

Fly with a Witch - Game Instructions

## A Game of Observation and Luck

## Playing with

2-4 Players, Age: 4-8t

## The Game Contains:

- 24 thick cards
- 2 dice


## Preparations:

Shuffle the cards well.
For 2 players: deal 5 cards to each player. Take 4 cards and place them face down as a draw pile. Put the remaining cards back in the box.
For 3 players: deal 5 cards to each player. Take 6 cards and place them face down as a draw pile. Put the remaining cards back in the box.
For 4 players: deal 4 cards to each player. Place the remaining cards face down as a draw pile.

Each player places his cards in front of him face up.


## How to Play?

Roll the dice (the youngest player rolls first and then continue clockwise). After each roll of the dice, everybody checks their cards for a card that has both animals that the dice show. All the cards that have both animals on the broom are turned over with their back up. If both dice show the same animal, all the cards that depict that animal on the broom are turned over. After everybody has turned over their appropriate cards the dice are rolled again and the players turn over more cards. Keep rolling until one (or more) of the players has turned over all their cards. This player is the winner of the round. The winner of the round collects all the cards which are still face up on the table from his opponents. (After everybody has turned over their cards).


- If more than one player won the round the winners share the face-up cards among them. If there is a remainder it goes back to the box.
- If all the players managed to turn over their cards at the same roll no one wins in that round.

For the next round every player is dealt one more card from the draw pile and everybody turns over their cards to a faceup position and get ready for the next round.

## End of the Game:

The game ends after the 3rd round (After dealing the last cards in the draw pile). The player with the most cards at the end of the game is the winner.

