





WARTS

Players get 1 random Wart Token from the common pool for each bad Food Card they pull from the Cauldron during the match. **5 warts are the critical maximum**, and you cannot get more warts than that.



WART EFFECTS

Each Wart Token has a specific effect: an extra rule that you will have to follow from now on, making the game more challenging for you. To determine which effect you got with your Wart Token, look at the icon on its face side. There are **4 different effects** and corresponding icons:

 <p>During the Race, after you have thrown your Food Cards into the Cauldron, stop and say, very loudly: BUBBLING CAULDRON, FEED US ALL — HUNGRY WITCHES, BIG AND SMALL! Then proceed to grab your Scoop and so on.</p>	 <p>During the Race, hold the Magic Scoop (the wide sides of its handle, to be exact) between your index fingers, just like the girl above.</p>
 <p>Put the cardboard Glasses on before the Race and look for food, trying to see the Cauldron through tiny holes.</p>	 <p>During the Race put the handle of your Magic Scoop up to your nose tip, just like the boy above.</p>

Note: If some wart effect is impossible or too difficult for you to perform, adapt the rules as you see fit or replace this Wart Token with another one from the common pool.

If you have multiple warts with varying effects, you will have to perform all the necessary actions at the same time. But if the some of your warts have a similar effect, perform the necessary action only once.

EXAMPLE: *Danny, who got 2 Wart Tokens during the match described on page 4, will have to hold his Scoop with his index fingers and also hold its handle against his nose tip during his next match (👉👉). Both will have to wear the cardboard Glasses (👓).*

HEALING BROTH

Imagine: you have just received your 5th Wart Token, so the game will be over as soon as the Fire Witch discards another Candle Card! You'd probably really want to get rid of at least 1 wart to participate in the final scoring, right? Or maybe the game has just started, but you already have some warts that are giving you a hard time...

That's exactly what broth is for: healing. To get rid of 1 wart, pull 2 or more Broth Cards (along with the other Food Cards, if you wish) from the Cauldron during any match. Then, before the first step of the Snack phase, choose any Wart Token you have on your Witch Board and put it back into the common pool face down.



END OF THE GAME

The game ends immediately after the Fire Witch discards a Candle Card, if at least one of these conditions is met:

- 1 The Fire Witch has no more candles left to light.
- 2 One of the players has put their 5th Wart Token on their Witch Board previously.
- 3 One of the players has put their 10th Food Card on their Witch Board previously.

Any player who has less than 5 warts at this moment may participate in the final scoring. **The player with the most Food Cards on their Witch Board wins the game!** If there is a tie, the player who has less warts wins. If there is still a tie, the players share the victory!

TIPS

- ★ You don't have to perform the steps of the Race at the same time as your opponent. If you have finished the first step, proceed with the second one immediately, even if your opponent is falling behind for some reason.
- ★ Hold the Magic Scoop perpendicularly to the surface of the Cauldron and stir the Food Cards very carefully. Otherwise, you risk getting salt stuck to your Scoop too soon.
- ★ The less salt you get, the better: as the game goes on, it will become scarcer in the Cauldron, making looking for food even more challenging.
- ★ Once you pull the Scoop back from the Cauldron and start the countdown, don't be too hasty. Give your opponent around 3 seconds to finish.
- ★ Bespectacled witches are recommended to take off their own glasses before putting on the cardboard Glasses: the tighter you clasp the cardboard Glasses around your head, the easier it will be to see something through the holes!

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CARLO A. ROSSI

THE WITCH, THE SCOOP, AND THE MAGIC SOUP



Every once in a while, your friend, who is a witch, invites you and other witches to come together for a fun little potluck party. Everyone brings what they find the most delicious: crunchy spiders, spicy mandrake roots, freshly gathered toadstools — to throw all of it into one gigantic cauldron and brew the best soup ever!

There's a tiny problem, though: some of the food, now bubbling tantalizingly in the golden broth, just isn't there for you to enjoy. Really, be careful — or you'll get a big, nasty wart on your nose in no time! And a single wart isn't half bad, but what if you get five? You'll have to leave the party early, that's for sure!



COMPONENTS

- 1 Cauldron
- 2 Magic Scoops
- 28 Salt Tokens
- 20 Wart Tokens (5 × 4 types)
- 4 Witch Boards
- 68 Food Cards (Broth × 8, Frogs × 10, Worms × 10, Spiders × 10, Eyeballs × 10, Mandrakes × 10, Toadstools × 10)
- 2 cardboard Glasses

If it's your first time playing, prepare the Salt Tokens beforehand by decorating both sides of each round metal plate base with a sticker from the corresponding sticker sheet.





