



THE WITCHES

'The Witches' game draws on some of the characters and situations described in Terry Pratchett's Discworld® books. In the game you take on the part of a young trainee witch such as Tiffany Aching or Petulia Gristle. You have been dispatched to Lancre to improve your craft, which seems to be a case of learning on the job. Being a witch means solving other peoples' problems. One day you will be curing a sick pig or fixing a broken leg. On other occasions it will mean fighting back an invasion of elves or dealing with the Wintersmith. It very much depends which day of the week it is.

In essence this is an adventure game. As a trainee witch you move around the board attempting to solve problems which come in two types, easy ones and hard ones. At first you should stick to attempting to solve easy problems as doing so will increase the number of cards you hold, making you stronger. At some point you will be able to take on hard problems. All problems are solved in the same way, you roll the dice and see if you reach the required total. You can increase your chances of success by using headology and magic (although with the latter you have to be careful you do not turn 'Black Aliss'). Cards may also help you to succeed, as well as giving you other advantages. Solving problems gains you points, and the witch with the most points at the end of the game is declared the winner.

Players must be careful to not let too many crisis situations build up, as if they do the game will end quickly, resulting in everybody losing.

'The Witches' is a game for one to four players and should take around ninety minutes. Please do not be daunted by the number of pages of rules in the game. The game itself is not too complicated, but there are a number of situations that may occur where the rules have to be clearly expressed, which leads to additional pages. You can get a good idea of how to play the game from the Player Aid Card. You can then refer to these rules when you need to seek clarification about a particular rule or situation.

Components

As well as these rules and a game board you should also have the following:



Four Witch pieces



Four Witch dice



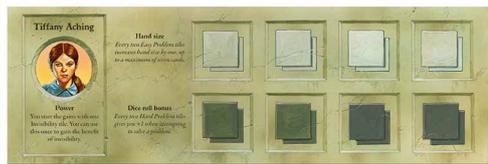
Thirty Easy Problem tiles



Seventeen Hard Problem tiles



Player Aid Card



Four Trainee Witch displays



One Invisibility tile



One Cure Sick Pig tile



One Magic tile



Fifty five Game cards



Sixteen Cackle counters

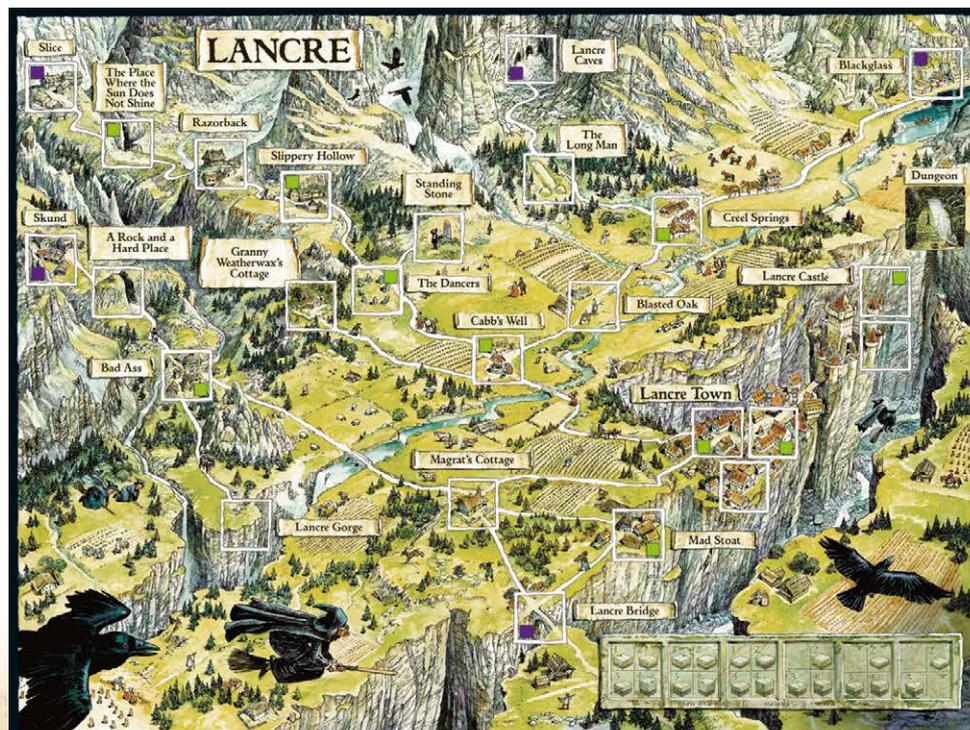


Twelve Crisis counters



Twelve Black Aliss tiles

The board



Starting the game

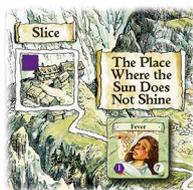
Shuffle the Hard Problem (purple) tiles face-down. Place one face-down in each location box on the board that is marked with a purple square (of which there are five).



