



Matt Green & Sam Mercer

3–6 players • 15 minutes

In an odd little village in a far away place, strange things have been happening.

Suspicion and unease have reached a crescendo of wild conjecture and accusations, and Mr Tiddles the cat, once a beloved member of the community, is now seen as an artefact of witchcraft. Just how much does Mrs Hogbottom and her suspiciously hooked nose have to answer for?

INTRODUCTION

In *Witch Hunt* you take on the role of rumour-mongering old women in a medieval village who have little to do but stew over perceived slights, and gossip about the likelihood of the other villagers being in league with dark forces.

Curiously, some of the villagers might actually be practicing witchcraft, and are rather anxious to remain undiscovered lest an angry mob arrive.

Who will discover the most witches and who will remain in the village unnoticed? Is that black cat really a family pet? Who has built a ducking stool? And what are you doing with that newt?

COMPONENTS

The game contains the following 18 cards:

- 6 Identity cards
- 12 Rumour cards

You will also need some paper and a pen to keep score.

SETUP

Give each player an Identity card. Shuffle the 12 Rumour cards and deal them face down:

- **3 players:** Deal 4 cards to each player.
- **4 players:** Deal 3 cards to each player.
- **5 players:** Deal 2 cards to each player, and place the remaining 2 cards face up beside the play area (see *Discarding cards*).
- **6 players:** Deal 2 cards to each player.

Pick up your Rumour cards. These are your ‘hand’ of cards for the round.

All players look at their Rumour cards, and then secretly choose whether to play the round as a Witch or a Villager. Place your Identity card face down in the middle of the play area, with your chosen identity pointing towards the centre.

Choose a start player to take the first turn.

AIM OF THE GAME

The game is played over a series of rounds, until at least one player has 5 points. In each round, the Villagers try to find the Witches, and the Witches try to stay hidden. You gain points for finding Witches and by keeping your identity hidden the longest.

RUMOUR CARDS

Every Rumour card has two different effects:

- **Witch?** — If you are ever accused of being a Witch, you may reveal a Rumour card from your hand and resolve its **Witch?** effects to avoid revealing your identity.
- **Hunt!** — On your turn, instead of making an accusation, you may reveal a Rumour card from your hand and resolve its **Hunt!** effect.

Whenever you play a card to use its effect, you must do everything it says, if possible. Always play Rumour cards face up in front of yourself. Some card effects require you to have an already revealed Rumour card to be played.

*Important: When a card effect tells you to choose a player, you **cannot** choose yourself!*

HOW TO PLAY

The start player goes first. On your turn, you must *either*:

- Accuse another player of being a Witch.
or
- Reveal a Rumour card from your hand and play it face up in front of yourself, resolving its **Hunt!** effect.

If you accuse a player, they must *either*:

- Reveal their identity card.
or
- Reveal a Rumour card from their hand and play it face up in front of themselves, resolving its **Witch?** effect.

After an accusation

If a player you accuse reveals their identity, you score as follows:

- If they are a **Witch**, you gain **1 point**. The accused player is then out of the game for the rest of the round, and you take another turn.
- If they are a **Villager**, you gain **no points**. The accused player takes the next turn.

You cannot accuse a player whose identity has already been revealed.

Revealing your identity

If you are ever revealed as a Witch, you are out of the round and cannot take further turns or play more cards.

If you are ever revealed as a Villager, you remain in the round, and can continue to take turns and play cards as usual. Some card effects require you to already be revealed as a Villager to be played.

End of round

When only one player remains with an unrevealed Identity card, the round ends. They then reveal their identity and score points:

- If they were a **Witch**, they score **2 points**.
- If they were a **Villager**, they score **1 point**.

Starting a new round

Begin a new round by shuffling all 12 Rumour cards and dealing new hands. At the start of each round, all players may freely choose to be either a Witch or a Villager.

The player who was last to reveal their identity in the previous round goes first in the next round.

DISCARDING CARDS

Three cards — *The Inquisition*, *Ducking Stool* & *Cauldron* — can force players to discard cards. Place any discarded cards face up beside the play area. In a 5-player game, treat the 2 cards placed beside the play area at the start of the game as discarded cards.

The *Black Cat*’s **Hunt!** effect allows a player to add any one discarded card to their hand.

END OF THE GAME

At the end of a round, if any player has at least 5 points, the player with the most points wins. If the game is tied, then players will have a high-stakes “monkey knife fight” and duel to the death. The survivor wins.

