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Our Other games here!

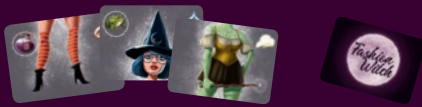
In Fashion Witch, you're trying to become... the most fashionable witch!

Rulebook

2 to 4 players – 20 min. – age 7+

Components

- 45 Garment cards



- 6 Grimoire cards



Goal of the Game

Players are witches trying to dress themselves as fashionably as possible.

At the end of the game, the more each garment is worn by all witches combined, the more points it will score. The player who manages to score the most VP is the winner.

Setup



- 1 Shuffle the Garment cards and draw 5.

Each player places 1 of these cards face up in front of themselves, and the others are placed face up in the middle of the table.

In a 4-player game, there's 1 card in the middle.

In a 2-player game, there are 3 cards in the middle.

These cards represent a witch's first garment.

There are 5 witches that want to get dressed.

Each player has their own witch, and those in the middle of the table don't belong to anyone.

Each witch requires 3 pieces of clothing (Garment cards) in order to be fully dressed.

- 2 Deal each player 5 Garment cards. Keep your cards hidden from your opponents.

Place the remaining Garment cards in a face down draw pile in the middle of the table.

- 3 Shuffle the Grimoire cards and deal 1 to each player.

Look at your Grimoire card in secret, then place it face down next to your witch.

Gameplay

1. The player who last saw a movie featuring witches starts the game.

2. On your turn, choose a card from your hand and place it on one of the 5 witches in the game.

This can be your own witch, one of your opponents' witches, or a 'neutral' witch in the middle of the table.

Place your card on the corresponding slot of the chosen witch (head, torso or legs).

There are 2 possibilities:

- The slot is empty. In this case, simply place the card.

- The slot is occupied by another card. In this case, discard the existing card and replace it with the new one.



3. If the card you placed has a special power (as indicated by the pentagram icon), immediately activate that power. See 'Card Powers'.



4. Draw a new Garment card to refill your hand to 4 cards. This ends your turn.

5. Now the player to your left takes their turn, and so on.

End of the Game

The game ends as soon as 5 witches are fully dressed.

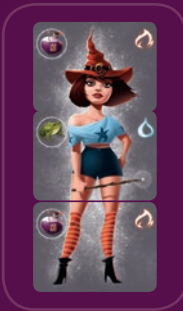
Scoring

1. Each player calculates the victory points (VP) their witch is worth:

- Each of the garments your witch is wearing scores a number of VP equal to the total number of that type of garment worn by all witches.

Example: Three witches are wearing a red hat. Players whose witch is wearing a red hat each score 3 VP.

- If your witch has at least 2 love potions, you score 3 VP.



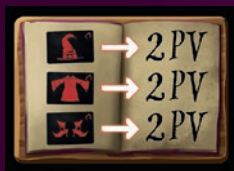
- For each card that shows your witch with green skin, you lose 1 VP.



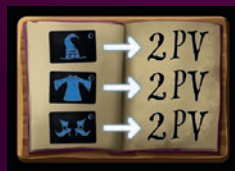
2. All players now reveal their Grimoire cards. These cards score bonus VP if the condition for their color and/or type of garment is met:



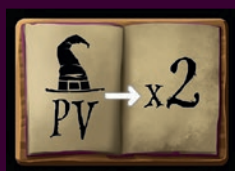
Each **yellow** garment the witch is wearing, is worth 2 VP.



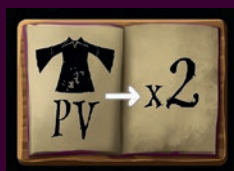
Each **red** garment the witch is wearing, is worth 2 VP.



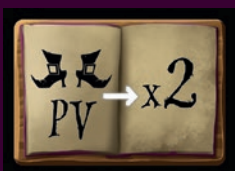
Each **blue** garment the witch is wearing, is worth 2 VP.



The VP for your witch's hat are doubled.



The VP for your witch's gown are doubled.



The VP for your witch's boots are doubled.

3. The player who scored the most VP is the winner.

Card Powers



Draw a new card and immediately carry out an extra turn.



Swap 2 Garment cards on 2 witches of your choice, or take a card from one witch and move it to an empty slot of another witch.



Choose a card in play and remove it from the game.

Variant for young children

Play without powers and/or Grimoire cards.



English Translation: Jo Lefebure for The Geeky Pen



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