Then place a number of Hard Problem tiles in each Problem box (along the bottom of the board) as indicated below, which depends on the number of players. Note that some boxes may be left empty depending on the number of players.

One player – 1, 1, 1, 0, 0, 0 Two players – 1, 1, 2, 1, 1, 1
 Three players – 2, 2, 2, 2, 2, 2 Four players – 2, 2, 2, 2, 2, 0

Now shuffle the Easy Problem (green) tiles face-down. Place one face-down in each location box on the board that is marked with a green square (of which there are ten). After placing these tiles turn them face-up. Then place a number of Easy Problem tiles in each Problem box as indicated below.



One player – 2, 2, 1, 0, 0, 0 Two players – 2, 2, 1, 2, 1, 1
 Three players – 2, 2, 2, 2, 2, 2 Four players – 4, 4, 4, 3, 3, 0

Turn each pile of Easy Problem tiles so that they are face-up. All surplus tiles should be placed back in the box without being examined. Note that all Easy Problem tiles are face-up while all Hard Problem tiles remain face-down. Hard Problems are only revealed when a player visits the location containing the tile or a card is played.



Example: Here is an example of how the Problem boxes should look in a four player game, with two Hard Problem tiles face down in the first five boxes, four Easy Problem tiles face up on top of the first three stacks, and three Easy Problem tiles face up on the next two stacks. The sixth Problem box is empty.

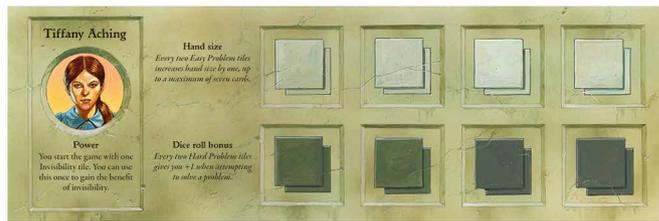
Cackle counters will be acquired by players during the game for a variety of reasons, which will be explained later. The number of Cackle counters in the game depends on the number of players, as indicated below:

One player – four Cackle counters.
 Two players – eight Cackle counters.
 Three players – twelve Cackle counters.
 Four players – sixteen Cackle counters.

Any unused Cackle counters should be placed back in the box.

The Crisis and Black Aliss counters should be placed by the side of the board.

You now decide who will be the first player to choose their trainee witch personality. Each player should roll all four Witch dice. Whoever rolls the highest total will be the first to choose a Trainee Witch display. Note that the 'Cackle' symbol on each die has a value of zero. In the case of a tie then re-roll the dice. After the first player has chosen a Trainee Witch display the player to their left chooses a display, then the player to their left, until all players have selected a display.



You now take the Witch piece that matches the colour of your Trainee Witch display.

The display that you choose tells you which trainee witch personality you are playing in the game. There are four personalities, each of which has a special ability, as described below:

Tiffany Aching starts the game with the Invisibility tile. You can use this once during the game to gain the benefit of invisibility. This power is described in more detail later on in the section that describes card effects at the end of these rules.



Annagramma Hawkin starts the game with the Magic tile and one Cackle counter (taken from those available in this game). The magic tile can be used in the same way as a card with a magic symbol on it, which means you take one Cackle counter when you use it. You can only use it once.



Petulia Gristle starts the game with the Cure Sick Pig tile. You can use this once during the game to automatically solve a problem involving a sick pig.



Dimity Hubbub goes first when the game starts.



Finally, shuffle the cards and deal out three face-down to each player. Place the remaining cards by the side of the board to form the draw deck. One player should volunteer to take 'control' of the deck to make sure one card is drawn at the start of each player's turn. It is a good idea to choose somebody responsible and with a good memory.



If no player has taken Dimity Hubbub then the player who selected his or her Trainee Witch display last becomes the first player.

Going clockwise from the first player each player places their witch piece on an empty space on the board (it cannot be one containing a Problem tile). You can start in the same space as another witch.

The cards

Cards contain three or four distinct pieces of information and only one is used whenever a card is played. These are:

Symbol

Each card has either a 'magic', 'headology' or 'broomstick' symbol on it. Magic and headology are used to help solve problems. Broomsticks are used to move around the board quickly.



Magic

Headology

Broomstick

Benefit

All of the cards will have a benefit described on them. You can play a card for its benefit at any point during your turn, and this does not count as an action. There is no limit to the number of benefits you can play during your turn.

Power of three

If you play three cards marked 'Power of three' and the characters on each card are different, then you can automatically solve any problem.

Location

At the start of each player's turn a card is turned over and a Problem tile is placed in the location indicated at the bottom of the card.



Playing the game

Now you are ready to start playing the game. Players take their turn in player order, which is clockwise around the table. When it is a player's turn he or she goes through the following phases:

1. Place the next Problem tile.
2. Move witch – you may perform this action twice.
3. Draw cards to bring hand up to the maximum allowed.

