Broom Service

Zooming brooms put potions in motion ...

Game Summary

Players become witches, druids and gatherers, producing powerful potions and delivering them by Broom Service throughout the magical realm. Round after round, enchanted rivals choose four of ten role cards. Each card has a brave and cowardly action.

The brave actions are most rewarding, but carry grave risk of being lost to opposing players. The cowardly actions are less profitable, but safer.

Which role cards will you secretly chose? Which have your rivals chosen? Who will be brave, and who will be cowardly?

The winner is the player with the most victory points after seven rounds.

Round after round, choose 4 of 10 role cards.

Shrewdly choose the brave or cowardly action; brave actions are riskier, but more profitable.

The player with the most victory points is the winner.

Game Contents

2 punch boards:
For the basic game:
- 24 heavy clouds
- 24 magic wands
- 1 game summary

For game variations:
- 15 amulets
- 17 landscape tiles
- 8 storm clouds

1 game board (double-sided)
60 potions
10 pawns
5 victory point markers
60 playing cards:
- 5 x 10 role cards
- 10 event cards

(Before the first game, remove all the parts carefully from the punch boards.
Parts with violet borders are only required for the variations, not for basic game play.)



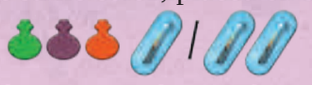
If you are reading these rules for the first time, ignore the bold text along the right side of the each page.
This text serves as a game summary to help you quickly familiarize yourself with the rules during subsequent game play.

Game Set-up (basic game)



The board is placed in the middle of the table face-up, i.e. with the two castles showing reddish banners (note: the castles on the back side of the board show purple banners).

Each player receives:
- 10 role cards of one color,
- 2 pawns of the same color, placed in the two regions with the castles,
- 1 victory point (VP) marker of the same color, placed on space 10 of the VP track,



- 1 potion of each color, and
- 1 or 2 wands: The oldest player is the starting player. The starting player and the player to the right (who will be the last player of the first turn) each receive one magic wand; all other players receive two wands. *(In a two-player game, each player receives 1 wand.)*

The remaining potions and wands (from now on referred to as "resources") are placed in a general supply next to the game board.



The game summary is displayed between the players. The front shows an overview of each round and turn, and the back summarizes the victory points received at the end of the game.



The 24 heavy clouds (with white stars on the front) are shuffled and placed randomly, face-up, one cloud on each corresponding space on the board (18 spaces on the front side of the board, 19 spaces on the back side of the board).



The 10 event cards are shuffled. 7 cards are placed in a stack next to the board and the remaining 3 cards are returned to the box without looking at them. The top event card in the pile is turned over. The event displayed applies to the first of the seven rounds.

Set up

Place the game board with the front side up in the middle of the table.

Each player receives:
- **10 role cards**
- **2 pawns** (on the castles)
- **1 victory point marker** (on 10)
- **1 potion per color**
- **1 or 2 wands**

Place remaining resources in a general stock pile.

Display game summary.

Place heavy clouds randomly face-up on the corresponding spaces.

Create a shuffled draw pile with 7 of the 10 event cards; flip the top card face-up.

If there are fewer than 5 players: Shuffle the 10 role cards of an unused color and place them in a draw pile next to the event cards. Depending on the number of players, reveal the following number of **"bewitched" role cards:**
2 players → 3 cards / 3 players → 2 cards / 4 players → 1 card
(Note: The number of players + the number of "bewitched" role cards always = 5!)

The remaining materials (landscape tiles, amulets, storm clouds) are required only for the game variations for advanced play (see page 9).

With fewer than 5 players, shuffle and place the 10 role cards of an unused color next to the event cards.
For 2, 3 or 4 players reveal 3, 2 or 1 card(s).

Game Play

The game is played over seven rounds. At the beginning of each round, each player chooses 4 of their 10 role cards. Then the players compete for tricks, turn by turn, vying for the actions on the selected role cards. After at least 4 and no more than 10 turns, all chosen roles are played, the round ends, and the next round begins ...

