

# Witch Hunt

A casual party game for 5-10 players.

*Since the mayor was turned into a frog and all the stew started tasting suspiciously of newt, the village has been in a witch-hunting frenzy. Can you survive the mob? Can you find an **actual** witch?*

Each player will have two turns as the mob leader. When you are the mob leader, choose a statement you'd like to make about witches. It can be anything. Examples include "*Witches are female,*" "*I hear witches wear plaid,*" and "*Rumor has it, witches are afraid of dogs.*" When you've figured out your statement, tell the other players to close their eyes and then share your statement out loud with the



group. Each of the other players must then make an accusation based on your statement by silently pointing at another player. They can point at anyone but themselves, including you. You do not point or accuse anyone. Once everyone has made their accusation and you feel the target of each accusation is unambiguous (you can guide their hand left or right) tell everyone to open their eyes.

The player with the most accusations is lynched for witchcraft. If there are two or more players tied for the most accusations, they are all lynched. A lynched player is not out of the game, you merely add one death to their score. Each unlynched player who made an accusation (that is, everyone but the mob leader and the players

lynched this round) but did not accuse a player who was lynched loses one credibility. Players begin the game with three credibility and when their credibility is reduced to zero, the town lynches them on suspicion of being witch-sympathizers; they gain a death, but their credibility resets to three.

If you are accused unanimously (that is, everyone who could vote for you does), it's because the mob leader was right: you **are** a witch. Angered, you hex the mob leader and fly off safely. You don't gain a death; instead the mob leader does. But the mob leader was right and he gains one credibility.

If the mob leader ever makes a statement that is too offensive for you to consider pointing at someone in your group (like "*witches are ugly*"), you are invited to accuse the mob leader.



When the current turn ends, if each player has been mob leader twice, the game is over. The player with the least deaths wins, ties broken by highest credibility. Otherwise, play passes to the left. Being a witch or getting lynched or hexed in the last turn have no effect on the current or future turns apart from the effect on your death tally and your credibility.