The next player then has his or her turn. The game continues in this manner until one of the game end conditions has been met. The game ends either when all of the Problem tiles have been placed or when a Crisis counter needs to be placed on the board and none are available or when there are three Elven tiles face-up on the board.

1. Place a Problem tile



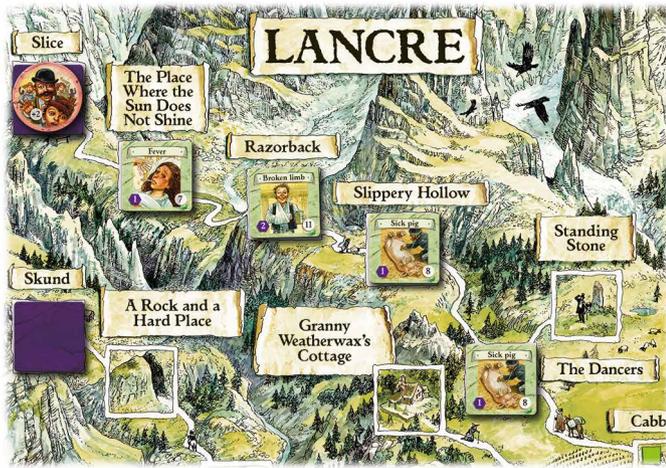
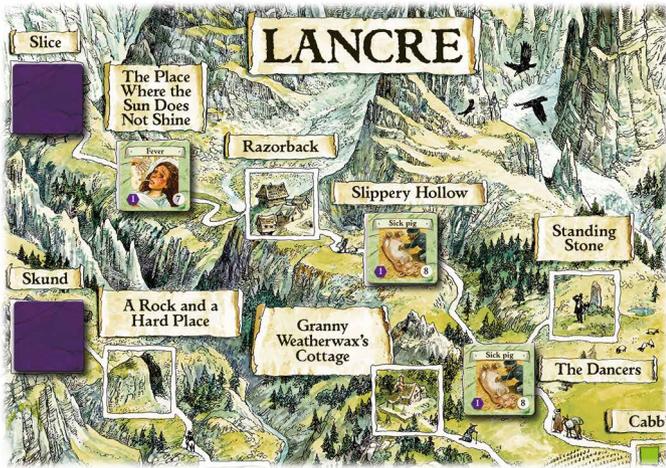
The player who has taken responsibility for the deck now draws one card to see which location the next Problem tile should be placed in. Take the top tile from the left-most stack and place it in the location indicated.

If there is already a Problem tile in that location then place a Crisis counter in the location, on top of the tile. If there is already a Crisis counter there then you do not place another one, *i.e.* a tile can have a maximum of one Crisis counter on it. Then draw another card for the placement of the original tile. Repeat this process as necessary, so it may occur that a number of Crisis counters are placed on the board.



When placing a tile in Lancre Castle or Lancre Town it should be placed in an empty space if possible. If this is not possible then the active player decides which tile, if necessary, the Crisis counter will be placed on before another card is drawn. If one or more spaces in the castle or town are occupied by witches then you do not place a Crisis counter there, just draw another card instead.

If it is necessary to place a Crisis counter and none are left then the game ends immediately, with nobody winning.



Example: Pat, being very important, has control of the deck. It is the beginning of Heather's turn. Pat draws a card to decide where the next problem tile will go (which is a Broken Limb Easy Problem tile). The card is marked 'Slice'. As there is already a Problem tile in Slice a Crisis counter is placed there. Pat now draws another card. This says 'Razorback', which is empty. The Broken Limb tile is placed here.

A Problem tile cannot be placed in a location containing one or more witches. If this occurs then another card should be drawn. Essentially you will continue to draw cards until a suitable location is found to place the tile.

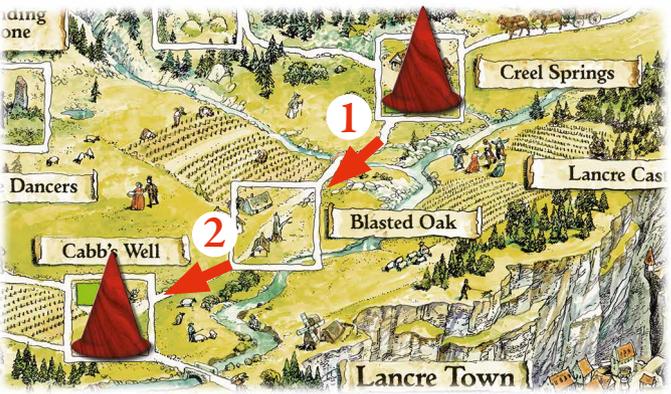
When you place a Hard Problem tile in a location it should remain face-down.

The game will end at the end of the turn in which the last Problem tile is placed on the board.

