

4 DAYS OF

TEA & MAGIC

Tea Witches

Vendor Guidebook

TEAQUINOX FAIRE

BRITIEWITCH CITY

LEARN TO PLAY



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Toppings

25 Sweet Teeth, 25 Eye Cubes,
25 Boba Bugs



108 Tea Tokens

18 Dark (Red), 18 Spiced (Orange),
18 Green (Green), 18 Light (Lavender),
18 Herbal (Yellow), 18 Floral (Pink)



18 Celebri-Tea Cards



Score Pad



35 Loyal-Tea Reward Coupons

Hello friends and fiends! I am the one and only Influmancer scry-casting live from the wonderful city of Britewitch. This year the Teaquinox Faire is heating up and contestants only have four Days to prove their kettle has the mettle to win! Today's events will be held at the City Center where the hopeful Tea vendors from across the land must summon and serve lines of waiting Witches by sending out their magical TeaPups to all of the top BOOtiques in town. By growing their fan base, upgrading their Huts, and collecting the right tips and Toppings, they can prove that their Tea reigns supreme!

COMPONENTS



Game Board (See page 26 for assembly)
Hexagon City Center Game Board Base, Tea Fountain
Game Board, Fountain Centerpiece & T-Base, 6 Bowls



4 Tea Hut Player Boards & 4 Loyal-Tea Tokens



Coins
35 ONE Coins, 30 FIVE Coins,
10 TEN Coins



12 TeaPup Movers
3 Porcelain TeaPups, 3 Steel TeaPups,
3 Brass TeaPups, 3 Clay TeaPups



Teaquinox Faire Board & 4 Faire Tiles



**Faire Tracker
Standee**



4 Basic Witch Decks
17 cards in each deck



Upgrade Tiles
18 Small, 18 Medium, 10 Large



4 Reference Cards



Hex Support Board & 12 Hex Ward Tiles



42 To-Go Cards
21 2-Prestige Cards &
21 4-Prestige Cards



21 Special-Tea Cards



Get the Upgrade Kit!

Upgrade the 75 Toppings to
wood meeples and the
108 Tea tokens to acrylic beads.

SETUP

BOARD SETUP

- 1 Assemble the City Center and Tea Fountain boards using the Fountain centerpiece as shown in the diagram on page 26. Place the assembled board in the center of the table and add a bowl to each of the recessed areas of the Fountain. Randomly place each color of Tea tokens into one of the Fountain bowls.
- 2 Set up the BOOtiques around the City Center as follows:
 - 2a **The Full Moon Market:** Sort the Upgrade tiles by size. Shuffle and place them face down as shown, then reveal three small tiles, two medium tiles, and one large tile face up.
 - 2b **Celebri-Tea Crush:** Shuffle the Celebri-Tea cards to create a draw deck, then reveal the top three cards.
 - 2c **Brew-2-Go:** Shuffle the 2-Prestige and 4-Prestige To-Go Order cards separately. Place both decks face down.
 - 2d **Mai's Special Teas:** Shuffle the Special-Tea cards and separate them into three equal stacks. Place each stack face up.
 - 2e **Hex Support:** Place the Hex Support board beside Hex Support and add the Hex Ward tiles to the corresponding spaces.
- 3 Create a supply of Toppings and Coins and place them near the board.
- 4 Place the **Teaquinox Faire board** beside the City Center board. Shuffle the four **Faire tiles** and randomly place one face up in each space. Place the **Faire tracker** on the leftmost tile.
- 5 Set the Score Pad aside for end game scoring (see page 20 for details).

