEVER considered to be inactive. If this card is ever flipped to your color on your turn, you immediately begin a new turn.

Guardians

The blue and red Guardians are special cards inside the center of the summoning circle. If your Guardian is activated twice it has been summoned and you win the game. In order to flip it, you must first flip all your color candle cards to active, plus have the Grimoire Book card on the side with your color.

This activates your Guardian card, but also deactivates all of your colored candle cards (do not flip the Grimoire Book though). If you are able to flip all those same cards back to active with the Grimoire Book card on your color again, you win!

WIN CONDITIONS

There are two ways to win:

SUMMON YOUR GUARDIAN

You win if your Guardian is activated twice.

DEFEAT YOUR OPPONENT

You win if you deal 2 damage to any opponent.

4 PLAYER VARIANT

- With 4 players, split into 2 teams with each team taking their color characters and each player choosing one of those. For 3 players, See the 3-player variant listed after the standard rules. Any unused characters are removed from the game.
- With 4 players, make sure teammates are situated appropriately so that play can alternate between teams in clockwise order. Such as: Player 1 (red), Player 2 (blue), Player 3 (red), Player 4 (blue).
- In a 3P or 4P game, the 1st player's teammate's Witch card is placed 6 spaces away from them, and the opposing players' Witch cards are each placed 3 spaces away from the first player, to the left and right.

3 PLAYER VARIANT

With 3 players, the game plays the same with the following changes:

- During setup, one player takes both characters of one color to play against a standard team of 2 players.
- Turns alternate between teams, with each player taking 1 turn with their character in player order.
- For the single player with 2 characters: As a reminder for which character goes next, at the end of your turn rotate that character 90 degrees to exhaust it, then un-exhaust your other character card to show that it is ready for the next turn.



CREDITS

Witches of Wickville is a game by
Milan Zivkovic and Dustin Dobson.

CONTENT

- All base game cards
- 1 Hourglass card
- 1 Solo reference card

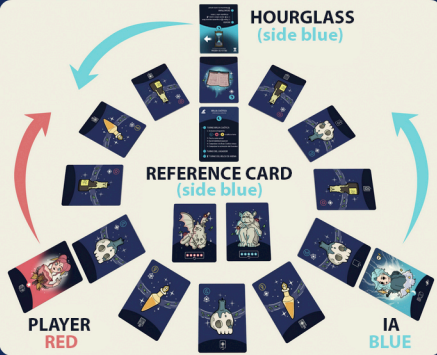
SOLO SETUP

- Choose any character to play with. Then choose a random character from the other team to play as your opponent. Put the other characters away, they will not be used in this game.
- Place the 2 Guardian Spirits on their inactive side in the center of the play area.
- Set the Grimoire Book to the AI's color and place it on the table to start the summoning circle.
- Shuffle all remaining Witchcraft cards to finish creating the summoning circle. All cards in the circle besides the Book should start on their inactive side.
- Set the Hourglass to the AI's color and place it in the spot next to the Grimoire Book (outside the circle).
- Set the Solo Reference Card to the AI's color, and place it below the Grimoire Book (inside the circle).
- Place each character (player and AI) 4 spaces away from the Hourglass in each direction. Both characters should be facing in the direction of the Hourglass.
- Choose a difficulty to play:

EASY	Set the AI character card to its damaged side
STANDARD	No change
HARD	Set your character card to its damaged side



Example Setup for
Red Player / Blue AI



SOLO GAMEPLAY

- AI Turn
- Player Turn
- Advance the Hourglass
- Repeat until the game ends

1. AI Turn

1. The AI moves as many spaces as needed to the next valid location. If there are no valid locations to move to, the AI skips the rest of their turn.

VALID LOCATIONS

BLUE AI :

Inactive Blue, Active Red, or Active Yellow



ROJO AI :

Inactive Red, Active Blue, or Active Yellow



2. The AI flips the current card. This triggers any ability on that card, which may trigger other card abilities and so on, exactly like the multiplayer game. There is 1 exception to this: If the AI flips a Yellow card, it ignores that card's move ability.

3. The AI performs it's special swap ability.

4. Check if the AI attacks, then check if a Guardian was activated.

5. The AI's turn ends.

2. Player Turn

1. You take your turn exactly as in the multiplayer game.

- If you are blocked, your character takes damage instead, and you skip the Move action this turn.
- If you flip the Grimoire Book to your color, you immediately start a new turn.

3. Advance the Hourglass

Move the ⌚ to the next free space in the direction shown on its card, skipping over any spaces occupied by characters.

If ⌚ the moved past or landed on the spot adjacent to the reference card, the player immediately takes 1 damage.

If the current card is active, deactivate it. Skip this step if the ⌚ is on the 📖 .

DIGITAL RULE BOOK



CREDITOS

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Made in Spain



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