2. Move witch

You can now move your witch. You should treat each movement as an individual action. You perform this action twice in your turn. There are two ways to move, walking and by broomstick. You are not forced to move, you could choose to stay where you are.

Walking



If you decide to walk then you can move along one or two connections. You cannot move through a location that contains a Problem tile or another witch. You must stop as soon as you enter such a location and then either attempt to solve the problem or have tea, depending on the situation. Invisibility will allow you to move through such a location without having to stop. Note that Lancre Town and Lancre Castle are connected by a path.

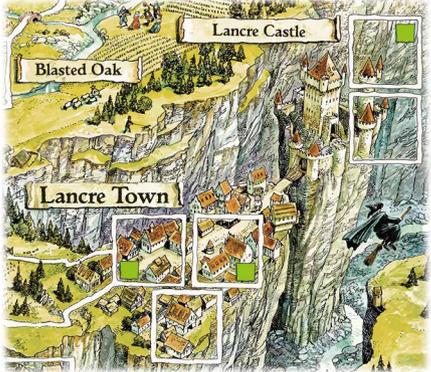
Broomstick

If you wish to move by broomstick then you must hand in one card with a broomstick symbol on it. You can then move to any location you wish on the board. As you are flying, you do not have to worry about Problem tiles in the intervening locations.



Multiple space locations

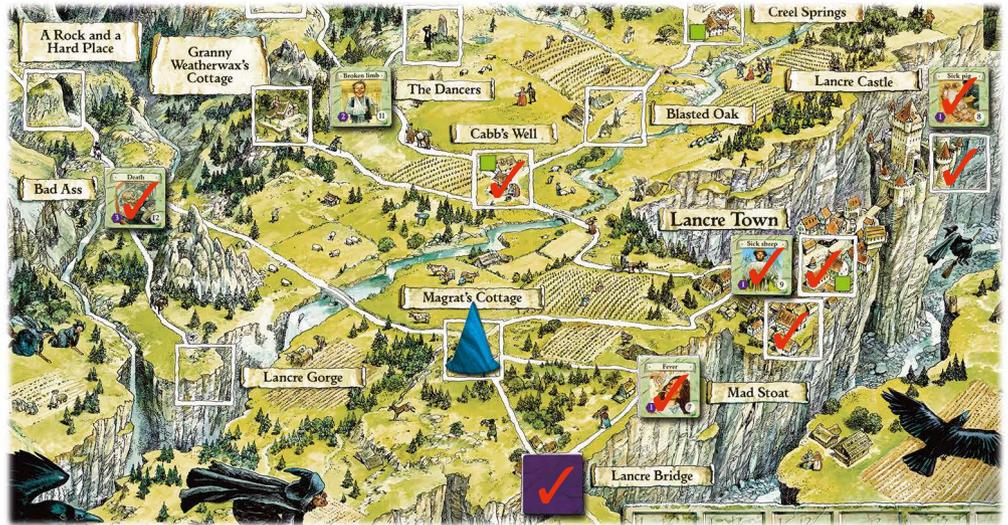
If you move to Lancre Castle or Lancre Town then you choose which space you wish to move to in that location. Note that you can avoid any spaces with Problem tiles or witches in them as long as at least one space is empty. You could, if you wished, continue moving.



If you are already in Lancre Castle or Lancre Town and you wish to move to a different space in the same location then this is considered to be a move action.



Example: *Tiffany Aching is at Magrat's Cottage. She decides to walk rather than fly by broomstick, which means she can move along two connections. From her location she can reach the places marked with a red tick. She cannot move to 'A Rock and a Hard Place' OR 'Lancre Gorge' as she must stop at 'Bad Ass' to deal with the problem there. She can move through Lancre Town to get to Lancre Castle as there are a number of empty spaces. If all three spaces had Problem tiles in them then she would have to stop and solve one of the problems.*



Secondary action

After you have finished moving your witch you must perform one secondary action, which will be dictated by where you moved. There are three secondary actions, which are:

Solve a problem, which you must try to do if there is a Problem tile in the location.

Have tea, which you must do if there are one or more other witches in the location.

Do nothing, which you must do if you have nothing better to do.

These secondary actions will now be described in more detail.

Solve a problem

If you move to a location/space containing a Problem tile then you must attempt to solve that problem.

If it is a face-down Hard Problem then flip the tile face-up.

Easy Problem and Hard problems are solved in the same way, by rolling the Witch dice.



The Problem tile will have a difficulty rating, shown in the bottom right-hand corner. This is the number that you must equal or exceed with your dice roll.

If a Crisis counter is on the tile then the difficulty rating is two higher, *i.e.* you would need to roll nine or more to cure the fever and twenty five or more to defeat Lily Weatherwax.



You first roll two Witch dice. Note that each die is marked with one 'Cackle' symbol. This has a value of zero.



You now have the option to run away or continue trying to solve the problem. If you choose to continue then you can use cards to add to your total.



