

LITTLE WITCH MIDNIGHT

WHILE WANDERING THROUGH A FANTASY MULTIVERSE IN OUTER SPACE, YOUR EXPEDITION SPOT A MYSTERIOUS FOREST. THE TREES RUSTLE STRANGELY, AS IF TO REVEAL A SECRET. SO YOU DECIDE TO EXPLORE THE DARK FOREST. AS YOU WALK ALONG WINDING PATHS THROUGH WHICH TREE ROOTS FORM HARD CRISS-CROSS PATTERNS, YOU'RE ENTRANCED BY A MYSTERIOUS WITCH. TO BREAK HER SPELL, YOU MUST PASS THROUGH A RUNIC CIRCLE. IT SEEMS AN EASY ENOUGH TEST, BUT THEN YOU HEAR A MYSTERIOUS VOICE, WHICH SAYS DIRECTLY INTO MEASURED MINDS THAT SHE'LL ONLY RELEASE ONE OF YOU. BUT AS EXPERIENCED ADVENTURERS, YOU HAVE A CUNNING PLAN TO DEFEAT HER.

(O. K., MAYBE YOU DON'T HAVE SUCH PLAN YET, BUT WE'LL DESCRIBE IT BELOW.)



BRIEF OVERVIEW OF RULES

- ▶ **MOVE - FIELD COLOUR = MOVE TO THE RESPECTIVE COLOR RUNE.**
- ▶ **TWO FIGURES CAN'T BE ON ONE RUNE. IF THE FIGURE MOVES TO AN OCCUPIED RUNE, THE PREVIOUS FIGURE MOVES BACK TO THE NEAREST EQUIVALENT RUNE.**
- ▶ **RUNE X = JOKER - ANY COLOR.**
- ▶ **RUNE ☒ = HEALING, THE FIGURE GOES OVER THE OUTLINE OF THE RUNIC CIRCLE.**
- ▶ **RUNE ⚡ = EXCHANGE OF FIGURE POSITIONS.**
- ▶ **IF THE THROWER FALLS ON A RANGE OF TWO OR MORE COLORS OR RUNES, THE PLAYER CHOOSES WHICH COLOR/RUNE THEY WANT.**
- ▶ **THE ☒ RUNE TAKES PRECEDENCE OVER OTHER RUNES OR COLORS.**
- ▶ **TWO AND THREE PLAYERS HAVE TWO FIGURES EACH. FOUR, FIVE AND SIX PLAYERS HAVE ONE.**
- ▶ **THE WINNING THROW MUST BE ONTO THE WITCH'S BODY.**

GOAL OF THE GAME

TO WIN, YOU NEED TO BE THE FIRST AROUND THE RUNIC CIRCLE WITH ALL YOUR FIGURES.



PREPARATION

A THOUSAND-MILE JOURNEY BEGINS WITH A FIRST STEP. AND THAT'S PREPARATION. BUT FEAR NOT - THIS GAME'S REALLY SIMPLE AND SUPER FUN.



FIRST YOU NEED SOMETHING TO ROLL (LET'S JUST CALL IT A "ROLLER"). MAYBE A LITTLE STONE, CRUMPLED UP FOIL, OR WHATEVER YOU HAVE HANDY. WHATEVER YOU CHOOSE, MAKE SURE IT HAS AN IRREGULAR SHAPE. THE ROLLER PLAYS A KEY ROLE IN MOVEMENT DURING THE GAME, SO CHOOSE ONE THAT ROLLS ABSOLUTELY HAPHAZARDLY.



(KEEP TRACK OF THE CRAZIEST THINGS YOU USE AS A ROLLER.)

AND, OF COURSE, THE ROLLER'S **SIZE** IS ALSO KEY. CHECK THE RIGHT SIZE BY USING THE DEDICATED BOX ON THE T-SHIRT. THE BOX IS AT THE BOTTOM OF THE RUNE CIRCLE - AS A SEPARATE RING. THE ROLLER MUST FIT INSIDE THE FULL RING.

CIRCLE TO MEASURE ROLLER



COLOR MARKING



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THE SECOND STEP IS TO **PREPARE THE FIGURES**.

GIVE FREE REIGN TO YOUR IMAGINATION AND IMPROVISATION SKILLS. BE SURE YOU CAN EASILY TELL YOUR FIGURES APART, SO THAT IT'S CLEAR WHICH FIGURE BELONGS TO WHICH PLAYER. AFTER ALL, YOU AND YOUR FIGURE ARE ONE. FIGURE SIZES SHOULD BE GOOD FOR THE PROGRESS BOXES ON THE PLAYING AREA. OPTIMALLY, ABOUT THE SIZE OF AN OPENER OF A SOFT DRINK CAN OR A PISTACHIO SHELL.



