

# Broom Service

## The Card Game

### GAME SUMMARY

Once again, witches zoom on their brooms delivering colorful potions via “Broom Service”. Once again, the magical question is: are you brave or are you a coward? Should you risk a lot – and lose it all? Or play it safe – and just squeak by? In four fast rounds players must prove their courage and their cunning.

**Whoever has the most victory points at the end of the game is the winner.**

### GAME SUMMARY

Players try to gain the most victory points by playing witches carefully: sometimes bravely, sometimes cowardly.

The player with the most victory points wins.

### GAME CONTENTS

- ⌘ 144 Witch Cards (purple backside):
  - 10 root witches (brown), 11 meadow witches (green),
  - 12 fire witches (red), 14 berry witches (purple),
  - 16 sun witches (yellow), 18 water witches (blue),
  - 20 fog witches (grey), 21 night witches (black),
  - 22 snow witches (white)

⌘ 11 Task Cards

⌘ 6 Overview Cards



*This box also contains 19 cards (including rules), which serve as “The First Expansion” for the BROOM SERVICE board game. These 19 special cards should be taken from this game and added to the board game.*

## GAME SET-UP

Sort the **task cards** according to the number of players (see the icon in the top left corner of the cards).

Shuffle the task cards and place three of them face up in the middle of the table.

Place the remaining task cards (these are each worth 5 victory points) upside down next to the three face up cards.



Sort the **witch cards** according to the number of players.

**With 3 players:** use witches numbered **10-18** (= 81 cards/6 types of witches).

**With 4 players:** use **10-20** (= 101 cards/7 types).

**With 5 players:** use **10-21** (= 122 cards/8 types).

**With 6 players:** use **10-22** (= 144 cards/9 types).

*(See also the back of the overview cards. Return unused cards to the box.)*



Shuffle the remaining cards. Depending on the number of players in the game, deal each player the following number of cards:

**3 players:** 17 cards; **4 players:** 15 cards;

**5 and 6 players:** 14 cards *(see also the back of the overview cards).*

Place the remaining witch cards upside down in a draw pile in the middle of the table.

From the draw pile, place one additional card for each player face up on the table. The starting player (i.e. the oldest) begins by taking any one of these cards and placing it “cowardly” (see below) on the table. Then the next player in clockwise order chooses a card, and so on, until all players have one “cowardly” witch in their display.

## GAME SET-UP

Sort the task cards according to the number of players

Display 3 cards face up

Sort the witch cards:

**3 players:** 10-18

**4 players:** 10-20

**5 players:** 10-21

**6 players:** 10-22

Shuffle and deal the witch cards:

**3 players:** 17 cards

**4 players:** 15 cards

**5 players:** 14 cards

**6 players:** 14 cards

Additionally players choose one more card, which becomes the first card of their display

## GAME PLAY

The game is played over 4 rounds. Each round consists of a minimum of 3 and a maximum of 9 turns, each played in the same way.

First, players each choose three\* *different* witch cards from their individual deck and place their remaining cards face down; these are not used until the next round.

After all players have chosen three witch cards, the starting player begins by playing any one of the three witches, saying aloud if the witch is “brave” or a “coward”. If “brave”, the player places the card so that the half showing 3 potions is facing the middle of the table; if a “coward”, the card is placed so that the half of the card with only one potion is facing the middle of the table. Play continues to the player on the left. If the player does not have a witch card that matches the type of witch played, the player says “next!” and play continues to the next player on the left and so on.



*brave*



*coward*

*\* In the extremely rare case that a player does not have three different witches to choose from, the player chooses only two witches.*

## GAME PLAY

4 rounds with  
3-9 turns

Each player chooses  
three *different*  
witches

The starting player  
begins and plays one  
of the three witches,  
saying “brave” or  
“coward”

In turn order, other  
players must ...

... say “next!” if they  
haven’t chosen that  
type of witch or ...

If the player has chosen this type of witch, the player must now play her, by saying aloud whether the witch is “brave” or a “coward”, and placing the card with the correct side facing the middle of the table.

The round continues in this way until every player has followed by saying, “next!” or by placing the matching witch and saying, “brave” or “coward”.

### Other important rules:

⌘ There may be *only one* brave witch per type per round, but there may be more than one coward. If one player plays a witch brave, and then a subsequent player in the turn plays the same type as a brave witch, the first brave witch is *cancelled*, i.e. the card is flipped upside down and is out for the rest of the round. As a reminder, the flipped card stays where it is. The owner of the card reclaims it for their deck at *the end of the round*.

⌘ Playing a witch cowardly is always safe. Any witch (brave or coward) played after a cowardly witch cannot cancel it. Also, playing a cowardly witch never affects an already-placed witch.

⌘ Whoever played the last brave witch in a turn starts the next turn by playing a new witch. If that player has already placed all three witches, then the next player in clockwise order with at least one remaining witch starts the next turn.

... also play their witch, by saying “brave” or “coward”

In a round there may only be *one* brave witch per type; as soon as another brave witch is played, the prior one is “cancelled” (and is out for the rest of the round!)