Game consists of 7 rounds; 4-10 turns per round.

Choosing Role Cards

At the beginning of each round, all players *simultaneously* choose 4 of their 10 role cards to use in this round *(exception: event "More or Less"; see below).* Each player holds their 4 selected cards and keeps them hidden from the other players. The remaining 6 role cards are placed face-down and are not used this round. When all players have chosen their cards …



First, all players choose 4 of their 10 role cards simultaneously.

Let the Magical Competition Begin!

The starting player for the turn begins by playing one of the four role cards, i.e. by placing it on the table and reading aloud either the upper text or the lower text on the card: *"I am the brave forest witch and would like to fly to a neighboring forest ... (etc.)" or "I am a cowardly forest witch and ... (etc.)".*

The starting player plays one card and reads either the "brave" or "cowardly" text.

If the player read the top, "brave" text (good, but risky!), the player *claims* the action. Since the action might still be "stolen" by a subsequent player, the player does not yet *perform* the action, but instead waits for the remaining players to take their turns.



If the player was "brave", the action cannot be performed until all subsequent players have played ...

If the player read the lower, "cowardly" text (less good, but safe!), the player *immediately* performs the action. *(For more details on the different roles/actions, see page 6.)*



If the player was "cowardly", the player can immediately perform the action.

When the first player has finished, then the next player in clockwise order must "follow" the role card that was just played:

1) If the next player is *not* holding that role card, the player cannot "follow" it, and so simply says, "next!" Turn continues to the next player in clockwise order.

2) If the next player is holding that role card, the player *must* place it on the table and execute either 2 a) or 2 b):

2 a) The player reads aloud the upper text *("I am the brave forest witch...")* and takes the brave action from the earlier brave player (if there was such a player). The earlier brave player is now "out", and gains nothing from that role in this round - neither the brave nor the cowardly action.
However, the action is not yet safe for the new brave player either, since there are still players remaining ...

2 b) The player reads aloud the lower text *("I am a cowardly forest witch ...")* and executes that action right away.
The cowardly action is always weaker than the brave action, but it cannot be stolen. Thus, the cowardly action can be taken by any number of players, sequentially.

After all players in clockwise order have had a turn, the player who last chose the brave action now performs it.
(For more details on the different roles/ actions, see page 6 onwards.)

This player becomes the new starting player and chooses a remaining role card, places it face-up on the table, and reads either the upper or the lower text aloud (*for example: "I am a cowardly weather fairy ..."*). And so on ...

*Example: **Albert** begins the round and plays the forest witch saying the words "I am a cowardly forest witch ..." and places the card in front of him. Then he moves one of his pawns to an adjacent forest.*
***Bonnie** follows. Since she has also the forest witch in her hand, she must also place it in front of her. She says, "I am the brave forest witch ...", and must now wait and see what the next three players are doing.*
***Carla** also has this role card in her hand and places it. She, too, is confident and proclaims: "I am the brave forest witch ..." With that, **Bonnie** is "out"; the forest witch is lost to her for this round.*
***Daniel** and **Emily** follow. Neither of them have the forest witch, and each in turn says, "next!"*
*The turn is over. **Carla** is the (last) brave forest witch, so she puts one of her pawns in an adjacent forest, where it delivers a purple potion to a purple tower, and she receives the victory points shown.*
***Carla** begins the next turn by playing a new role card and proclaiming: "I am a cowardly valley druid ...". She immediately delivers a potion to a free tower in the forest. **Daniel** then says, "next!" because he does not have the valley druid ... etc.*

In turn order, the remaining players "follow" by ...

If they do not have this role card in their hand:
... saying "next!"

If they do have the role card, placing it on the table and:

... either reading the "brave" text aloud and waiting for the rest of the round.

... or reading the "cowardly" text aloud and taking the appropriate action *immediately*.

After all players have had a turn with this role, the *last* brave player performs the corresponding action. Then this player plays a new role card, etc.