Each card marked with the 'headology' symbol that you put in will add one to your total. Each card marked with the 'magic' symbol that you put in will add two to your total but you must also take one Cackle counter for each such card you put in.



You then roll the remaining two Witch dice. Add together the values on all four dice plus the points from the cards that you have put in. You cannot add more cards for their headology or magic after rolling the second pair of dice. However, you can play one or more cards for the benefit on them. You also add one for every two Hard Problem tiles that you have already gained.

If your total equals or exceeds the difficulty rating on the Problem tile (increased by two if there is a Crisis counter on it) then you have successfully solved the problem. If the total is lower than the difficulty rating then you have failed.

If you roll high enough on your first pair of dice to solve the problem then you must still roll the second pair of dice to see if you roll any 'Cackles'.

Success!

If you succeed in solving the problem then you take the Problem tile and place it on your Trainee Witch display. If there is a Crisis counter on the Problem tile then it is returned to the general stock.

You can keep up to eight Easy Problem tiles on your display. If you gain more than this number keep the extra tile to one side. You still score the points on it at the end of the game; it does not count towards increasing your hand size.

If you have just succeeded against Count Bela de Magpyr then you need to check the rules on the consequences of success.

Failure!

If you fail to solve a problem, whether easy or hard, then you must retreat from the location AND take one Cackle counter. Retreating means moving to a connected location that does not contain a Problem tile OR another witch. You can retreat to any empty location if you play a card with a broomstick symbol on it. You can also retreat to an empty space in the same location if you are in Lancre Town or Lancre Castle. If you cannot legally retreat then you take one additional Cackle counter and move your piece to an empty location of your choice (the location may not have another witch in it). If you failed against a Hard Problem then you must also check to see what the consequence of failure is. Consequences of failure are described at the end of these rules.

Running away

If you choose to run away after rolling the first set of dice then you must move to a connected location that does not contain a Problem tile OR another witch. You can also run away by paying a 'broomstick' symbol card and moving to an empty location of your choice. If you cannot move to such a location then you cannot run away and must continue to attempt to solve the problem. If you choose to run away you do not suffer any consequence due to defeat. You can also run away to an empty space in the same location if you are in Lancre Town or Lancre Castle.

Cackle counters

Every Cackle symbol that you roll results in you taking one Cackle counter. If you are able to re-roll the dice due to the play of a card then you ignore any Cackle results on the dice before you re-roll them.



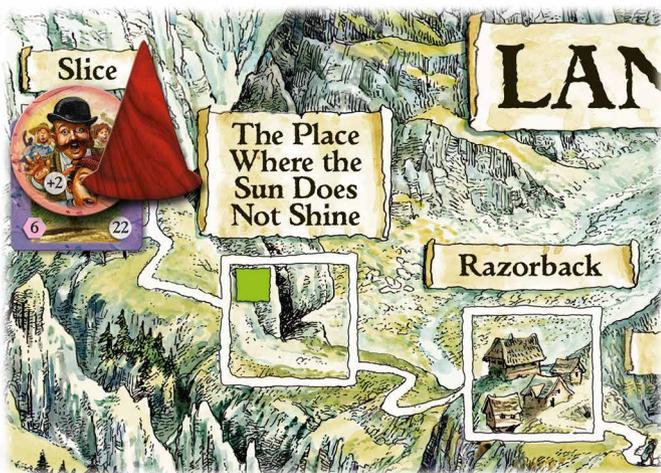
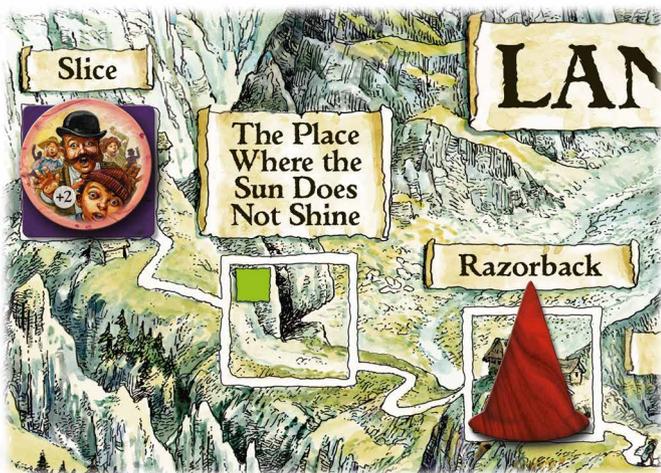
If you are unable to take a Cackle counter due to the stock of them being exhausted then you take the counter from the player who has the most Cackle counters. If you have a choice of players to take from, *i.e.* two or more players jointly have the highest number of Cackle counters, then you decide who you wish to take from. If you have the highest or joint highest number of Cackle counters then for each additional counter you need to take you take a Black Aliss counter instead (each one will cost you one victory point at the end of the game).

