

Burn the Witch

Gameplay Rules

It is the year 1693, in the town of Salem, Massachusetts. You have been informed there is a Witch amongst you. Find out who the Witch is and burn them before the sixth night to save the town from an eternal curse!

Set-Up & Overview

(For 7-13 players including Game Master)

You will need: a writing utensil.

First, select a Game Master. The Game Master will then randomly pass out one notebook, one role card, and three voting sticks to each player. Do not show anyone your role card. There will only be one of each the Witch, Fool, Sherriff, and Reverend. There will be one Familiar for games of 7-9, and two Familiars for games of 10-13. The remaining players will all be Witch Hunters. There will be one rotating role of the Judge. The Familiar(s) will know who the Witch is, but the Witch will not know who the Familiar(s) are. The Witch and Familiar(s) will work together to cast five curses at night and evade suspicion during the five following days in order to cast the final spell and win the game. All other roles (except the Fool) will work together to test players to discover who is the real Witch and burn them before the end of the fifth day. To Set up the board, take out both the “Day” board and the “Night” board, but do not place any cards on the square spaces yet. Split up the prompt cards, curse cards, and witch prompts into separate piles. The Game Master will apportion out these cards appropriately throughout gameplay.

Roles

- ❖ **Witch:** Your goal is to keep your identity hidden. Don't be afraid to defend your answers and cast suspicion on other players. You have the nightly curses to help you pass the tests or deflect attention. At night, you signal to the Game Master who will fall ill to your Curse. Choose wisely!
- ❖ **Familiar:** Your goal is to help the Witch survive until the end of the fifth day. You can deliberately mess up your tests to draw suspicion or argue on the Witch's behalf.
- ❖ **Fool:** Your goal is to convince everyone that you possess Witchy powers. This is your chance to really throw a wrench in the game. If you die, that's your own personal victory.
- ❖ **Sheriff:** Your goal is to collaborate with players to discover which player is secretly a Witch. You can investigate a player of your choice each night by accusing one player of Witchcraft via pointing, after which the GM will either confirm or deny your suspicions. No one will know which player you have chosen to investigate, so you only have your word to support your accusations. However, don't be too obvious! The Witch has the opportunity to forgo a nightly curse and kill the Sheriff if they suspect you.
- ❖ **Reverend Samuel Parris:** Your goal is to collaborate with players to discover which player is secretly a Witch. At night, you have the opportunity to save one person from a curse, before you know who has been cursed. Signal to the Game Master whom you would like to save.
- ❖ **Judge:** This role is known to all and rotates counterclockwise, starting with the player who was the Witch in the last game. The Judge determines each day who to test for Witchcraft. For games of 7-9 players, 4 players will be tested each day. For games of 10-13, 5 players will be tested.
- ❖ **Witch Hunter:** Your goal is to collaborate with players to discover which player is secretly a Witch. Be careful! Some Witchy allies may be practicing the art of deception.

Game Play

First, the game will be divided into night sections and day sections, mediated by the Game Master. The night sections will come first, allowing players to act in their secret roles.

Night

Every role who works at night will be instructed when to awake by the Game Master. After the actions of each role has been carried out, the Game Master will instruct them to fall back to sleep before the next character awakens.

- ❖ The first player to awake will be the **Sheriff**, and will be given an opportunity to accuse one player of being the witch; the Game Master will then either confirm or deny the Sheriff's suspicions with a head nod or shake.
- ❖ The second player to wake will be the **Reverend**. The Reverend will point at a player they wish to save from a curse.
- ❖ The next role to awaken is the **Witch**. When the Witch wakes up, the Game Master will turn over a curse and test card. However, if the Witch suspects a Sheriff, she can signal to the GM with a thumbs down to forgo the curse, then point to whom she thinks the Sheriff is. If she is correct the Sheriff will be dead upon the next morning. If she is wrong, she gets no curse nor a dead player. If the Witch chooses to cast the curse, she will then point at 1-2 players to curse, based on the ramifications of the curse.
- ❖ The final player to wake will be the **Judge**, who can see the new test card and then will point to the players whom they want to test.

Once everyone has fallen back to sleep, the GM will pass out the appropriate prompt cards to all sleeping players. The nights will go on like this until the final night when the Witch curses the whole town.

***In the very first night, the Witch will keep her hand up after falling back to sleep so that the Familiar(s) can briefly wake up to identify the Witch and their fellow Familiars.

Day

When the procession of the night has played out, the GM will instruct all players to wake up. First, the GM will reveal what curse, if any, has been cast, and if warranted, who has fallen subject to the curse. Then the Judge will reveal who he has decided to test. There are 5 different types of tests, for each player will receive a prompt and the witch a different but similar prompt.

- ❖ **Draw Something** gives players prompts to draw a specific object.
- ❖ **Name Someone** requires everyone in the room to point at an individual after 5 seconds pass.
- ❖ **Number Games** require everyone in the room to put up a number of fingers based on the prompt.
- ❖ **True or False** requires players to raise their hand if the statement is true, or if it is false keep their hands down.
- ❖ **Fill in the Blank** requires players to complete a phrase or answer a question.

The GM will instruct all players to turn over their prompt cards. For Name Someone and Number Games, the GM will simply count down from 3 to prompt all players to either point or hold up numbers at the same time. For all other prompts, the GM will start a timer for 15 seconds, at the end of which all players will reveal what they have written or drawn in their notebooks. Once all answers have been revealed, players are free to discuss their suspicions or argue their cases. At the end of the day, the Judge card is passed to the next player.

Voting

After the daily testing players can accuse anyone they want. Players are allowed to defend themselves. However, if players are able to get four sticks together they will burn that player. After being burned the player can no longer speak or participate in tests. Players can use all their sticks, but if

they run out of sticks they can no longer vote, but may continue regular gameplay otherwise. If everyone runs out of sticks, the Witch wins. So be careful who you burn! There is a limit of one burning per day. Players can forgo a vote if they do not feel confident in burning anyone. If players succeed in burning the Witch, the Witch loses and the community prevails. If all players fail to burn the Witch before the end of the fifth day, the Witch prevails and casts the eternal Curse of Loss on the whole town.