

Witch Hunt

3-7 players, 30 minutes

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People in your city have started acting strangely, and suddenly everyone is worried about witches. Come to think of it, your neighbor has been especially annoying recently. He could be a witch. You should probably get everyone to burn him.

Equipment:

7 Character cards

21 Testimony tokens

2 Belief cards

Character cards:

Character cards determine how players score points and sometimes give them special abilities. Players may only show their Character cards to other players if told to by a card or as their action.

Testimony tokens:

Every player has a set of Testimony tokens, which have an accusation side and a defense side.

Setup:

Separate the Character cards into two piles: Heathen and Puritan. Shuffle the piles and draw the correct number of cards from each pile (see the chart to the right).

Deal one Character card randomly to each player. Discard the remaining card without looking at it. Each player looks at their Character card and places it face down in front of them.

Divide the testimony tokens evenly among the players, discarding the extras.

Game Play:

Character Card Counts		
Players	Heathen	Puritan
3	1	3
4	2	3
5	2	4
6	3	4
7	3	4

The player who lost any game most recently goes first. Players take turns. A turn consists of 1) taking an action and 2) bearing Testimony. When any player starts a turn with no Testimony cards in their hand, the game ends immediately.

Taking an action:

Players may take one of the following actions:

- *Share*: the player may offer to share Character or Belief cards with another player. The player has to agree to share. Take turns sharing. When you share, you take the two belief cards and your role card into your hand. Select one of the cards to reveal to the other player, however you cannot select the belief that does not match your character card's belief. Players may not show the shared card to another player, but may talk or lie about it. If no one agrees to share, the active player may take another action instead.

- *Investigate*: the player may look at all of the Testimonies played on another player. The other player does not have to give consent.

Players may not publicly reveal other players' cards when they see them, but it is legal to tell other players what they saw (or lie about what they saw).

Bearing Testimony:

After taking an action, players may bear a Testimony by placing one of their Testimony tokens in front of another player, under their Character card. If a player chooses not to place a Testimony token on another player, they must discard a Testimony token.

Game End:

Reveal all Testimony tokens on every player. Sum their values to determine each player's Standing. Players with a Standing of less than 0 are killed.

After all players are either killed or survive they all reveal their Characters and sum up their score. Score is calculated as follows:

- *Death*: Each player loses 1 point if they die at the end of the game.
- *Character Cards*: Each player reads their Character card and gain an appropriate number of points based on which requirements they fulfilled.

Play three games, and then the player with the highest combined score wins. If multiple players have the highest score, they all win.