Power of three



If you play three cards that are marked 'Power of three' and that have different characters on them then you automatically succeed in solving your problem. You can choose to use these cards at any point in the process of attempting to solve your problem, including after rolling all four dice. Agnes Nitt and Perdita X Dream are treated as being different characters. Solving a problem this way is treated in the same way as if you had solved it by rolling the dice.

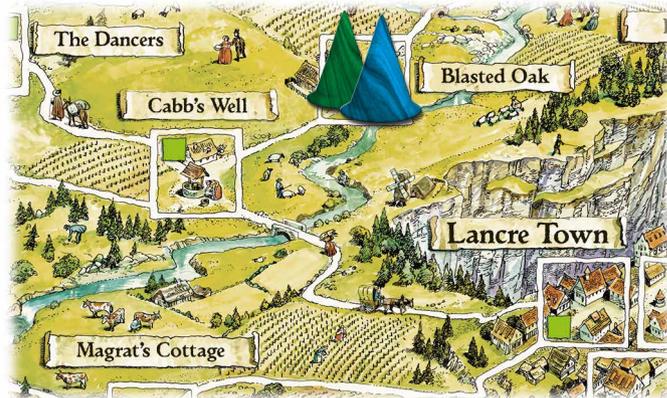
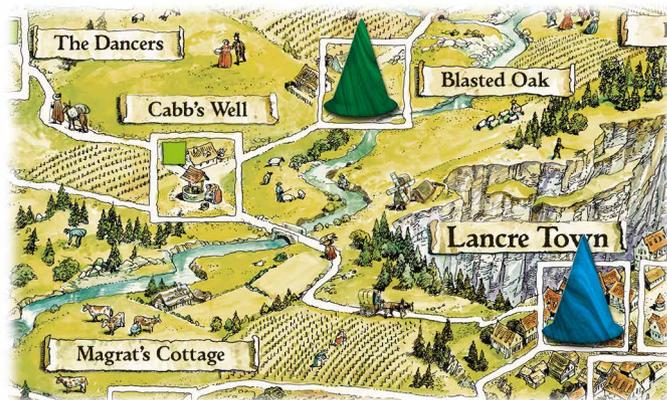
Whatever happens during your turn any cards that you play should be placed on the discard pile.



Example: Annagramma decides to walk to Slice. She flips the Hard Problem tile face-up. It is the Hiver. She now rolls two of the Witch dice. She rolls a 'Cackle' and a '5'. Fortunately she has the 'Igor and Scraps' card, which gives her the benefit of being able to re-roll one or both dice. She decides to re-roll the 'Cackle' result and rolls a '4'. Note that this means she does not take a Cackle counter. Annagramma now has to decide whether she wishes to stay or run away. She decides to stay and so now decides which cards she wishes to put in. She decides to play two cards with 'headology' symbols and one with a 'magic' symbol. She also decides to put in the Magic tile she started the game with. Annagramma also has two Hard Problem tiles she solved in previous turns. This now means her present total is sixteen. As the Problem tile has a Crisis counter on it she needs to roll eight on the remaining two dice. She rolls a '2' and a '4', which is not enough. Fortunately her last card is the Nac Mac Feegle, who have the benefit of adding two to her total. Note that although she cannot play any more cards for headology and magic she can play a card for its benefit. Her total is twenty-four, which matches the number she needed to reach. The Hiver is defeated. She takes the tile and places it on her display. The Crisis counter is placed back by the side of the board. As Annagramma used two lots of magic she must take two Cackle counters. The cards she put in are all placed on the discard pile. She must also place the Magic tile to one side, as it can only be used once.

Have tea

If you move in to a location that contains one or more witches then you must stop and have tea; it's etiquette. You discard up to three Cackle counters while each of the other players in the location discard up to two Cackle counters (if they can). You could choose not to move your witch piece and have tea, as long as there was another witch in the location.



Example: Tiffany Aching has more Cackle counters than she feels comfortable with, six in all. She moves to Blasted Oak and meets up with Petulia Gristle. They must now have tea. Tiffany returns three of her Cackle counters to the stock. Petulia only has one Cackle counter, so can only return this one. If Tiffany wished to get rid of her three remaining counters she could use her second action to have tea again, even though she has not 'physically' moved anywhere.

Do nothing

Hopefully the secondary action of doing nothing is self-explanatory.



3. Refill hand



You now refill your hand to its limit. At the start of the game you have a hand size of three cards. Your hand size increases depending on the number of Easy Problem tiles you have gained. For every two Easy Problem tiles you have your hand size increases by one, e.g. if you had five Easy Problem tiles then your hand size would be five. You can never draw your hand up to more than seven cards, no matter how many Easy Problem tiles you have gained. If you happen to have more cards in your hand at this point in time then you retain these cards but do not draw any more. If the draw pile is exhausted then shuffle the discard pile to make a new draw pile.