Cowardly witches are always safe; they are never “cancelled”

The owner of the last brave witch starts the new turn



⌘ If *all* players play their witch cowardly, the player with the first cowardly witch starts the next turn (if that player does not have any more witches, the next player to the left with a witch starts).

**Detailed example:** **Albert** starts the first turn and places a fire witch: "I'm a cowardly fire witch."  
**Bonnie** also has a fire witch, which she must play, and she says, "I'm the brave fire witch!" **Carla**, who also has chosen the fire witch, plays it. She is confident, saying, "Im the brave fire witch!"  
**Bonnie's** fire witch is "cancelled." She flips over the card, and her fire witch is out for the rest of this round!  
**Daniel** and **Emily** follow. Neither has chosen the fire witch, so one after the other they both say, "next!".  
 The turn is now over, and a new turn begins. Since **Carla** was the last brave witch, she plays a new witch: "I'm a cowardly sun witch." **Daniel** again says, "next!" since he does not have the sun witch.  
**Emily** has the sun witch, and says, "I'm the brave sun witch!" Neither **Albert** nor **Bonnie** has the sun witch so one after the other they say, "next!".  
**Emily** plays the next witch: "I'm the brave root witch."  
**Albert** says, "Im the brave root witch!" **Emily** flips over her root witch. **Bonnie** says, "next!" as does **Carla**. **Daniel** says, "Im the brave root witch!" so **Albert** also flips over his root witch.  
**Daniel** plays the next witch: "I'm a cowardly ..."



If all witches are played cowardly, the first player starts the new turn

1. **Albert**



2. **Bonnie**



3. **Carla**



4. **Daniel:** "next!"

5. **Emily:** "next!"

6. **Carla**



7. **Daniel:** "next!"

8. **Emily**



9. **Albert** "next!"

...

### The next round

When all players have played their three witch cards, the round ends. Players sort their newly played witches in their display by type, i.e. witches of the same type are piled on top of one another.

Be sure that the potions on each card remains visible. Witches of different types are placed beside each other.

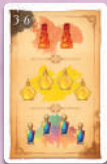
Players with *cancelled*, i.e. flipped over, cards now reclaim them into their deck.

Each player now takes *three new cards* from the draw pile in the middle of the table and adds them to their deck. Next, each player chooses again three *different* witches from their deck for the next round. The remaining (i.e. unused) cards are placed upside down beside their display.

The last brave player from the prior turn (or the first cowardly one, if all were cowards) begins the next round by playing a witch.

### The task cards

In each game there are three randomly chosen task cards. If a player meets all conditions on a task card, then *at the end of the round* the player takes the task card and flips it upside down beside the witch display. It counts as 5 victory points. A player may complete more than one task card per round.



Sort all new witches at the end of the round in the display (keep potions visible)



Each player draws three new cards

The last brave player starts new round

A player who completes a task card takes it *at the end of the round* (= 5 victory points)

If more than one player can complete the same task at the end of the round, one player takes the task card itself and the other players take a 5-victory point card from the supply instead. *Note:* Completed task cards are *not* replenished! There are only three task cards for the entire game.



*Whoever owns at least 2 brown, 3 purple, and 4 black potions has completed this task.*

## GAME END

The game ends after 4 rounds (when the draw pile is exhausted).

Looking at the overview card, players calculate their victory points. First, players add up the number of potions of *each color* (separately). Then, players add victory points for their “brave potions” (i.e. illustrated on each of their brave witch cards).



Finally, players add 5 victory points for each task card.

The player with the most victory points is the winner. In the case of a tie, the tied player with fewer witch cards is the winner. If there is still a tie, there is more than one winner.



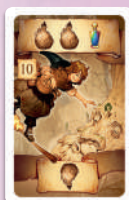
**If more than one player complete a task at the same time, one player takes the task card and the others take a 5 victory point card**

## GAME END

**The game ends after 4 rounds**

**The player with the most victory points is the winner**

**Example:** Emily owns the following cards, and receives: 4 (blue) +1 (red) +8 (purple) +1 (brown) +0 (yellow) +3 (green) +10 ("brave potions") +5 (task) = 32 victory points.



Root Witch (10x)



Meadow Witch (11x)



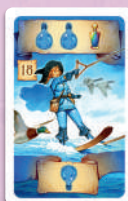
Fire Witch (12x)



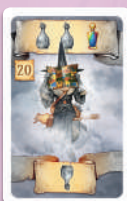
Berry Witch (14x)



Sun Witch (16x)



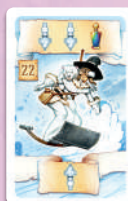
Water Witch (18x)



Fog Witch (20x)



Night Witch (21x)



Snow Witch (22x)

**The inventors and publisher thank the many play testers for their valuable efforts,** in particular the playing groups from Bacharach, Bad Aibling, Bödefeld, Grassau, Oberhof, Reutte, Siegsdorf, Stephanskirchen and Wien.

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