Quick Start Guide

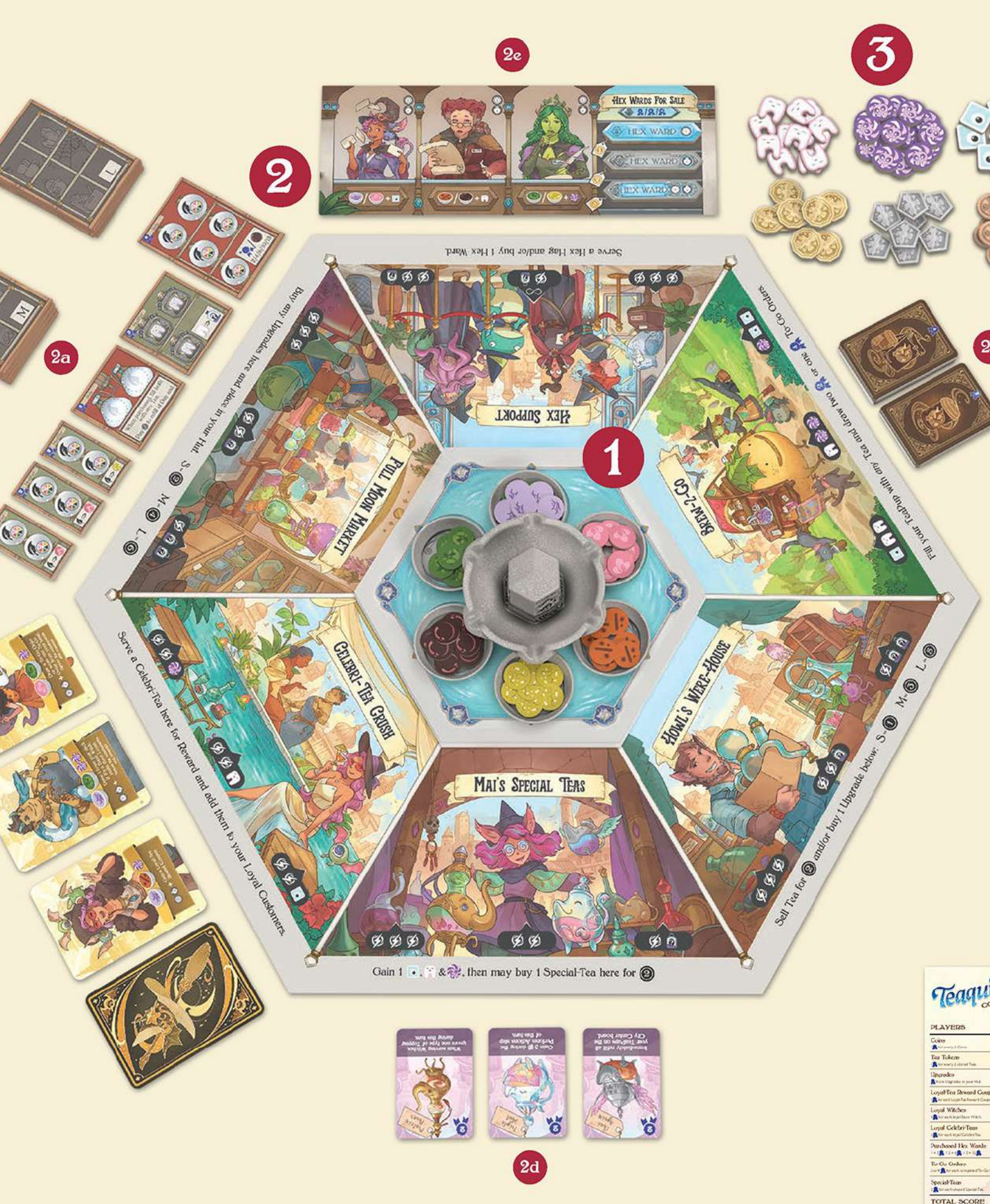


Use the Quick Start Guide and the recommended components to help learn Tea Witches. It describes the first round and guides players through each step.



6c





Teaquillia

PLAYERS

Coin	For every 2 Coins
Tea Token	For every 2 Special Teas
Upgrades	For every Upgrade in your hand
Loyal Tea Toward Camp	For each Loyal Tea Toward Camp
Loyal Witches	For each Loyal Witch
Loyal Cocker-Teas	For each Loyal Cocker-Tea
Purchased Hex Wards	For each Hex Ward
Tea Tokens	For each Tea Token
Special Teas	For each Special Tea

TOTAL SCORE:

PLAYER SETUP

6 Give each player:

6a 1 Hut board and 1 Loyal-Tea token (Place token in the first space on the Loyal-Tea track.)

6b 1 Basic Witch card deck (Place card deck face down in the area indicated.)

6c 3 Matching TeaPups (Place 2 TeaPups beside the Hut board and the third below Day 3 on the Teaquinox Faire board.)

6d 3 Coins

6e 1 Reference card

6



Tip: Players can choose which side they want to use before each game. The **Standard** side contains three Hex Wards on the VIP Windows, and offers an easier game. The **Advanced** side only contains one Hex Ward and offers a more challenging experience for seasoned players. We recommend for your first game that you use the Standard side as shown above.

5



6b



6e



GAMEPLAY

OVERVIEW

In Tea Witches, players become Tea vendors at the annual Teaquinox Faire, competing to serve Witches, avoid Hexes, and develop their Huts in order to earn as much Prestige as possible. At the end of the game, the player with the most Prestige (👑) wins.



Prestige:
End Game Points

DAYS

The game takes place over four rounds called Days. Each Day begins by moving the Faire tracker onto the current Faire tile and resolving its START effects. All players gain the items listed which include Toppings or Coins and their choice of a 2-Prestige or 4-Prestige To-Go Order card. To Go Order cards should be kept secret from other players.

Each Day consists of three phases:

- 1 The Summoning Phase
- 2 The Service Phase
- 3 The Upkeep Phase

After The Upkeep phase, the Day ends. Resolve the END effects on the Faire tile. If it's the first, second, or third Day, continue to the next Day. At the end of the fourth Day, the game ends and final scoring begins.



HUT ANATOMY



THE SUMMONING

We are shaking things up this year with the addition of a Hex rule. No two Witches from the same Coven can be in your line at the same time. To help prevent this paradox, the judges will be issuing Hexes and clearing unprotected customers. Luckily contestants start with warded windows and they can pick up more Hex Wards from the lovely ladies at Hex Support.



In The Summoning phase, players form a queue of customers by simultaneously flipping cards one at a time from their Basic Witch decks. Your deck contains Basic Witches, friendly Familiars, and one pesky Trash Witch. Each Basic Witch belongs to a Coven, and if two Witches from the same Coven are in your line at the same time, you're Hexed! Players continue to flip cards until they decide to stop or become Hexed.

The Summoning (See examples on the next 2 pages):

- 1 Shuffle your Basic Witch deck.*
- 2 All players begin by revealing the top card from their deck and placing it face up under the leftmost empty space in the line.
- 3 Check to see if you've been Hexed! If 2 Witches from the same Coven are in your line, you're Hexed. You must end The Summoning phase immediately and resolve the Hex as follows:
 - All cards not protected, either by a Hex Ward or other effect, are removed from your line and placed face up in your discard pile (see Hex Wards on page 22).
- 4 Activate the effects on the revealed card.
 - Place any Toppings or Coins on the cards themselves. These are not collected until you end The Summoning phase (see Basic Witches on page 21).
- 5 Choose to go back to Step 2 and repeat or end The Summoning phase.

*Shuffle your discard pile to form a new deck only when you run out of cards.

BASIC WITCH DECK ANATOMY



Example #1



- 1 Joey flips her first card. The Saurceror she flips awards her a Topping of her choice, so she takes an Eye Cube and places it on the card.



- 2 At this point, she decides to keep going and flips a Familiar. She adds the Sweet Tooth token to the Familiar card.



- 3 She decides to keep going and flips a Trash Witch! This card means she must flip and resolve two more cards immediately.



- 4 Her next card is a Bewitcher. This one allows her to progress once on her Loyal-Tea track, which she does.



- 5 With her next flip, she reveals an Alchemagi. She could push her luck to gain the Coin the new Alchemagi would give her on the next card, but not wanting to get Hexed, she decides to leave The Summoning.

