



ILLUSTRATIONS BY  
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## SETTING & OVERVIEW

Whirling Witchcraft is a game for 2 to 5 players, where all players are witches. The witch sitting to the right of you is your nemesis and, of course, the one sitting to the left of you considers YOU to be their nemesis. Your objective is simple; be the first witch to clear your workbench of magical ingredients, or flood the workbench of your nemesis by more magical ingredients than they can handle! Each turn, you will choose a new recipe that converts your magical ingredients to more refined ingredients.

It sounds straightforward, but you'll need a lot of focus and even more cunning in order to juggle those ingredients in your favour!

## QUICK DATA

Game length: 5-20 min

Age: 7+

Number of players: 2-5

## COMPONENTS

- 5 player boards,
- 5 crystal ball tokens
- 180 cubes representing ingredients
  - 56 green cubes (frogs),
  - 56 blue cubes (poisonous flowers),
  - 56 red cubes (mushrooms),
  - 40 white cubes (magical smoke),
  - 30 grey cubes (lesser creatures),
  - 20 black cube (higher creatures),
- 55 recipe cards (49 equipment tiles and 6 starting tiles with purple back)

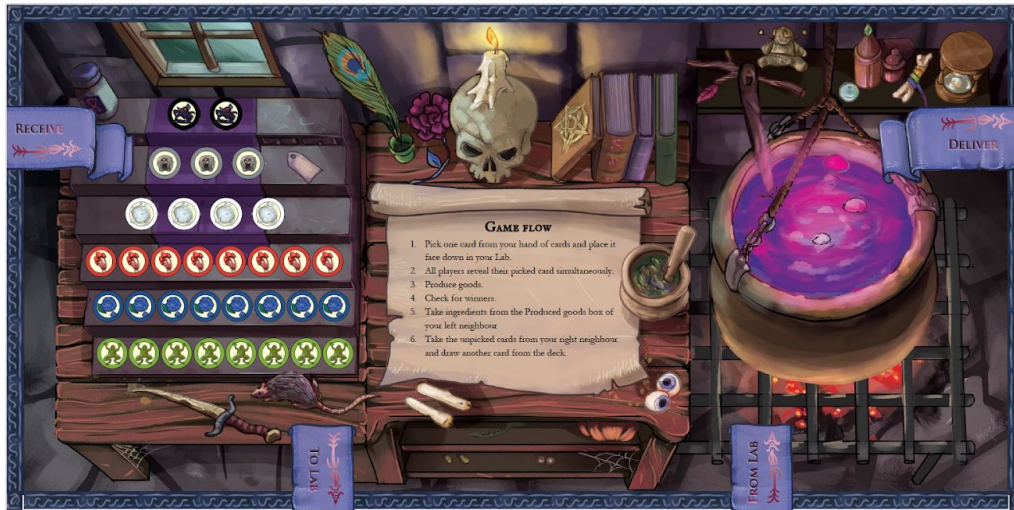
## ICON SUMMARY



## ANATOMY OF COMPONENTS

### PLAYER BOARD

Each player is given a player board. The player board consists of the workbench (left side), where the ingredients are stored during the game, and the produced mixtures area, where the ingredients that are produced during a round are stored before they are passed to the neighbour on your right side.



### RECIPE CARDS

During the game, players will gain recipes. A recipe has two fields. Each field contains up to three ingredients on them. The upper field of the tile contains the *input ingredients* and the lower field contains the *produced ingredients*. Each ingredient has a colour which corresponds to an *ingredient cube*.

#### STARTING RECIPE



The starting recipes are the only tiles with one input ingredient and two produced ingredients. If this recipe is fed one blue ingredient, the blue ingredient will be transformed into one green and one red ingredient.

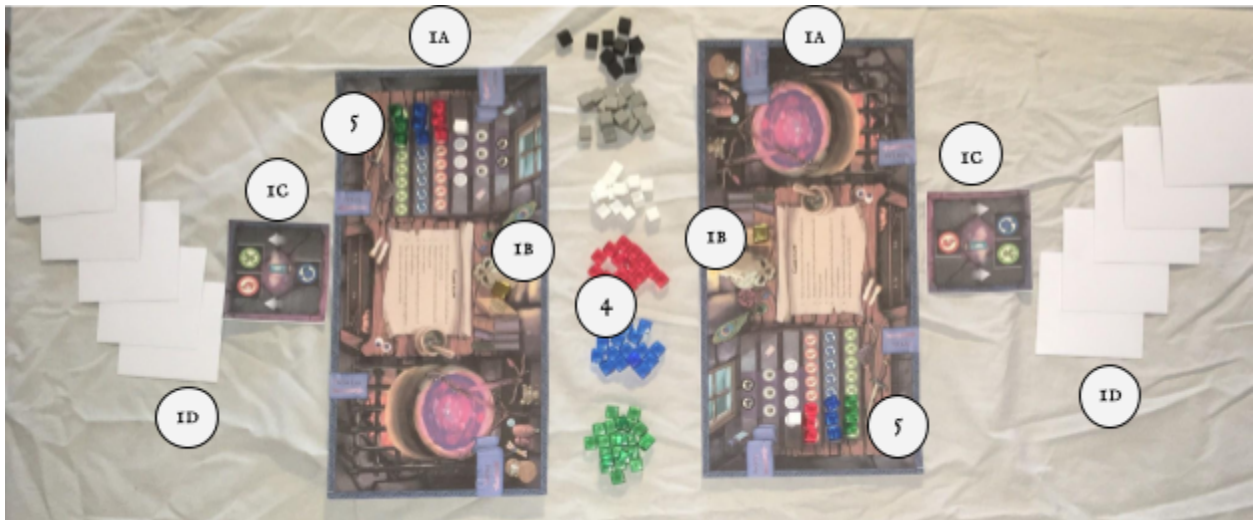
#### (ORDINARY) RECIPE



If the recipe above is fed two red ingredients, the red ingredients will be transformed into one blue, and one white ingredient.

