

# BITCHY WITCHES

English rulebook  1.0

Agatha, the coven's Supreme Witch for the last 166 years is missing. Where did that old hag run off to now? No one knows, but one thing is clear: her title is up for grabs... and the time has come to fight for it! It won't be an easy task, though... you'll have to muster all of your power to face the rest of those competing harpies. The battle has begun, and only one of you shall rise as the new Supreme Witch!

Play as one of the treacherous witches fighting for the coven's throne, using spells and powerful artifacts to get there!

## THE WITCHES



FUMIKO



MARCELA



CASSANDRA



YVONNE

Each player will control one of the witches in their quest for coven supremacy. You can get to know them better at <https://glitterrific.es/>.

## GAME SETUP

*Bitchy Witches* is a modular game. As such, the number of cards in play depends on the number of players who represent the witches in battle. For each participant, you will need:

- One witch with 10 cards from the Summoning Deck. The symbol on them should match the witch's.
- The artifact from her Arcane Inheritance.
- One neutral creature.
- Take the Spell Deck and add the following number of cards from each type:



Summoning Deck

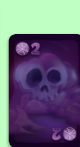
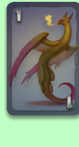


Spell Deck

Choose your witch at will and place her in front of you, the star side facing away. **Shuffle the Spell Deck and deal 3 cards** to each player. Place the remaining deck cards on the table, face down. Discarded spells should be placed face up next to it, forming a discard pile. If the deck is used up, shuffle the discard pile and place it face down again. Next to this, place the Summoning Deck face down.

## GOAL OF THE GAME

**You must earn 7 arcane points twice, both from spirits and familiars from your Arcane Inheritance, and neutral creatures in your domain.**



A witch's domain is represented by the cards in front of the player, next to their witch card. This is the area where you place your summoned cards, whether they belong to your Arcane Inheritance or not.

If you manage to earn **7+ points out of your Arcane Inheritance** and neutral creatures, you win one round. Now remove the cards adding up to your 7 arcane game points from play and flip your witch card (the star side now facing you). The rest of cards from your domain are sent to Limbo. Earn **another 7 points out of your Arcane Inheritance in your domain to win the game.**

## HOW TO PLAY

Each player must end their turn **with 3 cards on their hand**. Turns are made up of two rounds: spell casting and card drawing. On each of these rounds you can perform one of the two actions detailed below.

### GAME ROUNDS

During each turn, you can play one spell card and then draw cards until you have 3 in your hand. You can also skip your turn without casting a spell.

#### 1. CAST A SPELL OR SWITCH (CHOOSE ONE)

Play a spell card.

or

Take one card from your Arcane Inheritance from Limbo. To do that, send to Limbo as many cards in your domain as needed to add up double the points of the card you want to take. You cannot send cards from your Arcane Inheritance to Limbo.



#### 2. DRAW SPELLS (CHOOSE ONE)

Draw from the Spell Deck until you have 3 cards in your hand.

or

Discard your whole hand and draw 3 new cards.



# CARD TYPES

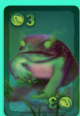
## SUMMONING DECK

When a witch performs a summon, she opens a dimensional gate from which anything can come forth. It may belong to your Arcane Inheritance... or not.



### SPIRITS

These are cards with an arcane power of +1 and +2. They add up to your total arcane points if they match your witch's Arcane Inheritance when placed in your domain.



### FAMILIARS

These are cards with an arcane power of +3. Mighty creatures that bestow enormous power upon your witch! They too add up to your total arcane points if they match your witch's Arcane Inheritance when placed in your domain.



### NEUTRAL CREATURES

Mystical beasts that do not belong to any particular Arcane Inheritance, and can therefore add arcane points to any witch's total when placed in their domain.

## SPELL DECK

Use spells and artifacts for battle. Summon spirits and familiars to fight against other witches. **All cards from the Spell Deck must be discarded upon use.**



### ARTIFACTS

Although they are linked to a specific Arcane Inheritance, these objects can be used by any witch. You can use them during your turn. To do so, you must have in your domain at least one card from the same Arcane Inheritance as the artifact (see *Artifacts* below).



### SUMMONING

Reveal one card from the Summoning Deck and place it face up on Limbo then reveal another card and place it in your domain, or take a card of your choice from Limbo into your domain.



### PORTAL

During your turn, cast this spell against an opponent's face down card in their domain to take it into yours.



### DISPEL

**This is the only spell you can cast at any time during play.**

*During your turn:* Cast it against a card in any other domain to send it to Limbo, or against a card in Limbo to send it back to the bottom of the Summoning Deck.

*During someone else's turn:* Cast it against a spell that affects Limbo or your domain to cancel it.

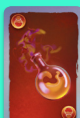


### TRANSMUTATION

During your turn, cast this spell on a card in your domain that does not belong to your Inheritance, look for a card with an equal or lower value in the Summoning Deck or Limbo that does and place it in your domain. Return the card you cast the spell on to the Summoning Deck and shuffle it.

## ARTIFACTS

Each witch can use the artifact from her Arcane Inheritance. And, if a witch has an orb or a familiar in their domain from the same Arcane Inheritance as the artifact, she can use that too.



### POTION OF WEARINESS

Returns all familiars in Limbo and in the other witches' domains to the bottom of the Summoning Deck. Shuffle the Summoning Deck after use.



### SPHERE OF SHADOWS

Look at the first 4 cards in the Summoning Deck, place 1 or 2 in your domain, and send the rest to Limbo.



### RING OF THE VOID

Use it to send all +1 spirits in the other witches' domains to Limbo.



### STAFF OF UNDERMINING ROOTS

Exchange up to 3 spirits or familiars in your domain for as many spirits or familiars in Limbo or in one or more of the other witches' domains. If another witch uses a defense card against this artifact, the effect will be cancelled and you won't be able to exchange any cards.

# GLOSSARY

## DOMAIN

It's the area in front of the player. To add arcane points, a witch must have spirits and familiars from her Arcane Inheritance in her domain. During the game, this is the area in front of the player where they place their witch card, as well as their spirits and familiars in play.

## ARCANE INHERITANCE

This is the arcane power that a witch receives at birth. Each inheritance is unique and is represented by a symbol. When witches are born, they are linked to their Arcane Inheritance, from which they draw their power to cast spells, use magic artifacts and summon spirits and familiars.

## LIMBO

This is the area at the center of the game table. It represents a neutral space in which summoned spirits and familiars battle each other awaiting to be called to a witch's domain.

## SPIRITS, FAMILIARS AND ARCANE POINTS

Spirits and familiars are the embodiment of a witch's concentrated power from her Arcane Inheritance. They grant her as many arcane points as indicated on their card (+1 or +2 in the case of Spirits, +3 in the case of Familiars).



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