THE SUMMONING (CONT)

Example #2

1 To start The Summoning, Joey flips her first card. It's a Sourceror which allows Joey to add a Topping of her choice. She adds an Eye Cube.

2 She decides to continue and flips a Familiar. This card grants her a Sweet Tooth.

3 Continuing, Joey flips a Libromancer. This allows her to swap this card with another card already in her line. She swaps it with the Sourceror and activates its effect again. She gains another Topping of her choice and chooses a Boba Bug, which she places on the Sourceror card.

4 Joey keeps going and reveals a Trash Witch! This Witch forces her to reveal two more cards.

5 The first card is a Bewitcher, which allows Joey to immediately advance on the Loyal-Tea track once, which she does.

6 Not having a choice because of the Trash Witch, Joey flips another card and reveals another Sourceror. Since this is the second Witch from this Coven in her line, Joey is Hexed!

7 As a result of the Hex, Joey's Summoning ends. She discards the three cards on the right. The first three cards were protected by the 3 Hex Wards on her VIP Windows.

END OF THE SUMMONING

Once all players have completed their Summoning phase:

- 1 Identify which non-Hexed player has the most cards in their line. **This player will be the first player during The Service phase.** If tied, or if all players are Hexed, the player with the highest To-Go Order number in their hand will be the first player.

Joey

Quinn

Ryan

In this example, both Ryan and Joey have five cards at the end of The Summoning, but Joey has a To-Go Order card with a higher value. Because of this, she will be the first player for The Service phase.

- 2 Gather Coins and Toppings from the cards in your line.
- 3 Add Coins to your supply, and add Toppings to empty storage spaces in your Hut (see Storage on page 24).
- 4 Move Familiars and Trash Witches to your discard pile. Slide all remaining Witches toward the front of the line so that there are no empty spaces between cards.

In this example, Joey isn't Hexed. First, she gains the components from the cards she flipped, then discards Familiars and Trash Witches, and slides the remaining Witches to the left.

Remember, who you summon is as important as what you serve! Strangely, long lines lead to loyal Witches, and once a Witch is loyal, they are safe from a Hex. Doubling down on Tea preferences is the key to maximizing your service!

THE SERVICE

In The Service phase, players take turns using their TeaPups to help them navigate the City. The City Center board has 6 BOOtiques that players visit to collect Tea, Toppings, and to activate the special effects of the magical BOOtiques.

OVERVIEW

Beginning with the first player, take turns to complete the following steps in order until players have used all of their TeaPups:

- 1 Send a TeaPup to any open Pup Stop (Page 12)
- 2 Collect Toppings and Perform Actions (Page 12)
- 3 Activate the BOOtique (Page 14)
- 4 Serve Tea (Page 15)
- 5 Last Call for To-Go Orders (Page 18)

CITY CENTER AND TEA FOUNTAIN ANATOMY





The Tea Fountain is fed by the enchanted Crystal Spring and has become the central mechanic to our illustrious Teaquinox competition. Players spin the Tea Fountain to serve their needs, and can fill up their TeaPups with its Tea. They can also refill their TeaPup auto-magically, sending the previous Tea directly to storage spaces in their Hut. Isn't technomancy grand?

1 SEND A TEAPUP

You start the game with two TeaPups. TeaPups are sent to the City Center board to gain Tea and Toppings from the Tea Fountain and perform actions.

Place one of your TeaPups on an unoccupied Pup Stop found at the BOOtique locations. Each Pup Stop space may only contain one TeaPup (exception: the Hex Support's center Pup Stop can hold any number of TeaPups).

Examples of Pup Stops



Only one TeaPup



Multiple TeaPups

2 COLLECT TOPPINGS & PERFORM ACTIONS (⚡)

After placing your TeaPup, immediately collect any Toppings listed on the chosen Pup Stop and add them to your Hut. You may then perform one action for each lightning icon (⚡) on that Pup Stop in any order.



Action

The actions are:

2a Rotate the Tea Fountain to any position

2b Fill an empty TeaPup by adding the Tea token from the Fountain section aligned with the BOOtique where you placed your TeaPup.

2c Refill the TeaPup by removing its Tea token and adding it to your Hut. Then, fill your TeaPup.

2a



2b



2c



You must have an open Tea Storage space to place Tea tokens in the Hut. You can free up a space by discarding any Tea token from your Hut. Once placed in storage, Tea cannot be rearranged or moved to other storage spaces.



Teas are drawn from the Tea Fountain into TeaPups. Tea that is moved to your Hut must be stored in Tea Storage spaces.



Toppings are used to complete orders and can be stored on empty spaces in your Hut, or in Toppings storage spaces on the Upgrades you've added. Toppings can be moved unless they're on one of these Upgrades, in which case they remain where they are until used. Toppings cannot be stored in Tea Storage spaces.



This symbol denotes a wild Topping, and allows you to draw any Topping of your choice.

THE SERVICE (CONT)

Fill/Refill Example



3 ACTIVATE THE BOOTIQUE

You may activate the BOOtique where you placed a TeaPup. Each BOOtique has a unique effect as listed below:



Full Moon Market

Spend Coins to buy any number of Upgrades. Small Upgrades cost 2 Coins, Medium cost 4, and Large Upgrades cost 6. Add those Upgrades to your Hut aligning them to the grid. You may rotate the Upgrade tiles, but once placed they cannot be moved. At the end of each turn, replace any purchased Upgrades with Upgrades of the same size from the deck. If a deck runs out, shuffle the discarded Upgrades to create a new deck (see *Upgrades starting on page 24*).



Brew-2-Go

Fill your TeaPup with any 1 Tea and draw either two 2-Prestige To-Go Order cards or one 4-Prestige To-Go Order card. Remember to keep these secret from other players. The Tea you add to your Pup does not have to match the Tea in the currently aligned bowl.