USE YOUR IMAGINATION TO CREATE A REALLY GREAT FIGURE THAT DOES YOU PROUD. AND THEN, ACCORDING TO YOUR POSSIBILITIES AND IMAGINATION, MAKE CHARACTERS THAT WILL ACCURATELY REPRESENT YOU.

PLEASE NOTE! WHEN TWO OR THREE ARE PLAYING, EACH PLAYER HAS TWO FIGURES!

THE THIRD STEP IS TO **PREPARE THE PLAYING AREA.**

PLACE THE T-SHIRT WITH THE GAME ON A FLAT SURFACE (DRY GROUND, CUT GRASS, MAT, ETC.).

IF YOU PLACE THE T-SHIRT FACE DOWN, THE GAME ENDS IMMEDIATELY AND EVERYONE LOSES. 😞

IF THE IMAGE IS ON TOP, YOU CAN CONTINUE PREPARING.

THE FINAL STEP BEFORE STARTING THE GAME IS TO PLACE THE FIGURES NEXT TO THE START/FINISH FIELD OUTSIDE THE PLAYING AREA.

AND THAT'S IT. **THE GAME CAN BEGIN.**



RULES IN MORE DETAIL

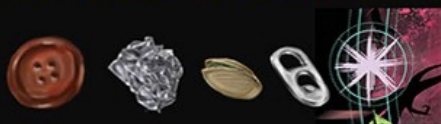
MOVING THROUGH THE GAME IS VERY EASY. IT ALL DEPENDS ON THE COLORS YOU THROW. SO, FOR EXAMPLE, IF YOU THROW A GREEN COLOR, YOU MOVE THE FIGURE TO THE NEAREST GREEN RUNE, EVEN IF YOU HAVE A FIGURE OUT OF THE GAME.



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IF ANOTHER FIGURE IS ALREADY ON THAT RUNE, YOU SEND THAT FIGURE BACK TO THE NEAREST RUNE OF THE SAME COLOR AS IT WAS ON. IF THERE ISN'T ANY SUCH RUNE BETWEEN THE FIGURE



WHAT IF THE ROLLER FALLS IN THE COLOR RANGE BETWEEN TWO OR THREE COLORS? THEN THE PLAYER WHO THREW THE ROLLER CHOOSES FROM THE COLORS THAT THE ROLLER TOUCHES, AND MOVES TO THE RUNE OF THAT COLOR. EXAMPLE: YOU THROW A ROLLER AND IT OVERLAPS ORANGE, RED AND BLUE. YOU CAN CHOOSE THE COLOR THAT MOVES YOU FURTHEST OR IS OTHERWISE ADVANTAGEOUS - FOR EXAMPLE, A DOUBLE JUMP.



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RUNE X "UNIVERSAL FIELD" - A JOKER, SO YOU CAN CHOOSE ANY RUNE.



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HEALING. IT'S THE FIELD WITH RUNE X. IF A PART OF THE ROLLER LANDS ON IT, YOU MUST PLAY IT. IN THIS CASE, YOU CAN'T SELECT ANOTHER COLOR AND IT TAKES PRECEDENCE OVER X AND X.



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YOU WILL THEN SKIP A TURN IF - IN YOUR NEXT TURN - YOU DON'T ROLL THE SAME COLOR AS THE SQUARE YOU'RE HEALING (YELLOW IN THE EXAMPLE BELOW),

OR YOU ROLL A UNIVERSAL SQUARE: X.

THE PLAYER BEING HEALED PLACES THEIR FIGURE OVER THE CIRCLE'S DOTTED EDGE.



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THE BOX WITH RUNE X IS A MAGIC CASTLING. IT CAN DRAW YOU IN AND PLACE YOU ON ANY SQUARE WHERE THERE'S ANOTHER PLAYER. YOU CAN CHOOSE WHICH PLAYER TO EXCHANGE POSITIONS WITH.

PLEASE NOTE! THIS IS A MUST. YOU MUST EXCHANGE PLACES, EVEN IF THAT'S NOT SO GREAT FOR YOU. YOU DON'T EXCHANGE WITH A PLAYER WHO DOESN'T HAVE A FIGURE ON THE PLAYING FIELD YET



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IF THE RUNE YOU STAND ON IS DOUBLED, YOU CAN IMMEDIATELY THROW AGAIN (A DOUBLE JUMP). BUT THIS DOESN'T APPLY IF SOMEONE THROWS YOU THERE OR YOU LEAVE THE HEALING BOX.