Other important rules

* You may select an action even if you cannot or do not want to perform it. Similarly, you can decide not to perform an action, even though you had the opportunity to do so *(e.g. to retain resources for a different role or event).*

  For the witches, the following applies: A brave witch may move to an adjacent territory without delivering a potion there. However, no witch may deliver a potion without moving. A witch may stay and do nothing.

Actions may be selected that cannot be performed. Actions do not need to be performed.

* The last brave player must start a new turn by playing a new role card, even if the prior action was not fully (or partially) executed.

The last brave player always plays the next role card.

* If *all* participating players play a role "cowardly," the starting player of the prior turn also starts the next.

If all play cowardly, the starting player from the prior turn plays the first card.

* If the starting player does not have any more role cards, the next player in clockwise rotation who still has cards becomes the next starting player.

If out of cards, the starting player is the next clockwise player with cards.

* "Duty to follow!" Players must follow if they can; if a player plays a role card that has already been played in an earlier turn of the current round, the player must place the card without performing an action.

Players must follow if they can!



* The played role cards should be placed offset like a fan in front of each player so that everyone can see which role cards have already been played and how many cards each player has left.

Display cards like a fan to remember what roles have been played.

* <u>The most important rule when placing role cards:</u>
  Before it is your turn to place a card, it is forbidden to indicate whether or not you have the current role card. *Always wait until it's your turn before saying "next!" or "I am ...".*

Always wait your turn before talking!

* **"Bewitched" roles** are used in 2-4 player games. It is important to consider carefully these bewitched roles before selecting your role cards since anyone who places a bewitched role *immediately* loses three victory points (whether choosing the brave or the cowardly action, and whether or not the action is performed)!

Playing a "bewitched" role always costs 3 victory points!

Notes:
- Losing victory points (due to bewitched roles and/or certain event cards) may force players to move their victory point marker below 0.

- When the draw pile of bewitched role cards runs out, shuffle all 10 role cards to create the new draw pile.

End of a Round

A round ends when all players are out of cards. If only one player has cards left, this player plays alone until all cards have been played. Finally, complete the current event if it is an end-of-round event card *(see page 8 onwards: "The Events")*.

Then, the next round begins:

* Place the next event card face-up over the previous one.
* For 2, 3 or 4 player games, place the next 3, 2 or 1 "bewitched" role(s) face-up over the previous one(s).
* Players again choose any 4 of their 10 role cards, setting aside the remaining 6 for the rest of this round.
* The starting player for the new role card is the last brave player from the previous round (or the last starting player if all were cowards in the last turn).

When all chosen role cards have been played (and the event card has been completed), the round ends.

Prepare the next round:

- **turn over a new event card.**
- **turn over new "bewitched" role(s)** (for 2-4 players)**.**
- **Each player again chooses 4 of 10 role cards.**
- **The last brave player plays the first new role card.**

Game End

After seven rounds the game ends. Each player receives victory points for collected lightning *(see back of summary)* and remaining resources: Score 4 VP for each set of four *different* resources; score 2 VP for each set of three *different* resources.
Whoever has the most victory points is the winner. If tied, the tied player with the most resources wins. It there is still a tie, there are multiple winners.



The player receives at the end of the game 4 (1) + 2 (2) + 19 (3) = 25 victory points. The 3 remaining resources (4) don´t earn VP.

Game End

The game ends after 7 rounds.

Score additional victory points for gathered lightning and remaining resources.

The player with the most VP is the winner.

The Roles

Gatherers: Gatherers help players receive new resources. Resources are always placed visibly in front of players, so that they can be counted by the other players at any time.
Depending on whether the role is played bravely or cowardly, the number of resources taken from the supply is 3 or 1.

Note: The supply piles for the potions or magic wands are not meant to run out. Use place-holders if necessary.





Witches: Witches (both brave and cowardly) help players move their pawns around the board. Brave witches also deliver potions to the towers, allowing players to earn victory points.