## SETUP

1. Give each player:
  - a. a player board.
  - b. a crystal ball token (place it on the player board visible to other players).
  - c. one of the six starting recipes. Put the remaining starting recipe(s) back in the box.
  - d. A number of recipe cards. In a 2 player game, give each player 5 recipes. In a 3 player game, give each player 4 recipes. In a game of 4 or more players, give each player 3 recipes. These recipes shall not be shown to the other players.
2. Each player places their starting recipe face up in the lab (the area below their player board).
3. Place the other recipes face down in a pile in a central area within reach of all players.
4. Place all ingredients in the same area as the recipe deck.
5. Each player takes three red, three blue, three green and one white ingredient from the central area and places them in their workbench (left side of the player board).



The setup of a two-player game

## THE ROUND

Each round is divided into six steps. Each of the steps is performed simultaneously for all players.

### STEP 1. PLAY A RECIPE FROM YOUR HAND

Each player chooses one of their recipes on their hand and places it face-down in the lab (below their player board), next to any recipe cards already placed here. You must play a recipe card, even if you won't be able to use it this round. For example, in the first round, each player will play a recipe card face down next to the start recipe already placed face up.

**Crystal ball:** During this step, each player may use their crystal ball. If they do, they discard the crystal ball and all of their recipes on their hand (place them in the bottom of the recipe deck in the central area). Then draw an equal number of new recipes as you discarded from the recipe deck. Now they must choose one of the newly drawn recipes to play face down below their player board. *Note that the crystal ball can only be used once per player and game.*

### STEP 2. REVEAL YOUR PLAYED RECIPE CARD

When all players have chosen a recipe in Step 1, all players reveal their chosen recipe and places it faceup in their labs with the arrows of the recipe pointing downwards, next to any recipe cards already in your lab.

### STEP 3. PRODUCE INGREDIENTS

To produce ingredients with your played recipes you need to feed them with ingredient cubes taken from either your workbench or from produced ingredients on another recipe fed this round. Place these ingredients on the input ingredients of a recipe of your choice. A recipe can only be fed if you put all the required ingredients on it. You are never forced to feed a recipe even if you have the ingredients available to you. A recipe can only be used once per round - if there are input ingredients placed on the recipe you know that it has been used this round.



**EXAMPLE OF STEP 3:** A player places a blue ingredient on the left recipe (1.) The player takes one green and one red ingredient from the central area and places it on the produced ingredients of the same recipe. The player can now either take two red ingredients from their workbench (if they have any) or (as depicted by 2. and 3.) they can take the one red ingredient from the left recipe card and one from the workbench and place it as an input ingredient on the right recipe card. If two red ingredients are placed on the right recipe card, one blue and one white ingredient is placed on the right recipe card from the central area.

If a recipe is fed, place ingredients from the central area on the produced ingredients of the recipe card.

Once all your recipes that should be fed are fed, move all input ingredient cubes on your recipes to the central area and all produced ingredient cubes to your mixture area. You don't have to use the recipes in the order they are played. The mixture area is used to reduce confusion of ingredients between step 3 and 4.

#### **STEP 4. CHECK FOR WINNERS**

At this point in the game, the game can be won in two ways:

- If a player's workbench is empty they win the game. If two players empty their workbench simultaneously they share the victory.
- If a player has too many ingredients to fit onto their player board, they lose the game and the player to their left is declared the winner. If that player has lost the game as well, the player to the left of them is the winner (and so on). *Note: the number of ingredients you can fit onto your player board is indicated by the depicted ingredients on your player boards: you will lose if you have 9 or more red, green, or blue ingredients; 5 or more white ingredients; 4 or more grey ingredients; or 3 or more black ingredients in their workbench.* A single excess cube of a single colour is sufficient to lose. If more than one player is winning simultaneously in this way, the player with the fewest ingredients on their workbench of those players is declared the true winner!

Note that this is the only time that the game can be won. For example, you are allowed to have more than 8 blue ingredients during Step 5. However, if you still have 9 or more blue ingredients during Step 4, you lose the game.

#### **STEP 5. SEND INGREDIENTS TO YOUR RIGHT NEIGHBOURS**

If no player is declared as a winner in Step 4, take all ingredients in your mixture area and place them on the workbench of your right neighbour.

#### **STEP 6. PICK UP YOUR RIGHT NEIGHBOUR'S UNPLAYED RECIPES**

Each player now takes the remaining recipes from their right neighbour's hand. Then they draw one new card from the recipe deck in the central area. Each player should now have an equal number of recipe cards as they had during the setup of the game in their hand.

Start a new round and keep playing the game until a winner is found during Step 4!

## **ACKNOWLEDGEMENTS**

The passing of resources around the table was inspired by a real-time 3D brick building game that I sincerely hope will be published, so I can play it with my family. I would like to thank the creators and designers, Magnus Karlsson and Henrik Gidmark for the beautiful idea!

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Whirling Witchcraft won the Best game 2019 award at Fastaval 2019.  
Thank you for all the encouragement!



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