Hex Support

You may serve a Hex Support Hag with either of their required Teas and the Topping and gain their Reward. You may also buy one Hex Ward and add it to any of your VIP Windows that don't already have a Hex Ward tile. Hex Wards are worth Prestige at the end of the game. You'll receive 3 Prestige if you've purchased 1 Hex Ward, 6 Prestige if you've purchased 2, and 12 Prestige if you have 3 (see *Hex Wards on page 22*).



Howl's Were-House

Sell any number of Tea tokens from your Hut for 2 Coins each and/or buy 1 Upgrade here for a discounted cost. Small Upgrades at Howl's Were-house cost 1 Coin, Medium Upgrades cost 3 Coins, and Large Upgrades cost 5 Coins. Upgrades purchased at Howl's Were-house are not replaced until The Upkeep phase. *This location is empty at the start of the game, but will be filled at the end of each Day from whatever was left at the Full Moon Market.*



Mai's Special Teas

Gain 1 of each Topping. Then you may buy one Special-Tea card for 2 Coins and add it to your hand (see *Special-Teas on page 23*).



Celebri-Tea Crush

Serve a face up Celebri-Tea and gain their Reward, then add them to your Loyal Customer Row face down (see *Celebri-Teas on page 15*).

THE SERVICE (CONT)

4 SERVE TEA

During this step you can choose to serve as many Witches as you can from your line, and/or the Loyal Customer row beside your Hut. Served Witches grant Rewards that include Coins and Loyal-Tea.

You must have the Tea each Witch requires in a TeaPup or your Hut in addition to all of the required Toppings. Each Witch can only be served once per Day.

Tea from a TeaPup can magically fulfill one requirement per Witch per turn without being discarded. Tea and Toppings stored in your Hut must be discarded when used to serve.

TeaPups are able to magically maintain their pots full of Tea and serve each Witch once, so look for combos with the same preferences. And don't forget the Toppings!



In-Line Customers

When you serve a Witch from your line, you gain the Reward that is listed on the card. If that Witch is located at a VIP Window with a Hex Ward tile, you gain any Reward listed on the Ward as well. Once served, Witches become loyal to you. Place the card face down in your Loyal Customer row beside your Hut.

Celebri-Teas

Celebri-Teas can only be served at the Celebri-Tea Crush BOOtique initially. After resolving a TeaPup at this BOOtique, you can serve one Celebri-Tea by meeting the requirements on their card as usual.

After serving a Celebri-Tea, immediately gain the listed Reward which includes the effect on the bottom of the card. Then add that Celebri-Tea to your Loyal Customer row face down. Once Loyal, Celebri-Teas must be served again each Day, just like Basic Witches.

Speaking of uppity customers, Celebri-Teas have more complex orders, but they flaunt their star power every time they are served. Some might say they are there to make you work, but I say if they want to play, make them pay!



Reward for serving this Witch

Loyal Customers

Loyal customers have their own special access and don't need to stand in line. After serving a loyal customer, gain the card's Rewards and flip that card face down in your Loyal Customer row.

Maintaining Loyal Witches

Both Basic Witches and Celebri-Tea Witches in your Loyal Customer row must be re-served every Day to remain loyal. When re-serving a Celebri-Tea, you gain their Rewards which include the effect on the bottom of the card.

If you are unable to serve any loyal customer, you may use one of your Loyal-Tea Reward Coupons (see *Loyal-Tea Rewards* on page 22). Flip the card face down and discard the Loyal-Tea Reward Coupon. When doing so, you don't receive any Rewards, but the Witch will remain loyal to your Hut.

If a loyal Celebri-Tea or Basic Witch is not served by the end of each Day, you've lost their loyalty. Discard Celebri-Teas to the bottom of the Celebri-Tea deck and Basic Witches to your own discard pile.



Serving Example #1

1

This Witch in line wants one Spiced Tea, an Eye Cube, and a Sweet Tooth.

2

To serve this Witch, Joey uses the Spiced Tea in her TeaPup (without discarding it), and discards the Eye Cube and Sweet Tooth from her Hut.

3

After serving this Witch, Joey gains the Reward of 2 Loyal-Tea and adds the card face down to the Loyal Customer row beside the Hut.



THE SERVICE (CONT)

Serving Example #2

1

At the start of the Serve Tea step of her turn, Joey has two Dark Teas, one Light Tea, one Spiced Tea, two Eye Cubes, one Boba Bug and one Sweet Tooth. She also has one Spiced Tea in her TeaPup.

With these Teas and Toppings, she can serve all three Witches in her line and the one loyal Witch from earlier.

2

This Witch is served with the two Dark Teas in Joey's Hut, both of which are discarded.

This Witch is served with the Light Tea, Eye Cube and Boba Bug in the Hut which Joey then discards.

This Witch requires two Spiced Teas, and Joey uses one from her TeaPup which remains there. The second one is used from the Hut and then discarded.

Joey's loyal Witch is served by using the Spiced Tea from her TeaPup and discarding the Sweet Tooth and second Eye Cube from her Hut.

3

After serving the Witches, Joey collects her Rewards. The first Witch in her line grants her 2 Coins, plus one Loyal-Tea from the Hex Ward above that Witch. The second earns 2 Loyal-Tea plus one more from the Hex Ward, and the third grants her 2 Coins. Joey's loyal Witch earns her 2 Loyal-Tea.

4

She adjusts her Loyal-Tea Track by advancing the Loyal-Tea token by 6 spaces. The first and third Witch in line grant her a total of 4 Coins which she takes from supply.

5

After collecting her Rewards, Joey flips the loyal Witch face down. Then, she adds the three served Witches from her line into her Loyal Customer row face down. These Witches are now loyal.

5 LAST CALL FOR TO-GO ORDERS

To-Go Orders represent Tea requests from Witches wandering around the Faire. These orders are fulfilled with Tea on the City Center board instead of Tea tokens from the players' Huts. To-Go Orders are kept secret except when they are revealed to break a tie in The Summoning or fulfilled.



