

# APPRENTICE NOTES



HOW IT ALL WORKS

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# Witching Hour: Midnight

Deep in the heart of the Midnight Manor, the Great Witch Beatrix Blackwood is brewing her legendary Elixir of Ever-Sight. This potion is so complex that it requires hundreds of magical ingredients, added in a precise, mystical order.

Beatrix has gathered her best Apprentices (that's you!) and handed each of you a satchel of rare ingredients: glowing herbs, crystallized moonbeams, and enchanted relics.

You must each brew a portion of the final elixir, to be checked and combined by Beatrix into her mighty cauldron. But you can't just throw all of the ingredients in at once! The spell is ancient, complex, and temperamental—it will only accept an ingredient if it matches the **Suit**, **Shape**, or **Colour** of the item added just before it.

## The Challenge

As you race to finish your portion of the brew, disaster can strike! You may be delayed, betrayed or beaten to the final brew!

**The first Apprentice to empty their hand** adds the final ingredient and completes the elixir! Beatrix will crown that winner the **High Apprentice**.

# What's in the Box

- 2 Decks of 62 cards each (124 cards total).
- 5 x Quick Recognition Cards (reference cards)

## What are Suits

The upper icon on each card represents one of the five Suits in the game.

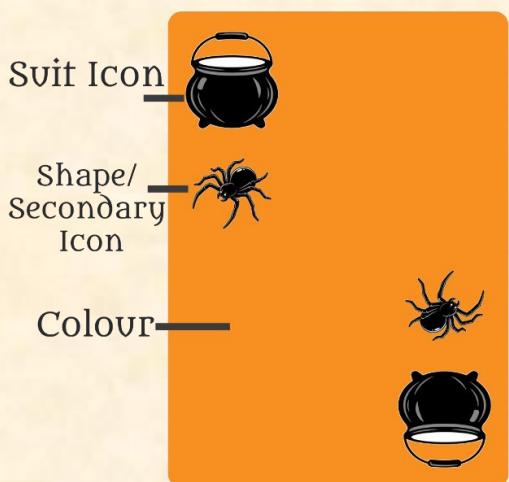
### Suit Icons

- Witch's Hat
- Cauldron
- Broomstick
- Black Cat
- Crystal Ball



## Anatomy of a Card

Each standard card is printed with a Colour, a Suit, and a Shape.



# How to Play

A matching game for 2-8 players

## Object of the Game

Be the first player to discard all cards from your hand.

## What Makes Cards Match

Cards can be played if they match the top card of the discard pile in **any** of these ways:

1. **Same Suit** (upper icon)
2. Same Colour
3. Same Shape (lower icon)

There are 5 Suits, 10 Shapes and 10 Colours



The example here shows three different ways to match a card.



# The Ten Shapes

Most cards have one of these shapes located beneath the Suit:

- Frog, Pentagram, Skull, Bat, Spider, Crow, Snake, Moon, Spellbook, Eyeball.



## Setup

- 1. Determine first player:** Youngest player starts.
2. Shuffle both Decks together.
3. **Deal 7 cards** to each player.
4. **Create a discard pile:** Place one card face-up. If the card is a Wild or Sidestep card without a Suit, flip another card until a Suit is displayed.
5. **Remaining cards:** Form the draw pile.
6. **Quick Recognition** cards can be placed around the table to help players reference Suit names.

Quick Start

Deal 7 Cards per player.

Flip the top card from the draw pile.

Youngest player starts the first game.

# Basic Play

On your turn:

1. Play a matching card from your hand, or
2. **Draw one card** from the draw pile
3. If you draw from the draw pile, you *may not* play a card in the same turn. Drawing a card from the draw pile instantly ends your turn.
4. Play continues clockwise (unless altered by a card effect.)
5. If the draw pile runs out, keep the last card played but shuffle the rest of the discard pile to make a new draw pile.

## Last Card Declaration – “Midnight!”

When you play your second-to-last card, you must announce “**Midnight!**” before the card touches the table/discard pile. Failure to do so means you draw 2 penalty cards when caught (or when you own up to it as an honest Apprentice).



If a player's second last card touches the table before they complete the call of “**Midnight!**”, they must draw 2 cards.

# Winning

The first player to discard all cards completes their assigned Witch's Brew and is declared the High Apprentice. That player wins the round!

## Special Event Cards

Most Special Event cards are on a light grey background. This is not one of the 10 colours in the game and cannot be used for colour “matching”. Special Event Cards each have their own rules for matching.

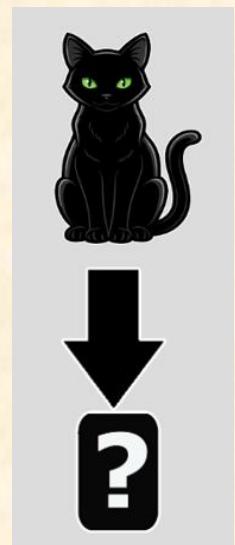
### Betrayed

- Penalty card – Must be played if *Wicked Cackle* is played
- Otherwise, may only be played on a prior red-coloured card
- The player playing this card must take one random card from every other player who has 3 or more cards in their hand.
- Next card played must be Wild or red-coloured.



## Polymorph

- Can be played on *matching* Suit or another *Polymorph* card only.
- Allows you to declare any new Suit – In this example image, Black Cat can be changed to any other Suit.
- **Note:** These cards have no Shape or Colour, so they are harder for the next player to match.