HOW TO WIN

Eat more food than everyone else, all the while getting as few warts as possible!

GETTING READY

- 1 Set the Cauldron.** Take the bottom of the game box and put it flat side down onto the bottom of the round Cauldron game board in between 4 stoppers, as shown in the figure on the right. Then flip the assembled Cauldron over and set it in the center of the table in reach for all players.
- 2 Put 1 Salt Token** into each of the 28 slots of the Cauldron.
- 3 Prepare the Food Cards.** Take the following cards out of the deck: Frogs × 3, Spiders × 3, Worms × 3, Eyeballs × 3, Mandrakes × 3, Toadstools × 3, Broth × 2 (20 cards total). Shuffle these cards and spread them evenly on the surface of the Cauldron.
- 4 Shuffle the remaining Food Cards,** divide them into 2 piles of 24 cards each and put the piles on the table on the different sides of the Cauldron.
- 5 Shuffle the Wart Tokens** face down and place them in a common pool near the Cauldron.
- 6 Decide together** just how challenging you would like the game to be. Then each player chooses a Witch Board and puts it in front of themselves closed mouth side up (easy mode) or open mouth side up (expert mode). If you'd prefer an extra challenge, put 1 Wart Token on your Witch Board from the start (see page 5 for more information).
- 7 The eldest player** becomes the Fire Witch! If that's you, place 3 Candle Cards unlit side up in front of you. After that take the Red Magic Scoop and light the first Candle (flip 1 Candle Card lit side up).
- 8 The player sitting** to the left of the Fire Witch takes the Purple Magic Scoop.

Note: We recommend starting with the easy mode and trying more challenging options after you get the hang of the game!

Take a good look at your Witch Board! **Bad food** is circled in red and crossed out (on the left). **Good food** is circled in green (on the right). These preferences are individual for each player.

GAMEPLAY

The game consists of **matches** between pairs of players interchanging clockwise. During each such match both players will be using Magic Scoops to pull Food Cards from the Cauldron as quickly as possible. Each player can take part in **up to 6 matches** over the course of the game.

The Fire Witch has an important mission: they keep track of the matches with the help of Candle Cards and the Red Magic Scoop, which is passed around the table as the matches go by. **When the Red Magic Scoop makes a full circle and reaches the Fire Witch once again, they must discard the lit candle in front of them and light another one, if possible** (flip one more Candle Card lit side up, if they still have any).

When the Fire Witch discards the 3rd and last Candle Card, the game ends immediately. The endgame is also triggered if one of the players gets **10 Food Cards** and/or **5 Wart Tokens** on their Witch Board. In this case, continue playing until the Fire Witch discards another Candle Card, then proceed to scoring.

MATCH

Each match is divided into 2 phases: Race and Snack.

PHASE 1. RACE

If you have the Magic Scoop, get ready for the race! Before you start, put your Scoop on the table beside you and take 2 Food Cards from any pile you like. If you have already got a wart or two previously in the game, make sure you remember what their effects are and be ready to act accordingly (see page 5 for more information).

CAUTION! HOT! Don't touch the Cauldron with your bare hands, nor throw food in there from too close of a distance!

WHEN BOTH PLAYERS ARE READY TO RACE, EACH PLAYER HAS TO DO THE FOLLOWING 3 STEPS AS QUICKLY AS POSSIBLE:

- 1 Count to three** loudly and on the count of three **throw the Food Cards one by one into the Cauldron from the distance**, like small frisbees. If a card lands outside the Cauldron, pick it up and throw it in there once again.
- 2 As soon as both of your cards are in the Cauldron, grab your Magic Scoop and reach with it for the Food Cards you like.** If necessary, you may use your Scoop to carefully stir the food in the Cauldron, moving the cards you like closer together and moving those you don't like aside. The Salt Token under the cards will stick to the Magic Scoop, and the food will fly up with it as well!
- 3 Pull your Magic Scoop back from the Cauldron.** If you're the first to finish, start the countdown for your opponent: "Three, two, one, STOP!" As soon as you say "Stop", your opponent must stop searching for food and pull their Scoop back from the Cauldron as well.

REMEMBER: You may stick something from the Cauldron to your Magic Scoop only once per match. Don't turn your Scoop around to stick more cards to its other side. Even if it's only a Salt Token that's stuck to your Scoop, you'll need to stop searching for food after that and proceed to next step.

When both players have pulled their Scoops back from the Cauldron, the Race phase ends. If players stirring the food in the Cauldron caused some cards to fall over its edge accidentally, throw them back into the Cauldron.



