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# WITCHSTONE



## FULL MOON

*Spielregel*  
ab Seite 2



*Rulebook*  
from page 8 on



*Règles du Jeu*  
à partir de la page 14



Another hundred years went by, and once again, Witches and Wizards convene at the mystical Witchstone in order to regenerate its energy field and strengthen their own position in the clan. But this time, the Magicians' gathering is influenced by the Full Moon, and its rays magnify the magic powers of the Grandmasters many times over.

This expansion contains 4 towers and 4 Grandmaster figures, plus 2 modules that can be played individually or in combination with the basic game.

For the first few games, we recommend playing only with one of the two modules.

## Contents

4 Grandmaster figures  
(in the player colors)



4 towers

### Module 1: High-dosage Ingredients

- hex tiles with a doubling symbol ("power tiles")
- 4 collecting tiles
- 3 Scrolls



### Module 2: The Power of the Full Moon

- 6 Full-Moon cards
- 4 Familiar tokens  
(with a stand)



# The Towers of the Grandmasters

(can also be combined with the basic game without the modules)

At the beginning of the game, put the 4 **towers** on the tower spaces. Then distribute the Magic chips, as usual.



The player sitting to the right of the starting player takes the **Grandmaster** figure of his color and places it on one of the 4 **towers of the Grandmasters** on the gameboard and takes the Magic chip from there. After that, the next player in counter-clockwise order chooses a tower that is still available, and so on, until all players have placed their figure (and taken the respective Magic chip).

After that, the game begins in the usual way. The Grandmaster figure replaces the Big Witch from the basic game. Put the Big Witch back into the box or use her for the following option:

## Option for the Big Witch

Add the Big Witch from the basic game to the other Witches in your supply. She is now placed in the same way as the small Witches, but with one special feature: When you place the Big Witch at any location and take a Magic chip, you get an applicable additional action. If you get a victory-point chip with the Big Witch, you earn  $3+1=4$  victory points.

**Example 1:** Blue places his Big Witch in a forest, where lies a Magic chip with a Pentagram symbol. Blue takes the chip and moves his Owl  $1+1=2$  steps ahead on the Pentagram.

If you place the Big Witch at the Witchstone, you earn 1 additional victory point as well.

**Example 2:** Green is the first at the Witchstone. She earns 2 points for the location + 5 bonus points + 1 point for the Big Witch = 8 victory points.

Once placed at a location, the Big Witch stays there until the end of the game.

If, for instance, you get victory points on the Magic Wand for each Witch in the Crystal ball, your own Big Witch on the gameboard is included in the count – as is your own Grandmaster figure on the tower.

# Module 1: High-dosage Ingredients

As a grandmaster, you have honed your skills over time and have finally reached a special mastery in the art of symbols. You can now use the double-symbol hex tiles to strengthen the Magic Spell in your Cauldron.

## Set-up

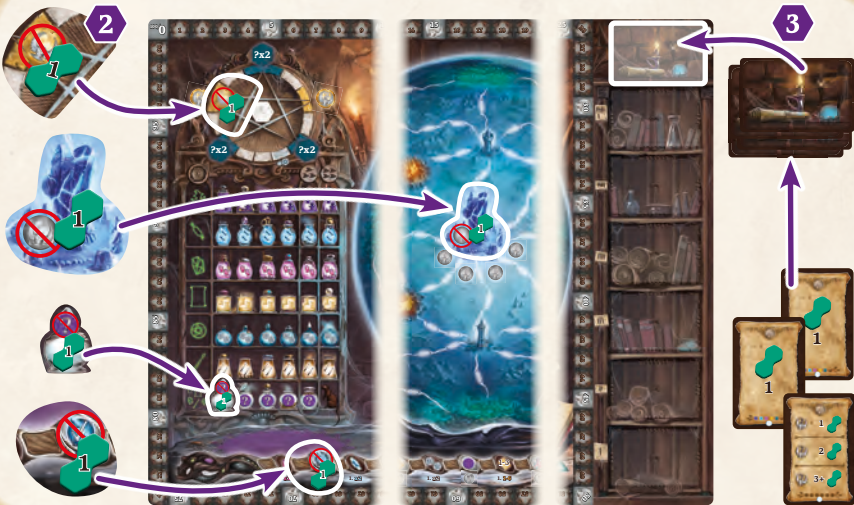
Put the 6 tiles with a doubling symbol (called **power tiles** 1) face up on or next to the gameboard.



Put the 4 **collecting tiles** 2 on the applicable spaces of the gameboard.



Shuffle the 3 **Scrolls** 3 into the Scroll pile from the basic game.



## Use in the game

Once a power tile is in your cauldron, the 2 symbols of that tile will from now on count towards the group of that symbol, if that group is activated or if it is important for a prophecy at the end of the game. You can collect these tiles in different ways:





If you move a Crystal out of your Cauldron and decide to place it **on the first Vial on the bottom shelf of the rack**, you may take the collecting tile off the gameboard. Instead of taking one of the 5 laid-out Magic chips, you choose one of the laid-out power tiles and immediately put it in your Cauldron.

If you move onto or across **the first Owl space of the Pentagram**, you can forgo the Owl tile and instead take the collecting tile from the Pentagram. For this, you choose a power tile and immediately put it in your Cauldron.