For a To-Go Order to be fulfilled, the required Teas must all be in a single BOOtique location on the game board. This includes Tea tokens in TeaPups at that BOOtique as well as the Tea in the Fountain bowl that is aligned to the BOOtique. Tea tokens in TeaPups belonging to you or to other players may be used, regardless of who is fulfilling the To-Go Order. When completing To-Go Orders, no Teas are discarded.

If all of the required Tea listed on a To-Go Order card in your hand is at the same BOOtique, reveal the card and resolve it as follows:

- For each Tea contributed by a TeaPup, the TeaPup's owner gains 1 Loyal-Tea.
- If there is more than one TeaPup that contains Tea required to complete the To-Go Order, the fulfilling player chooses which TeaPup to use.
- Gain the Coin reward shown on the To-Go Order.

There are two types of To-Go Order cards. The 2-Prestige cards require two Teas and reward the fulfilling player 2 Coins. 4-Prestige cards require three Teas and offer a 4 Coin reward. Players earn the indicated Prestige for their completed To-Go Order cards at the end of the game.

Remember: You can complete your To-Go Orders on any player's turn, not just your own.

Last Call for To-Go Orders Example



In this example, the requirements for this To-Go Order card in Joey's hand are met as the three Teas on the card are in the same BOOtique on the City Center board. So, Joey reveals and resolves the card.

The players with the clay and brass TeaPups get one Loyal-Tea each. Since she's the one scoring the To-Go Order card, Joey receives 4 Coins.



After completing the To-Go Order, the card is placed face down beside the Hut and will earn Prestige at the end of the game.



TURN END

Once you complete this final step, you must shift all of the remaining Witches towards the front of the customer line. Then, if you purchased any Upgrades from the Full Moon Market, refill any vacant spaces with Upgrades of the same size from the stacks. Empty spaces at Howl's Were-House are not refilled.

Play then continues to the next player in clockwise turn order.

THE UPKEEP

OVERVIEW

After players have finished all of their turns (two on Days 1 and 2 or three on Days 3 and 4), The Service phase concludes and play continues to The Upkeep phase.

During The Upkeep phase, all players should complete the following simultaneously:

- 1 Place unserved Witches in your discard pile, including any unserved loyal Witches. Unserved loyal Celebri-Teas are placed at the bottom of the Celebri-Tea deck. Face down loyal Witches are then flipped face up.
- 2 Bring your TeaPups back to your play area and remove any Tea tokens they hold. You may place these tokens in your Hut if you have Tea Storage space, discard them (or others to make space), or sell them if the current Faire tile allows it.
- 3 Discard any Upgrades from Howl's Were-House back into the game box. Move the Upgrades from the Full Moon Market to the area below Howl's Were-House. Then, replace those tiles in the Market with three small tiles, two medium tiles, and one large tile. If any Upgrade stacks are depleted, shuffle any discarded tiles of the depleted size and create a new deck. Skip this step at the end of the 4th Day.
- 4 Draw three Celebri-Tea cards from the deck. Cover any unserved Celebri-Teas from the previous Day(s) so there are three face up Celebri-Tea Witches to serve at the start of the Day. Skip this step at the end of the 4th Day.
- 5 Resolve any Day End effects from Upgrades or the Faire board.

After completing these steps, play continues to the next Day. Move the Faire tracker to the next Faire tile and resolve the START effects on that tile (see *Faire Effects* on page 21). Then, unless you've completed the 4th Day, begin The Summoning phase.

At the end of The Upkeep phase of Day 2, all players collect their 3rd TeaPup from below the Faire board, which will be available to them in Days 3 and 4.

Returning Your TeaPups

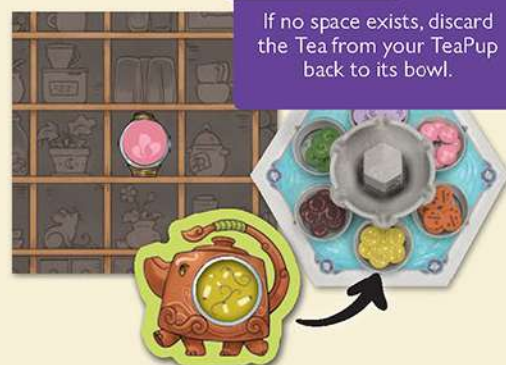
OPTION 1

Add Tea from your TeaPup onto an open Tea Storage space in your Hut.



OPTION 2

If no space exists, discard the Tea from your TeaPup back to its bowl.



OPTION 3

Discard a Tea from your Hut to make space for the Tea from your TeaPup.



OPTION 4

Sell Tea from your TeaPup for 1 Coin if it matches the type specified on the current Faire tile.



GAME END

The game continues until the end of the 4th Day. After resolving all of the effects on the last Faire tile and those printed on the Faire board, the game ends and players add up their Prestige (🧙) according to the list below:

- A** 1 🧙 for every 2 Coins.
- B** 1 🧙 for every 2 Teas stored in your Hut.
- C** 🧙 from Upgrades in your Hut.
- D** 1 🧙 for each Loyal-Tea Reward Coupon.
- E** 4 🧙 for each loyal Basic Witch.
- F** 6 🧙 for each loyal Celebri-Tea.
- G** Purchased Hex Wards: 1 = 3 🧙 / 2 = 6 🧙 / 3 = 12 🧙.
- H** 2 or 4 🧙 for each completed To-Go Order.
- I** 2 🧙 for each unused Special-Tea card.



The player with the most Prestige wins. In the event of a tie, the player with the most unused Loyal-Tea Reward Coupons is the winner. If still tied, the player whose Loyal-Tea token is the highest on the Loyal-Tea track is the winner. If still tied, the tied players should share a pot of tea to celebrate their joint victory.