PHASE 2. SNACK

When the Race is over, you must check what kind of food you managed to pull from the Cauldron. **Do this exactly in the following order:**

1. GOT ANY BAD FOOD?

Check if any of the Food Cards you've pulled from the Cauldron depict the bad food, circled red and crossed out on your Witch Board. If that's so, **take 1 Wart Token from the common pool for each bad Food Card that you've caught.** Put the warts in the appropriate spaces on your Witch Board. After that, throw the bad Food Cards back into the Cauldron.

2. NOT TRYING TO EAT MORE THAN YOU CAN CHEW, ARE YOU?

Count the remaining Food Cards. If there are Broth Cards among them, they still count. **If you have more than 4 Food Cards, it's too much!** Throw all but one good Food Card back into the Cauldron.

3. GOT ANY BROTH?

If you still have got any Broth Cards after the second step, throw them back into the Cauldron (see page 5 for more information on how the broth can help you heal).

After this check-up you should have **up to 4 good Food Cards.** Munch away! Put the food in the appropriate spaces on your Witch Board.

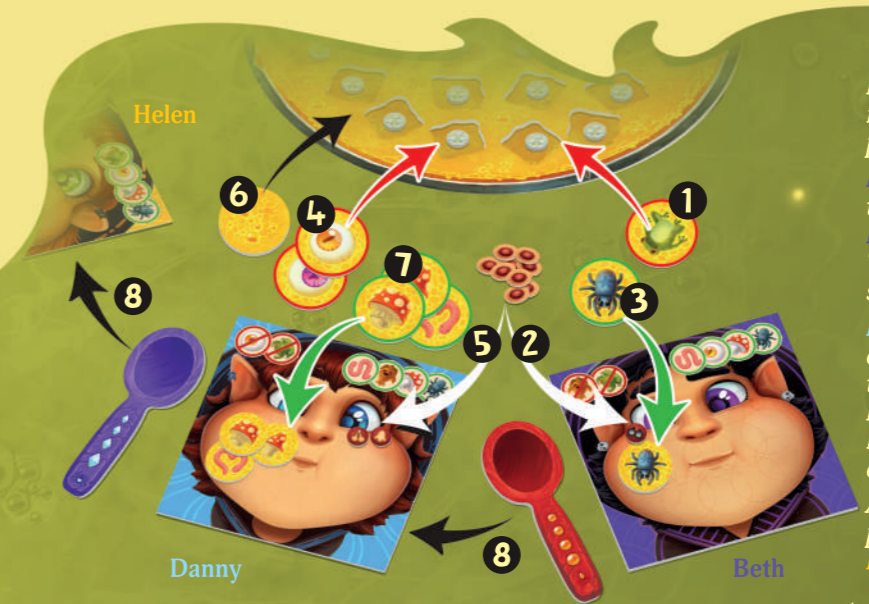
Note: You may have up to 10 good Food Cards on your Witch Board. As the game draws to a close, you may find yourself catching extra good Food Cards, which there will be no space on the Witch Board for. These cards do not matter during scoring, so just throw them back into the Cauldron.

Discard the Salt Token stuck to your Magic Scoop. Do not put the Salt Tokens back into the Cauldron.

Note: If there are less than 2 Salt Tokens left in the Cauldron, continue playing by the same rules, but at the beginning of each match put 2 Salt Tokens from the discard pool into the random slots of the Cauldron.

When the results of the Race are resolved, the Snack phase ends.

When both phases are over, pass your Magic Scoop to the next player on your left (this way, the player who has just used the Purple Magic Scoop will get the Red Magic Scoop instead). **After that, the match ends, and another one begins by the same rules.**



EXAMPLE: Beth and Danny, who is sitting on her left, have just finished the Race. Now they need to sort the Food Cards that they've pulled from the Cauldron to get a Snack.

Beth has pulled 1 Frog and 1 Spider from the Cauldron. According to her Witch Board, Frogs and Mandrakes are bad for her. Beth throws the Frog back into the Cauldron **1** and puts 1 Wart Token on her Witch Board **2**. Spiders are good for her though, so she puts the Spider on her Witch Board to munch on later **3**.

Danny has got 2 Eyeballs, 2 Toadstools, 1 Worm and 1 Broth. Frogs and Eyeballs are bad for him. Danny throws both Eyeballs back into the Cauldron **4** and puts 2 Wart Tokens on his Witch Board **5**. He has exactly 4 Food Cards left after that, so he doesn't have to lose his haul. Danny throws the Broth Card back into the Cauldron **6** and puts all remaining cards on his Witch Board as his Snack **7**.

After that Beth passes her Red Magic Scoop to Danny, who, in turn, passes his Purple Magic Scoop to Helen on his left **8**. Danny and Helen prepare for the next match.