



Broom Service (2015)

2-5 Players

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Duration: 7 rounds. 30 - 75 minutes.



Board Setup

- Set up board, place on side with castles with red banners for basic game
- Shuffle **Heavy Clouds** [with white stars] & randomly place face-up on the cloud spaces
- Shuffle **Event Cards** and randomly remove 3 to the box. Flip Top Event card and read out loud
- With less than 5p, shuffle the **Role Cards** of an unused color, reveal [5 - # players] cards. These are the **Bewitched roles** for the first round. Reveal new Bewitched roles from draw pile each round, shuffle all 10 role cards and create new deck if it runs out.

Optional Additions – choose any or all

- **Storm clouds** : use on either side of board, mix with heavy clouds and place randomly
- **Mountain tiles & amulets**: can be used on front side, must be used on back side of board. Randomly place a tile face-up on each of 3 **mountain areas** – covered towers lose their function. Rest back in box. Player put 1 of their colored **amulets** by each mountain tile.
- **Hill tiles**: must be used on back side. Randomly place a tile on the 4 **hill areas**, rest back in box.
- **Forest tiles**: must be used on back side of board. Randomly place a tile face-up on the 4 **forest areas**, rest back in box

Player Setup

- Give each player: 10 **Role Cards**, 2 **Pawns** [place on the 2 regions with castles], and 1 **VP Marker** [place on 10] of chosen color. Players also get 1 **potion of each color**
- Pick a start player. The start player & the last player clockwise gets 1 **wand** , everyone else gets 2

End Game & Scoring

- After 7 rounds the game ends
- +4 VP for each set of 4 **different resources** +2 VP for each set of 3 **different resources**
- +VP for **Lightning**




	1	2	3	4	5	6	7+
	3	6	10	14	19	24	30

 and **Amulets** collected:





	1	2	3
	4	9	15
- Most VP wins. Tie: most resources

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Game Play

- Players choose 4 of their 10 role cards to play and keep in hand, rest are placed face-down
- Starting player plays 1 card face-up and says *brave* or *cowardly*. Cowardly actions happen immediately. In clockwise order, if next player does not have same card, they say “next” otherwise they **must** play it and claim *brave* or *cowardly*. The **last player** claiming *brave* action gets to take the action [others claiming *brave* take no action], then starts next turn by selecting another card.
- Played cards go face-up to player discard pile, with roles shown. Playing a **Bewitched role** costs -3 VP
- **Gatherers** claim new resources. Keep owned resources visible to all players
- **Witches** move pawns across the board, and *brave* witches can also deliver potions to towers after moving. No pawn can move onto an area where 1+ **cloud tiles** are present
- **Druids** deliver potions to towers in the Druid’s current location
- **Weather Fairy** clears cloud tiles. Must have 1 pawn adjacent to area with cloud & pay # of wands shown on star symbol on cloud. Player keeps cleared cloud token  for end of game scoring
- When delivering potion to a circular tower , leave potion on the tower – that tower can no longer be delivered to. Square tower deliveries go to general supply  and are always available
- Actions do not have to be performed. A brave witch may move without delivering a potion, but no witch may deliver a potion without moving first
- If all players play *cowardly*, the start player stays the same. If start player has no role cards, next player clockwise starts
- Play until all cards are played, then check Event scoring. For next round, reset Bewitched cards, turn over new Event, choose 4 new cards. 1st player was last to play *brave* or stays same if all *cowardly*




Storm Clouds: are mixed with heavy clouds at beginning and placed randomly as usual

- : if on board, brings +2 VP if when delivering a potion adjacent to the cloud. Can double if delivering adjacent to multiple of these clouds
- : player may immediately move either pawn to any adjacent area [like cowardly action]
- : immediately deliver any potion with either pawn [like cowardly druid]
- : immediately take VP shown if player has # of potions in color show [player keeps potions]




Amulets: when player moves pawn to a mountain area, claim their amulet and optionally use the function of mountain tile without removing it. If brave mountain witch, deliver potion also.

- : take 1 potion per color from supply [1 can be delivered immediately if brave mountain witch]
- : take 2 wands from supply
- : with either pawn, deliver any potion as if using appropriate cowardly druid [square tower ok]
- : do up to 2 moves with 1 pawn, or 1 move with each pawn, as if playing cowardly witches
- : charm away any cloud adjacent to either pawn [like playing cowardly weather fairy]

Forest Tiles: a player who moves to forest area takes tile and places face-up by player. On later turn, can use 1x then discard face-down by board. Max 1 tile per role cards and one +1 tile at start of round

- : play with cowardly role to perform brave action instead [doesn’t usurp brave player or become start player next round]
- : use at beginning of round to keep 1 additional card for hand
- : play with cowardly role to take +5 VP instead of action [replaces Black Market/Distillery bonus]

Hill Tiles: put 4 random tiles face-up on corresponding hills

- : moving to hill starts “turbo broom”, immediately move pawn to a stone circle  on tile. Then deliver a potion [like brave hill witch]. Can get stuck in some stone circles
- : deliver an orange potion [back to supply] for +7 VP if playing brave hill witch, as if tower displayed on board. Same applies if player delivers potion here as peak druid