Scoring Example:

At the end of the game, Joey scores the following:



Teaquinnox Faire COMPETITION RESULTS				
PLAYERS	Joey			
Coins 1 🧙 for every 2 Coins.	2			
Tea Tokens 1 🧙 for every 2 stored Teas.	1			
Upgrades 🧙 from Upgrades in your Hut.	10			
Loyal-Tea Reward Coupons 1 🧙 for each Loyal-Tea Reward Coupon.	3			
Loyal Witches 4 🧙 for each loyal Basic Witch.	20			
Loyal Celebri-Teas 6 🧙 for each loyal Celebri-Tea.	18			
Purchased Hex Wards 1 = 3 🧙 / 2 = 6 🧙 / 3 = 12 🧙	12			
To-Go Orders 2 or 4 🧙 for each completed To-Go Order.	8			
Special-Teas 2 🧙 for each unused Special-Tea.	2			
TOTAL SCORE	76			

APPENDIX

Basic Witch Deck

Witches and Familiars from your Basic Witch deck will be lining up at your Hut to order Tea. Witches from the six Covens offer various bonuses when added to your line, each of which is outlined below. These bonuses only activate if the Witch card did not cause a Hex.



Spinsters

Spinsters protect cards from being discarded when you get Hexed. If a Hex happens, the Spinster card and any card in line before that card will not be discarded. In the event that a second Spinster is revealed and causes a Hex, the first Spinster card will remain in place and the second will be discarded, if unprotected, along with any other unprotected cards as normal.



Libromancers

When revealed, you may swap any face up card in your line with the Libromancer card. After swapping, you may activate the immediate effect of the card you chose.



Bewitchers

When a Bewitcher is revealed, you gain one Loyal-Tea and adjust your Loyal-Tea track immediately.



Delusionists

When you reveal a Delusionist, you can look at the next card in your deck before deciding to draw it. After looking at that card, reveal it face up to continue, or leave The Summoning and return the card to the top of your deck.



Alchemagi

Alchemagi allow you to add one Coin to the next card if you choose to reveal one. If you choose to leave The Summoning after revealing an Alchemagi, then it will have no effect.



Sourcerors

When revealed, add a Topping of your choice to this card. If you leave The Summoning and this card has not been discarded, gain that Topping and place it in your Hut.



Trash Witch

Trash Witches are not a part of a Coven. When revealed during The Summoning, you must reveal two additional cards immediately. For each card revealed check if you have been Hexed and Activate effects as usual. If the first revealed card after a Trash Witch causes a Hex, end your Summoning without revealing the second card. Trash Witches are discarded from your line at the end of The Summoning.



Familiars

Familiars offer Coins or Toppings when revealed. If you leave The Summoning and this card has not been discarded, gain that Topping or Coin. Familiars are discarded at the end of The Summoning.



Faire Effects

At the start and end of each Day, a Faire tile will be resolved. Start-of-Day effects will give all players extra Toppings or Coins and a To-Go Order card. End-of-Day effects will allow players to sell extra Tea for Coins or purchase Loyal-Tea Reward Coupons.

Day 3: At the end of Day 2, all players gain their third TeaPup from their Hut. They now get three turns during The Service phase.

Day 4: At the end of Day 4, players may sell any leftover Toppings for 1 Coin each.



Hex Wards

At Hex Support, you may purchase a Hex Ward to add to any of the three VIP Windows at your Hut. Each window can hold one Hex Ward. A window with a Hex Ward attached to it protects the card below it from being discarded when you are Hexed. Hex Wards purchased from Hex Support will also give you an extra Reward when a Witch in the window below it is served. This is either an extra Coin, Loyal-Tea, or one of each.

Players earn Prestige at game end if they have purchased one (3 Prestige), two (6 Prestige) or three (12 Prestige) Hex Wards throughout the game. When you purchase a Hex Ward, place it on any empty VIP Window on your Hut.



Loyal-Tea Rewards

Each time you gain Loyal-Tea, advance your Loyal-Tea token on the track. When you reach the end of the Loyal-Tea track, gain a Loyal-Tea Reward Coupon from the supply, and continue tracking from the beginning.

This Coupon can be used at any time to serve a loyal Witch without using any of the required Teas or Toppings. Simply discard the Loyal-Tea Reward Coupon and flip over the loyal Witch card you want to serve. You do not gain their Rewards, but they will remain a loyal customer.

Loyal-Tea Reward Coupons are worth 1 Prestige at the end of the game if unspent.



Special-Teas

Special-Teas can be purchased at the Mai's Special-Teas BOOtique and cost 2 Coins each. Unused Special-Tea cards are worth 2 Prestige at the end of the game, indicated in the upper left hand corner.

To use a Special-Tea, activate its ability and then discard it face down beside Mai's Special-Teas. Special-Teas can be played at any point on your turn, unless the text on the card indicates otherwise. There is no limit to how many Special-Teas you can hold, or use on your turn.



Boba Blast

Discard this card to serve a visible Celebri-Tea from the Celebri-Tea Crush location during the Serve Tea step of your turn. You do not need a TeaPup there but must spend the required Tea and Toppings.



Butterfly Tea

Discard this card to move any TeaPup, yours or your opponent's, into any empty Pup Stop on the City Center board. Gain any Toppings listed on the Pup Stop, even if you move an opponent's TeaPup. This can free up a Pup Stop before placing your TeaPup.



Chai Again

Discard this card to refill all of your TeaPups on the City Center board. Tea tokens already in those Pups may be added to your Hut following the refill action and storage rules.



Flower Fuzion

Discard when serving a Witch to gain double the Rewards listed on that Witch's card. The text Reward on Celebri-Tea cards is still only gained once.



Mix & Matcha

After completing the Serve Tea step of your turn, discard this card to swap any three different TeaPups on the City Center board with one another. This can be used to move Tea into BOOtiques to help you fulfill your To-Go Orders.



Oolong Distance

Instead of activating the BOOtique Specialty where you sent your TeaPup, you may discard this card to use the BOOtique Specialty from ANY BOOtique.



Protein Power

You can discard this card to ignore one Topping type for one entire turn. Any instance during that turn in which you would need a Topping of your chosen type to fulfill an order, simply ignore it.



