


# WHICH WITCH?

(for two, three or four players)

Travel the Witch Works,  
Three mischievous witches  
One is good, the other two  
A wilder trip, you've never  
Travel quickly, always be

**OBJECT:** To be the first player to travel through the "Witch Works" and reach the Charmed Circle, at the top of the stairs.

## SETTING UP THE GAME







1. Assemble the "Witch Works" as shown in the diagrams inside the box. Place the completed Witch Works assembly inside the box bottom before playing the game.
2. Shuffle and place the cards face down near the Witch Works.
3. Each player selects one playing piece for his own and places it on the blue  space in the Broom Room.

## PLAYING THE GAME

1. Each player rolls the dice, high roll goes first, followed clockwise by the others.
2. In his turn, a player rolls the dice and moves that number of spaces along the path. Each circle on the path, each stair on the staircase, and the stair landing count as one space.  
NO TWO PLAYERS MAY OCCUPY THE SAME SPACE AT THE SAME TIME. If a player lands on an occupied space he must move his piece AHEAD to the nearest open space.
3. The player then draws a card, reads it aloud, and does as follows:
  - A. "Wanda The Wicked" – if a player draws one of these cards, he must replace his playing piece with a mouse of his color. While a player is under a spell, he may not move. In his turn he only draws a card.
  - B. "Glenda The Good" – if a player draws one of these cards, and is under a spell (a mouse), the spell is broken and he replaces the mouse with his playing piece. He then moves in following turns.
  - C. "Ghoulish Gerty" – if a player draws one of these cards, he takes the "whammy" ball (STEEL BALL) and drops it down the stack of the chimney.

it's a treat.  
s, you will meet.  
wo bad.  
er had.  
ware.

If You don't, you'll trip a snare.  
You'll love this wacky trio of witches.  
If you permit, they'll keep you in stitches.  
A game of tricks and fun galore.  
Play it once, you'll be back for more.

- D. When the supply of cards is used up, reshuffle the discard pile and start again.
4. When the "whammy" ball is dropped down the chimney, it will come out and trip one of the snares. A player can be snared (sent back) on the following  spaces:
- A. Broom Room – under the swinging broom.
  - B. Witchin Kitchin – on the loose floor boards.
  - C. Spell Cell – on the rug & under the bucket.
  - D. Bat's Ballroom – alongside the moving wall and on the stairs or stair landing.
5. If a playing piece (even a mouse) is on the red  space and the "whammy" ball comes out and trips the snare at this space the player must GO BACK to the nearest blue  space and start from there in following turns. NOTE: The ball or snare need not touch or knock over the playing piece.
6. A player can only be snared when he is on a red  space. If the ball accidentally rolls and knocks over a playing piece that is not on a red  space, the playing piece is placed back on the space it occupied.
7. THE STAIRCASE (in the Bat's Ballroom): The stair landing and each stair counts as a  space. Once a player reaches the space on the stair landing he can no longer be put under a spell. If he draws a "Wanda The Wicked" card, he discards it and his turn ends.
8. The first player to reach the top stair (not necessarily by exact count) and stand at the charmed circle – WINS THE GAME.