Druids: Druids (brave and cowardly) help players deliver potions to the towers in order to earn victory points. Brave druids receive an additional 3 victory points.

Delivering potions as a brave witch

* First, the player moves one pawn to an adjacent area where the landscape type corresponds to the played witch. This area may contain any number of other pawns, but cannot contain clouds (see below: "The Clouds").

* Then the player chooses one of their potions to deliver, in the new area, to an empty circular tower of the same color. If there is no matching empty tower, the player cannot deliver a potion.



If an arrow points to the tower, the potion is placed on the tower, and the tower is "occupied".

* Finally, the player advances the victory point marker as many victory points as specified in the supplied tower. If there are one or two additional wands shown, the player takes the wand(s) from the general supply to keep.
  The tower is now "occupied" and can no longer receive potions.

Instead of a circular tower, a player can also deliver to a square tower (if available). In this case, the potion is not delivered to the *tower*, but to the *general supply*. The square towers can be delivered to multiple times; thus, they are *always* open - for the entire game! When delivering to a square tower, a player also receives the victory points indicated by the tower. Each player may deliver only *one* potion per role to the square towers.



If an arrow points away from the tower, the potion is delivered to the general supply. Square towers can be delivered to repeatedly.

Delivering potions as a druid

For a druid (brave or cowardly) to deliver a potion, the same rules apply with the following exception: no pawn is moved, but at least one of the player's own pawns must already be in the corresponding area. As a brave druid, a player receives 3 victory points more than the supplied tower specifies. *These additional 3 victory points can only be received if the player actually delivers the potion; just "being brave" is not enough!*



The location of a tower depends on which areas touch its base. Thus, these 4 towers can receive potions from pawns within the following areas: The left purple tower - forest, hill, or prairie (multiple times, 4 VP each time); the central purple tower - hill or prairie (just once, 6 VP); the upper orange tower - hill only (just once, 5 VP); the lower purple tower - prairie only (just once, 3 VP + 1 wand)



Potion delivering (witches):

- **Move pawn into adjacent area.**
- **Place the potion on a tower of the same color.**
- **Advance VP marker accordingly; add eventually 1 or 2 wands.**

Occupied towers can no longer receive potions.

Square towers always accept potions (these potions are placed in the general supply).

Potion delivering (druids):



- **If the player's own pawn is already in the corresponding area, deliver a potion to a tower (or to the general supply).**
- **Advance the victory points marker 3 points extra if "brave".**

The Clouds

No pawn may be moved onto or over water areas or land areas where there are one or more cloud tiles. The player must first try to charm away the clouds with the help of the **weather fairy**. Note, lightning on the "removed" (charmed away) clouds bring victory points at the end of the game *(see back of game summary)*.

To charm away a cloud, the following conditions must be met:
* The player must place the weather fairy role card and have at least one pawn in an area adjacent to the cloud to be charmed away.
* The player must return to the general supply the number of wands that matches the number on the star on the cloud.

The player then keeps the "removed" cloud (visible to other players). As a brave weather fairy, the player also receives 3 additional victory points. *The player only receives the additional 3 victory points if a cloud is charmed away; just "being brave" is not enough.*

The Events

There are 10 different events. One event is revealed each round. Of the 10 events cards, one takes effect before selecting the roles, three take effect during the round, and six take effect at the end of the round. The cards are self-explanatory, clarifying details are below:

"More or Less?"
All players choose between 1-5 role cards *(hidden from other players)*, then simultaneously reveal the number of selected role cards and gain or lose the corresponding number of victory points. The round then plays as usual.

"Black Market" & "Black Distillery"
A player can decide whether to take the action or the event *each time* the player plays a role cowardly.

"Perilous Places"
Example: Both of Daniel's pawns are in forests. He loses 2 victory points.
Emily's pawns are in a prairie and a forest. She loses 4 victory points.

"Protected Places"
Example: Daniel's pawns are on a hill and a mountain. He neither gains nor loses victory points.
Emily's pawns are in a prairie and a forest: She moves forward 2 victory points.