Triple Shot

Discard this during the Perform Actions step of your turn. It grants you three lightning ⚡ actions that you may take in addition to any actions granted by your Pup Stop.



Punkin' Spice

Discard to serve one Witch at your Hut without paying any of that Witch's requirements. Gain all Rewards and flip or add to your Loyal Customer Row as normal.

Storage

Any time that you add a Tea token to your Hut, it is placed on an open Tea Storage space. Your Hut begins with one space that can hold a single Tea token. You may purchase Upgrades to expand your storage to hold more tokens. At any point, you are allowed to discard any Tea token to make space for another. However, you may not move or rearrange Tea tokens once they are in storage and they may only be spent or discarded.

Toppings are also stored in the Hut. They may be placed either on an Upgrade with a Topping storage space or on any empty storage space. Toppings may be discarded at any point to make space. They may also be moved and shifted around in the empty spaces and may be moved onto Upgrades. Once a Topping is on an Upgrade it cannot be moved, only spent or discarded.



Upgrades

The **Full Moon Market** and **Howl's Were-House BOOtiques** allow players to purchase Upgrades. Upgrades can be placed and rotated in any position, as long as they conform to the grid and fit on the Hut. Once placed, they cannot be moved.

At the **Full Moon Market**:

- Small Upgrades cost 2 Coins (②)
- Medium Upgrades cost 4 Coins (④)
- Large Upgrades cost 6 Coins (⑥)

Howl's Were-House offers players a discount and when purchasing from this BOOtique:

- Small Upgrades cost 1 Coin (①)
- Medium Upgrades cost 3 Coins (③)
- Large Upgrades cost 5 Coins (⑤).



Small (S)



Medium (M)



Large (L)

At the end of the game, Upgrades award Prestige 🏆 as shown on the tile.

Common Icons

Tea



Any Tea



Any Topping



Spin Fountain



Tea Types



Store Toppings



Sweet Tooth

Eye Cube

Store Any Tea



Generate and Store Toppings



Sweet Tooth

Eye Cube

Generate Rewards



Generate and Store Tea



Boba Bug



Boba Bug

APPENDIX (CONT)

Upgrades (Cont.)

Each Upgrade type is outlined below:

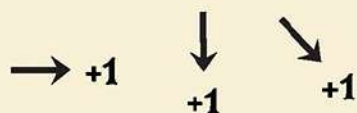
Generators

Generators always create something new. When you place a Topping or Tea onto a storage space on a Generator, you immediately get to add the bonus indicated.



Generator Icons/UI

Generators use a standard arrow and plus one icon.



Modifiers

Modifiers let you change one element into something else. When you store a Tea or Topping on a Modifier, you can use it as the element indicated if you choose to do so.



(No Large Modifiers)

Modifier Icons/UI

Modifiers use a different arrow to show what is changing and what it may be changed to.



Upgrades (Cont.)

Relics

Relics have special functions, each of which is explained on the Upgrade, and further outlined below.



Once per turn, you may use this Upgrade to rotate the Tea Fountain to any new position by paying 1 Coin. This Upgrade has no storage.



This Upgrade can hold two Tea tokens. This Tea may be spent to fulfill To-Go Orders during the Last Call step, or may be used as normal.



This Upgrade grants you two Tea tokens of your choice when it's purchased. At the end of the Day, you may pay 3 Coins to refill both of these spaces if empty with Tea of any type. These spaces may only be filled through this process, and are not available as traditional Tea Storage spaces.

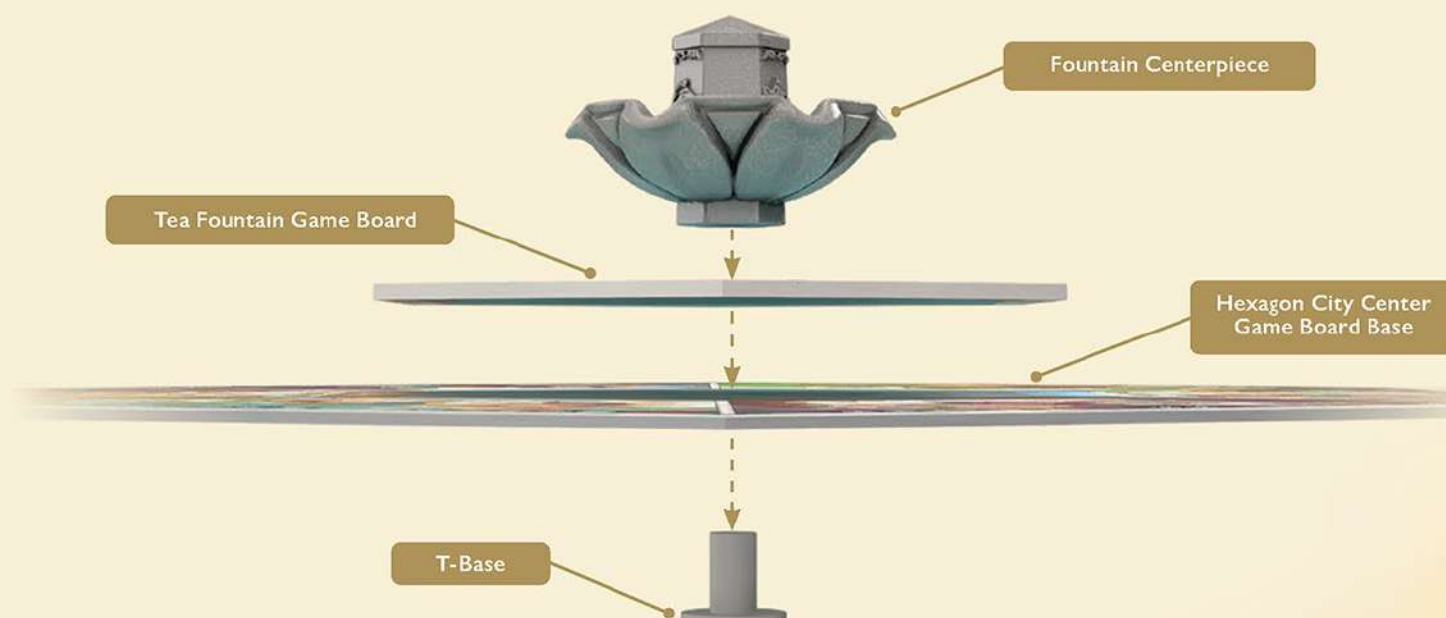


This Upgrade can hold up to 5 Tea tokens of any type. At game end, score Prestige for the number of tokens matching the indicated type (In this example, Floral). If you have one of these tokens, score 2 Prestige, score 4 for 2 tokens, and so on.