If you reach **the first silver space on the Magic Wand**, you can forgo the points for the energy connections you have completed in the Crystal ball and instead take the collecting tile from the Magic Wand. For this, you choose a power tile and immediately put it in your Cauldron.

If you move **one of your Witches onto the Witchstone**, you can forgo the bonus points and – in addition to the 2 points you get for the location – take the collecting tile from the Witchstone. For this, you choose a power tile and immediately put it in your Cauldron. You place your Witch on the Witchstone – but not on one of the bonus spaces; these spaces remain available to the other players. You may **not move a second Witch onto the Witchstone** during the game.



You can also get power tiles through **the two Scrolls**. As per the normal rules, you take the respective Scroll in a Scroll action and choose a power tile that you immediately put in your Cauldron. The Scroll is included in the count if, for instance, you get victory points on the Magic Wand for the Scrolls you have collected.

**Note:** If you don't take a power tile when you get this Scroll, it will score 2 victory points at the end of the game.

**Each collecting tile can be used only once for taking power tiles.** If, to do so, you take a collecting tile off the gameboard, you'll put it back into the box right after that.

**Attention:** The power tiles increase the yield of an action type, but they also take up space in your Cauldron. And to get them, you need to forgo valuable bonuses or Scrolls. Consider carefully whether to use them and, if so, how.

**Note:** You may also choose NOT to take a collecting tile. In this case, you refrain from taking a power tile. The collecting tile remains in place, or, respectively, the Vial collecting tile is simply put one Vial ahead and you carry out the normal action of the respective space.

## ◆ Additional Prophecy ◆



### **Victory points for power tiles**

If you have this prophecy, you'll earn victory points at the end of the game, depending on the number of power tiles in your Cauldron.

## Module 2: The Power of the Full Moon

The rays of the full moon bring hidden powers to light and give you special abilities that only you can use. Your Familiars will support you.

### Set-up

After setting up the game, each player gets the **Familiar token** (with a stand) in his color. Shuffle the 6 **Full-Moon cards**, face down. The starting player **draws the top 2 cards, selects one of them** and puts the other back under the pile. Then the second player draws 2 cards, selects one, and so on, until each player has selected one out of two cards. The remaining cards are put back into the box. (Alternatively, you can also simply draw the cards randomly or select one card each from all face-up cards.)

Now lay out your Full-Moon card face up in front of you and place your Familiar token on the moon in the center.



### Use in the game

**Each turn**, you may use **one of the two** indicated special abilities **once**. To do so, move your Familiar token onto the function chosen. This way, you indicate that you have used this special ability and can't use any of your special abilities again for the remainder of your turn. At the end of your turn, you move your Familiar token back onto the moon.

**The function on the left side** of the card always refers to one of the **6 action types**. If you put a hex tile with the respective action type in your Cauldron, you gain +1 action of this type.

You can use **the function on the right side, while** you are carrying out a specific **action type**.



**Attention:** A special ability can be used no more than **once per turn!**

◊ Special abilities ◊





If you move across dark brown spaces on the **Magic Wand**, you may once per turn consider a space **as if you were furthest ahead on the Magic Wand**, even if there are other players' counters in front of yours. If you move across multiple dark brown spaces, you have to decide which bonus you want to use twice.



If you advance on the **Pentagram** and obtain one or more special hex tiles, **you may once freely choose from all 3 special hex tiles that are laid out face up on the Pentagram**. After that, refill the space with a new tile from the stack, as usual.



If you collect a **Magic chip** (regardless of whether you take it from the Crystal ball or from the bottom shelf of the Vial rack), **you gain once +1 action of the type depicted** (that means, for instance, 2 Witch actions instead of 1, or 4 victory points instead of 3, if it is a 3-point Magic chip).



If you put a **Crystal** into one of the Vials, **you gain once +1 action of the type depicted** – this also applies to the Magic chip if you put the Crystal on the bottom shelf (or you earn 4 victory points instead of 3, if it is a victory-point Magic chip).



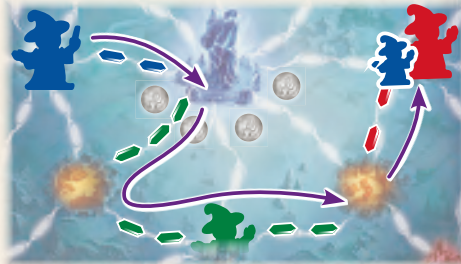
If you are allowed to take a **Scroll**, you may choose **whether to take it from the bottom or from the top shelf of the rack**. So, if you have two Scroll actions, you may either take the first or the second Scroll from the bottom or the first or the second Scroll from the top.

If you are allowed to take multiple Scrolls on your turn, you may only once choose a Scroll starting from the top.



If you move a **Witch** from your tower space to a location, **you may once in an action use as many connections of other players in one color as you want**. That means, instead of using up one action for each connection of another player between two locations, it costs you only one action to move across any number of locations along this connection of another player.

**Example:** Blue wants to place his Witch on Red's tower space. First, he uses one of his own connections, and then, with the help of his special ability, 3 of Green's connections. After that, he uses one of Red's connections. All in all, he needs 3 Witch actions for this.



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