The Clouds



To charm away a cloud:
- **Place weather fairy.**
- **Have 1 pawn adjacent to the cloud.**
- **Place the required number of wands back in the supply.**
- **Take the cloud (keep it face-up).**
- **Take + 3 victory points, if brave weather fairy.**

The Events

... take effect either before, during, or at the end of a round.



"The Upper Hand"
Each player announces how many resources they have to start. Then all players simultaneously take any number of their resources in a closed fist, and hold it over the table. The fists are opened at the same time, and the numbers of resources are compared.

"Empty Handed"
The resources are kept by the player.

"The Works!"
Each player may only deliver a maximum of *one set* of resources.

"Flock Together"
The player´s two pawns must be in the same *type* of area, but not necessarily in the same area.

Game Variations

Try the following variations, even combining some together! Introduce the storm clouds (with light blue star on the front), the landscape tiles, and the amulets, as well as the back of the board, into play.

The Storm Clouds



... can be used on both sides of the board. At game start, mix the storm clouds with the heavy weather clouds. Then, as usual, place a random cloud tile on each of the corresponding areas. Return the remaining cloud tiles to the box.

Those who wish may use fewer heavy weather clouds, to increase the likelihood that storm clouds are placed on the board.



(2x) If this cloud is on the board, players receive 2 additional victory points when delivering a potion with a pawn *adjacent* to the cloud. If both of these clouds are adjacent to the pawn delivering the potion, players receive 4 additional victory points.
If Emily, for example, has a pawn in an area adjacent to these two clouds and as a brave druid delivers to a 2-VP tower + 1 wand, she receives 2 + 2 + 2 + 3 = 9 victory points + 1 wand.

This is the only storm cloud that always works while it *lies on the board*. All other storm clouds will work only *once*, at the moment they are *charmed away*.



(2x) The player who charms away this cloud, may *immediately* move *either* pawn to any adjacent area, just as if the player had placed the appropriate cowardly witch.



The Storm Clouds

... are mixed together with the heavy clouds at the beginning and then placed randomly, as usual.

This cloud brings + 2 victory points if the pawn delivering is in an adjacent area.

Move an own pawn to any adjacent area.



(1x) The player who charms away this cloud may *immediately* deliver any potion, with *either* pawn, just as if the player had played the appropriate cowardly druid.



(3x) The player who charms away this cloud, immediately takes the corresponding number of victory points *if* the player possesses at least as many potions of the matching color shown on the cloud, i.e. at least 3 orange, 4 green, or 4 purple potions (respectively). These potions are *not* returned to the supply, but are kept by the player!
If a player does not have the required minimum number of potions when charming away this cloud, the player receives the cloud tile, but not the victory points.

Deliver any potion.

Gain the corresponding number of victory points, if holding the required potions.

The Mountain Tiles and Amulets



... can be used on the front side of the board and *must* be used on the back side. The five mountain tiles are shuffled at the beginning of the game, and then one tile is randomly placed face-up on the corresponding space of each of the three mountain areas. Any towers covered lose their functions. The remaining two mountain tiles are returned to the box.
Each player places an amulet of their color next to each mountain tile.

When a player moves a pawn to one of these mountain areas, the player then – *in any order* – does the following:

* Claims their amulet from the mountain area and keeps it, visible to the other players. The amulets bring players victory points at the end of the game: one amulet = 4 victory points, two amulets = 9 victory points, all three amulets = 15 victory points *(see back of game summary).*

* Uses the *complete* function of the mountain tile (see below), *without* removing the tile. If a player doesn´t want to use the tile, it expires immediately for that player, i.e. it cannot be used in a later turn *(evident by the fact that this player's amulet has already been claimed)!*

* if acting as the brave mountain witch, delivers a potion here, if desired.

The individual tiles mean:



The player takes one potion per color from the general supply. *One of these 3 new potions could be delivered immediately, if acting as the brave mountain witch.*



The player takes two magic wands from the general supply.