This Upgrade can hold up to 5 Tea tokens of any type. At game end, score Prestige for each unique type of Tea you have stored here. If you have one Tea type stored here, score 2 Prestige. If you have 2 Tea types stored here, score 4 Prestige, and so on.

FOUNTAIN ASSEMBLY



TURN OVERVIEW



THE SUMMONING

- 1 Shuffle your Basic Witch deck.*
- 2 All players begin by revealing the top card from their deck and placing it face up under the leftmost empty space in the line.
- 3 Check to see if you've been Hexed! If 2 Witches from the same Coven are in your line, you're Hexed. You must end The Summoning phase immediately and resolve the Hex as follows:
 - All cards not protected, either by a Hex Ward or other effect, are removed from your line and placed face up in your discard pile (see Hex Wards on page 22).
- 4 Activate the effects on the revealed cards.
 - Place any Toppings or Coins on the cards themselves. These are not collected until you end The Summoning phase (see Basic Witches on page 21).
- 5 Choose to go back to Step 2 and repeat or end The Summoning phase.

*Shuffle your discard pile to form a new deck only when you run out of cards.

Once all players have completed their Summoning phase, identify which non-Hexed player has the most cards in their line. **This player will be the first player during The Service phase.** If tied, or if all players are Hexed, the player with the highest To-Go Order number in their hand will be the first player.

When The Summoning phase ends:

- 1 Gather Coins and Toppings from the cards in your line.
- 2 Add Coins to your supply, and add Toppings to empty storage spaces in your Hut (see Storage on page 24).
- 3 Move Familiars and Trash Witches to your discard pile. Slide all remaining Witches toward the front of the line so that there are no empty spaces between cards.

THE SERVICE

Beginning with the first player, take turns in clockwise order to complete the following steps in order until players have used all of their TeaPups:

- 1 Send a TeaPup to any open Pup Stop.
- 2 Collect Toppings and Perform Actions.

The actions are:

 - Rotate the Tea Fountain to **any** position.
 - Fill/Refill the TeaPup you placed on this turn with Tea from the Tea Fountain.
 - Fill an empty TeaPup by adding the Tea token from the Fountain bowl aligned with the BOOtique where you placed your TeaPup.
 - Refill the TeaPup by removing its Tea token and adding it to your Hut into any empty Tea Storage space. Then, fill your TeaPup.

THE SERVICE (CONT)

- 3 Activate the BOOtique
- 4 Serve Tea
- 5 Last Call for To-Go Orders
 - For each Tea contributed by a TeaPup, the TeaPup's owner gains 1 Loyal-Tea.
 - If there is more than one TeaPup that contains Tea required to complete the To-Go Order, the fulfilling player chooses which TeaPup to use.
 - Gain the Coin reward shown on the To-Go Order.
 - Flip the completed To-Go Order face down and place it beside your Hut.

TURN END

Once you complete this final step, you must shift all of the remaining Witches towards the front of the customer line. Then, if you purchased any Upgrades from the Full Moon Market, refill any vacant spaces with Upgrades of the same size from the stacks. Empty spaces at Howl's Were-House are not refilled.

Play then continues to the next player in clockwise turn order.

After all players have placed all of their TeaPups (two on Days 1 and 2 or three on Days 3 and 4), The Service phase concludes and play continues to The Upkeep phase.

THE UPKEEP PHASE

After The Service phase ends, all players should complete the following simultaneously:

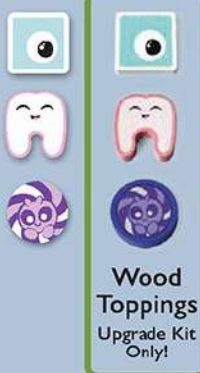
- 1 Place unserved Witches in your discard pile, including any unserved loyal Witches. Unserved loyal Celebri-Teas are placed at the bottom of the Celebri-Tea deck. Face down loyal Witches are then flipped face up.
- 2 Bring your TeaPups back to your play area and remove any Tea tokens they hold. You may place these tokens in your Hut if you have Tea Storage space, discard them (or others to make space), or sell them if the current Faire tile allows it.
- 3 Discard any Upgrades from Howl's Were-House back into the game box. Move the Upgrades from the Full Moon Market to the area below Howl's Were-House. Then, replace those tiles in the Full Moon Market with three small tiles, two medium tiles, and one large tile. If any Upgrade stacks are depleted, shuffle any discarded tiles of the depleted size and create a new deck. Skip this step at the end of the 4th Day.
- 4 Draw three Celebri-Tea cards from the deck. Cover any unserved Celebri-Teas from the previous Day(s) so there are three face up Celebri-Tea Witches to serve at the start of the Day. Skip this step at the end of the 4th Day.
- 5 Resolve any Day End effects from Upgrades or the Faire board.

After completing these steps, play continues to the next Day. Move the Faire tracker to the next Faire tile and resolve the listed effects (see *Faire Effects* on page 21). Then, unless you've completed the 4th Day, begin The Summoning phase.

ICONOGRAPHY



Acrylic
Tea Beads
Upgrade Kit
Only!



Get the Upgrade Kit!



Upgrade the 75 Toppings
to wood meeples and
the 108 Tea tokens to
acrylic beads.



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Manny Vega Special Thanks: My witchy wife and our sweet TeaPups, Vi & Ollie.



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