Ending the game

The game will end immediately if it is necessary to place a Crisis counter and none is available or if there are three or more Elven tiles (which includes the Eleven Queen, King, and Lankin the Elf) face-up at the end of a player's turn. In both of these two cases all players automatically lose.

Otherwise, the game will end after the last Problem tile has been placed and the active player has finished his or her turn. Players now score the points indicated on the Problem tiles they have acquired. Each Problem tile has a victory point value indicated in the pink hexagon

Each Black Aliss tile incurs a penalty of one victory point to the owner.

The player with the highest score is the winner. In the case of a tie the tied player with the fewest Cackle counters and Black Aliss tiles combined is the winner. If there is still a tie then the tied player with the most points on Hard Problem tiles is the winner. If there is still a tie then the player with the Problem tile with the highest difficulty rating is the winner. Finally, if there is still a tie then the tied players are declared joint winners.



Example: *Annagramma* has ended up with the above Problem tiles. Her final score is twenty two.



Card descriptions

Every card has a benefit described in text towards the bottom. You can play as many cards as you like during your turn to gain the benefit on them. You can play a card for its benefit at any point during your turn.

Example: *Let's say you have just rolled your second set of dice and have not scored enough to solve the problem. If you had a card with the Transmutation or Extra cards benefit on it you could play it now hoping to gain a card that might help you succeed, such as a Re-roll or Bonus +2/4 card, which you could then play immediately.*

Bonus +2/4 to die total – You can play this card after all dice have been rolled to increase your total. Some cards are specific to certain enemies.

Borrowing – You may peek at two Hard Problem tiles on the board, placing them face-down again after looking at them.

Death – You can play this card to automatically succeed at resolving a problem involving death. You can play this card even if you have already attempted to solve the problem BUT you retain any Cackle counters gained in the attempt.

Escape – You can play this card if you fail to solve a problem. This allows you to run away, in the same way as if you had decided to do so after rolling the first two dice. Note that if you escape you have not 'failed' to solve the problem, thus any consequence of failure is not implemented. If you cannot move to a connected empty location then you can move to any empty location on the board.

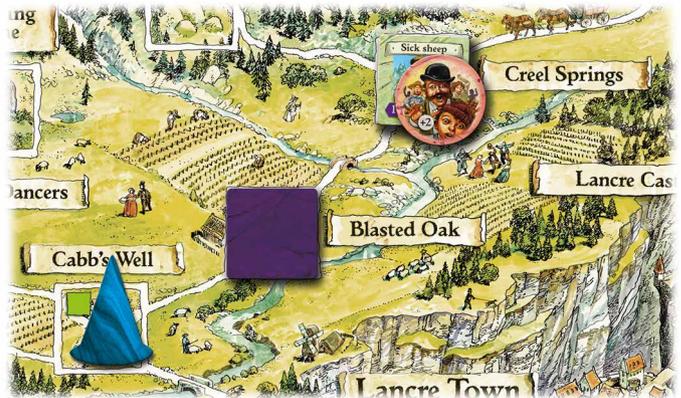
Extra Cards – Hand this card in and take two cards. You can go over your maximum hand size. Some cards may also require you to take a Cackle counter.

Extra Movement – You can move an extra two connections when you move.

Helping Hand – Remove one Crisis counter from a Problem tile of your choice.

Invisibility – This benefit allows you to move through a location without having to deal with any problem there or stop to have tea with another witch. If there is a Hard Problem tile in the location then you are allowed to look at it. You could choose to stay and attempt to solve the problem or carry on moving. If you choose to continue moving then you place it back, face-down. You can only carry on moving if you have not moved your full allowance or you have another action left, which you must then use to move. The invisibility tile that Tiffany Aching starts with works in exactly the same way. It would be possible for you to fly to a location using a broomstick as your first action, look at the tile using invisibility, and then move away as your second action, if you so wished. You decide whether you wish to use invisibility after looking at the Problem tile.

Note that if you started in Lancre Town or Lancre Castle you could use this benefit to look at a Hard Problem tile and then, if you wished, carry on moving up to two connections or move using a broomstick.



Example: *Tiffany would like to reach the sick sheep, which has reached crisis point. She moves to Blasted Oak. She can now look at the tile, which happens to be Lily Weatherwax. She does not like the idea of facing Lily at the moment so plays a card with the Invisibility benefit on it and continues moving to end up in Creel Springs. If her first move had ended at Blasted Oak she could still use invisibility as she could use her second movement to continue to Creel Springs.*

Re-roll – You may play this after rolling a pair of dice. You can re-roll one or both of the dice. Note that if you re-roll a die that came up 'Cackle' then you ignore the initial result, *i.e.* you only take Cackle counters due to the final results on the dice. You can only re-roll the pair of dice just rolled, so once you have rolled the second pair of dice you cannot re-roll the first pair.