The Mountain Tiles

**… can be used on the front side and must be used on the back side of the board.
Place three tiles randomly, face-up in the corresponding mountain spaces, along with one amulet per player.**

Whoever moves to one of these mountain spaces:

**... takes their amulet:
at game end 1, 2 or 3 amulets bring 4, 9 or 15 VP.**

... uses the mountain tile (but is not required to)**.**

... delivers a potion, if acting as the brave mountain witch.

+ 1 potion per color

+ 2 magic wands



With *either* pawn, the player delivers any type of potion, as if using the appropriate cowardly druid. *Note: delivering to a square tower is allowed.*

1 potion delivery



The player may do up to two movements with one of their pawns, or one movement with each pawn, as if placing the appropriate cowardly witches.

2 pawn movements (by same or different pawns)



The player may charm away any cloud tile adjacent to *either* pawn, as if placing the cowardly weather fairy.

1 cloud charmed away

The Forest Tiles



The Forest Tiles

... *must* be used when playing the back side of the board. The six tiles are shuffled at beginning of the game and then randomly placed face-up on each of the spaces provided in the four corresponding forest areas. The remaining two forest tiles are placed back in the box.

... *must* be used on the back side of the board.

Place four random tiles face-up in corresponding forests.

A player who moves a pawn to one of these forest areas takes the forest tile from the board and keeps it, face-up, visible to everyone.
In a *subsequent* turn, the player can use it once, and then discard it face-down next to the board. A player may use a maximum of *one* tile per role card and *one* "+1 card" tile at the beginning of a round.

The player who moves to one of these forests first takes the tile there.

The individual tiles mean:



(2x) Any player who plays a role cowardly and uses one of these tiles is allowed to perform the brave action instead of the cowardly one. For the remaining rules, the player remains cowardly. *Thus, the player neither usurps the current brave player nor becomes the starting player of the next role card.*
During the event "Brave Heart", the starting player of a role card cannot avoid the obligation to be "brave" by using this tile.

Play cowardly, but perform the brave action.

.



(2x) Any player who uses this tile at the beginning of a round may take one additional card to keep.
This tile can be used in the event "More or Less" even after all players have shown their hand size; the additional card is not taken into account when scoring victory points for this event.

+ 1 card for your hand



(2x) Any player who plays a role card cowardly and uses this tile takes 5 victory points *instead of* performing the action.
If this tile is used during the events "Black Market" or "Black Distillery", the player still gains only 5 victory points (and not another + 3 victory points or + any resource).

+ 5 victory points instead of cowardly action

The Hill Tiles



... *must* be used when playing the back side of the board. The six tiles are shuffled at beginning of the game, and then randomly placed face-up on each of the spaces provided in the four corresponding hill areas. The remaining two hill tiles are placed back in the box.

The individual tiles mean:



(5x) Any player who moves a pawn to one of these hill areas ignites the "turbo broom" feature, *immediately* jetting this pawn to one of the two stone circles specified on the tile. In the new area, the player may deliver a potion, if playing as the brave hill witch.



Note: It is possible that the stone circle "B" is not accessible, or that you can no longer leave that island after you arrive. It is never possible to leave the island with the stone circle "D".



(1x) In this area no "turbo broom" feature is ignited, but a player can deliver an orange potion to the supply for 7 victory points if playing the brave hill witch, just as if the tower was displayed on the board *(see page 7)*. The same applies if any player delivers a potion here as the peak druid.

The Hill Tiles

... *must* be used on the back side of the board.

Place four random tiles face-up on corresponding hills.

Move pawn immediately to one of the two specified stone circles (and deliver one potion, if playing as a brave hill witch)**.**

Deliver an orange potion for 7 victory points (back to the supply)**.**



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Do you have comments, critiques, or questions about this game? Write us:

Ravensburger USA, Inc. | 1 Puzzle Lane | Newton, NH 03858
E-Mail: info@aleaspiele.de | www.aleaspiele.de

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