## Counter Stir

- Reverses direction of play
- Must match the Suit type of the previous card.
- Effect persists until another *Counter Stir* is played.
- The next player may play a card with the matching Suit type or play another *Counter Stir* card.
- The Suit type displayed on the **most recent** *Counter Stir card* is the “current” Suit.
- Note that the card has no Colour or Shape to match, making these cards more difficult to follow.



## Curse You!

- Must be played on matching Suit.
- Next player draws 1 card and loses their turn.
- Stacking rule: If next player has a *Curse You!* card, they can play it on top of any other *Curse You!*, making the following player draw 2 cards and lose their turn.
- Stacking effect continues until someone cannot play *Curse You!*



## Follow the Recipe

The *Follow the Recipe* card introduces a multi-player chain event where players are forced to match a randomly determined Suit or suffer a penalty, drawing 3 cards.

- Can only be played on a matching Colour card (Yellow).
- **Activates the Event:** When played, immediately flip the top card of the draw pile face-up. This card's **Suit** becomes the **Follow Suit**.



### Handling Non-Suit Flips:

If the flipped card does not have a suit (e.g. Betrayed card or other Event cards), the player must simply continue to flip cards from the

draw pile into the discard pile until a card with a Suit is revealed. The Suit of this card becomes the Follow Suit.

**Chain Reaction:** Starting with the player *next* in turn order, they **must** play a card matching the **Follow Suit**.

- If they **can** play the Follow Suit, the event passes to the next player, who must now play a card of the **Follow Suit**.
- If they **cannot** play the Follow Suit, they must **draw three cards** and their turn ends.
- If a *Curse You!* card is played, the cursed player skips their turn as normal. This does not end the *Follow the Recipe* event.

**Event Conclusion:** The Follow the Recipe event immediately ends when a player is forced to draw three cards. Normal play resumes with the player immediately after the player who drew the cards (i.e. play continues in the *current* direction of play).



If another Apprentice is close to winning, changing the colour to yellow could bring on the *Follow the Recipe* card... a move that could delay the winning player!

## A Pox on All of You!

- **SIDESTEP CARD:** Can only be played on your turn. May be played whether you have a matching card or not. This card may NOT be played as your final card.
- Place sideways above the discard pile.
- Must announce "A POX ON ALL OF YOU!" before the card touches table or discard pile or draw 3 cards as penalty.
- All other players immediately draw 1 card, unless the person playing the card did not announce “A Pox on All of You” in time.



### A Pox on All of You

Sidestep: Player must announce "A Pox on all of You!". All other players draw 1 card. If player does not announce "A Pox on all of You!" before card hits table, Player draws 3 cards. Cannot play as last card.

Cannot play as last card.  
table, Player draws 3 cards.  
of You!", before card hits  
not announce "A Pox on all  
draw 1 card. If player does  
announce "A Pox on all of  
You!", All other players  
draw 1 card. If player draws  
Sidestep: Player must

### A Pox on All of You



## Coven Circle

- Can be played on any card.
- Declare the new Suit (before cards are passed).
- All players immediately pass 1 card in current direction of play.



### Coven Circle

Wild card: play on ANY card and decide what the new Suit will be. ALL players THEN pass one card to the next Player in the direction of current play. Cannot play as last card.

## Failed Spell

- Can be played on *any* card.
- **Penalty** for the player playing this card: Draw 5 cards immediately.
- Declare the new Suit.
- Tip: Sometimes it's worth the penalty to get rid of this card or to change the Suit when someone is on their last card.



### Failed Spell

Penalty: Play on ANY card. Draw 5 cards. Choose the new Suit.

## Wicked Cackle

- Play any time on your turn
- Play on any card. When played, all players holding *Failed Spell* cards or *Betrayed* cards must immediately play all of them and take the penalties.
- Flip top card of the draw pile to determine the new suit. Continue to flip until a new Suit is displayed. Play continues with the next player as normal.



### Wicked Cackle

Play on any card. Force players to immediately play any Penalty Cards in their hand for the full negative effect. Flip the next Deck Card to determine the Suit for next player. Cannot play as last card.

## Witch Gone Wild

- Wild Card
- Can be played on any card. Declare the new suit.

# Sidestep Cards

- “*A Pox on All of You*” cards are placed sideways *above* the discard pile when played
- Cannot be matched by other players
- Next player must match the card on the main discard pile

# Quick Reference

- Deal 7 cards to each player to start
- Match: Suit, Colour, or Shape
- Some special cards can stack for bigger effects
- Sidestep cards placed sideways above the discard pile
- Must call “**Midnight!**” with one card remaining



Tip: It helps new players if you call the three matching characteristics as each card is played. “Cauldron, Bat, Green” will help new players train their eyes to watch for all three matches.

## Designer's Note

Remember, the best games happen when friends or family gather around a table with bad food, good drinks, and even better company. Play responsibly and laugh frequently.

Disputes are best settled by the two disputers writing a 3000-word essay detailing their position and justifying their claim. For children under 15, disputes are decided by the first one to finish cleaning their room and do their homework. In the case of a tie, the dispute is settled in favour of the person who first offers to cook dinner for a week for their family.

Cheers to good games and great friends!

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For questions, clarifications, or to share your epic game stories, visit [friendswithbeverages.com.au](http://friendswithbeverages.com.au)

# WITCHING HOUR: MIDNIGHT

Witch's Hat



Cauldron



Broomstick



Black Cat



Crystal Ball