Self-awareness – Place up to two of your Cackle counters back in the stock.

Shamble – You flip any one Hard Problem tile face-up. Now is a good time to check to see if there are three Elven Enemy tiles on the board.

Sick Sheep – You can play this card to automatically succeed at resolving a problem involving a sick sheep. You can play this card even if you have already attempted to solve the problem BUT you retain any Cackle counters gained in the attempt.

Transmutation – You can discard some or all of your cards and draw replacement ones, including one for this card.

Consequences of failure

If you fail to solve a problem involving a Hard Problem tile then in addition to gaining one or two Cackle counters, you, and possibly your fellow witches, suffer the consequences as described below. There is also one consequence of success.

The Cunning Man

All witch pieces are moved to the dungeon. See the section below headed 'Duke Felmet and Lady Felmet' to find out how you escape from the dungeon. Note that even though all of the witches have ended up in the dungeon they do not have tea!



Queen of the Elves, King of the Elves, Lankin the Elf and the Elves

If three or more Elven tiles are face-up on the board at the end of your turn then the game ends immediately and nobody wins.



Duke Felmet and Lady Felmet

You move your witch piece to the dungeon and your turn ends. You may escape from the dungeon at the beginning of your next turn by playing one card with a broomstick symbol, or an 'Escape' or 'Invisibility' benefit. If you are not able to play one of these cards then you forego your first action. You then escape at the beginning of your second action. When you escape you choose any location on the board to move to and then complete your turn as if you had moved there normally.



The Hiver

You take one Black Aliss tile.



Count de Magpyr, Vlad de Magpyr, Lacrimosa de Magpyr and Count Bela de Magpyr

You must place a Crisis counter on the Problem tile. Note that you still do this even if there is already one or more Crisis counters on the tile. This is the only exception in the standard rules to the number of Crisis counters that can be on a tile. If there is more than one Crisis counter on a Problem tile then each counter will add two to the difficulty rating of the tile.



Lily Weatherwax

You take one Black Aliss tile.



Wintersmith

All players must discard one Easy Problem tile. This only affects hand size at the time you come to draw cards.



Consequence of success

Count Bela de Magpyr

If you defeat Count Bela then any face-up 'Magpyr' tiles (Count de Magpyr, Vlad, and Lacrimosa) are removed from the board immediately. If any such tiles appear later in the game then these remain on the board.

Co-operative and solitaire variant

If you wish you can play a co-operative version of the game where everybody wins or loses together. To do so you need to make a few minor adjustments to the set-up of the game.

With one player (*i.e.* solitaire) you have four Cackle counters, four Black Aliss tiles, and ten Crisis counters in the game. In the solitaire version only, you can move to Granny Weatherwax's house and discard two Cackle counters as an action (but only if there is no Problem tile there).

With two players you have six Cackle counters, five Black Aliss tiles, and nine Crisis counters in the game.

With three players you have nine Cackle counters, six Black Aliss tiles and eight Crisis counters in the game.

With four players you have twelve Cackle counters, seven Black Aliss tiles and seven Crisis counters in the game.

If you need to take a Black Aliss counter and none are

available then the game ends and everybody loses.

If there are two or more players and the game ends due to all of the Problem tiles being placed on the board then the witch players win if there are less than four Hard Problem tiles still on the board. If there are four or more such tiles then all players lose.

If you are playing solitaire then you are aiming to score as many points as you can. If you score between thirty and forty points then you can be satisfied that you have gained your witches licence. If you score over forty points then you have qualified with a distinction. If you fail to score thirty or more points then you are destined for life as a pig farmer's wife.

Otherwise all of the standard rules are in force.

Expert competitive rules

If you have played the game a few times and wish to make it more challenging then you can make the following rule changes:

Start the game with only eight Crisis counters.

Allow a tile to have more than one Crisis counter on it.

You can also make the co-operative version more challenging by allowing a tile to have more than one Crisis counter on it.



Credits

Game designed by Martin Wallace

Artwork by Peter Dennis, Ian Mitchell and managed by The Discworld Emporium

Graphic design by Solid Colour

Playtesters: Simon Bracegirdle, Andy Ogden, Chris Boote, Pat Harkin, Geoff Brown, Sue Underdown, John Webley, Stewart Pilling, Jerry Elsmore, Tim Cockitt, Guy Cockitt, Oliver Cockitt, Andrew Smith, Daniel Smith, Don Oddy, Graham Evans, Elizabeth Evans, Heather Evans, Brett Warburton Danielle Clarke, Krystal Hewett, Candace Warburton, Kaspar Wake, Maxwell Morgan, Amiria and Robin Bayne, Louise McCully, Katherine Boag, Nathan Grange, David George and many, many kind people at Beyond Monopoly, the Variable Magers, Hogswatch, the Irish Discworld Convention, the UK Discworld Convention, Nullus Anxietus V and Boardgames by the Beach.

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