WITH TWO AND THREE PLAYERS, THE PLAYER STARTS WITH THE FIGURE THAT THEY PREFER. BUT THE PLAYER MUST REACH THE FINISH WITH BOTH FIGURES. IF YOU PLAY WITH MULTIPLE FIGURES, YOU MUST CROSS THE FINISH LINE WITH ALL OF THEM.

FUNDAMENTAL RULE - THERE CAN NEVER BE TWO FIGURES ON ONE SQUARE.

WHEN ALL THE FIGURES ON A SQUARE ARE HEALING, THE GAME DOES NOT END - THEY SIMPLY MOVE ON TO LEAVE THIS SQUARE.

THE GAME ENDS WHEN YOU'RE ON THE LAST SQUARE BEFORE THE END AND THROW THE ROLLER SO THAT IT TOUCHES/COVERS ANY PART OF THE WITCH'S BODY! IF YOU WANT TO MAKE IT A BIT EASIER, YOU CAN AGREE THAT IT'S ENOUGH TO LAND ON THE WITCH'S HAIR. OR, IF YOU WANT TO MAKE THE GAME MORE DIFFICULT, THE ROLLER MUST LAND COMPLETELY ON THE WITCH'S BODY.



SPECIAL SITUATIONS

IF YOUR FIGURE IS BEING HEALED AND ANOTHER PLAYER COMES TO THE SQUARE BELOW YOU, IT MAY STAY THERE UNTIL YOU RETURN TO THE GAME. THEN SIMPLY MOVE IT BACKWARDS TO THE NEAREST SQUARE OF THE SAME COLOR. OR IF A PLAYER THROWS A HEALING, THEY SEND YOU BACK TO THE NEAREST SQUARE OF THE SAME COLOR (YOU REMAIN IN HEALING).

IF YOU HAVE TWO PIECES IN THE GAME, YOU ALWAYS CHOOSE WHICH ONE TO MOVE. YOU CAN COMPLETE EACH ROUND WITH THE SAME FIGURE. BUT IT STILL HOLDS THAT YOU CAN ONLY WIN WHEN YOU HAVE ALL THE FIGURES AT THE GOAL.

IF A ROLLER LANDS ON A COLORED RUNE ON THE EDGE, IT'S COUNTED AS IF IT HAD LANDED ON THE RIGHT COLOR. IF THE ROLLER LEAVES THE PLAYING SURFACE, THEN IT'S THE NEXT PLAYER'S TURN. YOU'RE NOT GUESSING AGAIN - IT'S NOT US, THAT'S WHAT THE WITCH WANTED.

IF A ROLLER BECAUSE OF ITS SHAPE SOMEHOW INTERFERES WITH ANOTHER COLOR BUT IS NOT ACTUALLY ON IT (SOME PART HANGS OVER A COLOR IN THE AIR), THIS COLOR CANNOT BE CHOSEN.

IF YOUR FIGURE LANDS ON A SQUARE WHERE YOU HAVE ANOTHER FIGURE, YOU MUST PLACE IT BACK TO A CORRESPONDING SQUARE.



ADVANCED RULES

STEP UP THE GAME'S CHALLENGE BY MAKING IT HARDER TO PLAY. HERE ARE SOME TIPS TO MODIFY THE RULES.

- ▶ **ONLY THE PLAYER WHOSE ROLLER LANDS ON THE WITCH'S BODY WITHOUT TOUCHING ANY OTHER AREA CAN WIN THE GAME.**
- ▶ **IF ALL THE FIGURES ON A SQUARE ARE HEALING, THEY ALL HAVE TO START OVER.**
- ▶ **IF YOU THROW A ROLLER SO IT OVERLAPS SEVERAL COLOURS, YOU HAVE TO CHOOSE THE COLOUR NEAREST YOUR FIGURE.**
- ▶ **USING ANOTHER STRICT RULE? TELL US ABOUT IT BY EMAIL.**

GAME CATEGORISATION

AGE: 6 - 99 TYPE: LUCK-BASED GAME WITH SOME DEXTERITY

TIME: 15 - 45 MINUTES

NUMBER OF PLAYERS: 2 - 6 OPTIMAL, MORE POSSIBLE

FIGURES: 5 - 7 SMALL OBJECTS

GAME DIFFICULTY: VERY EASY



OTHER T-SHIRT GAMES:



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