



AtmosfearTM III

You will need a MASTER GAME SET to play WITCH as it is a Sequel to The Video Board Game ATMOSFEARTM.

The rules of ATMOSFEARTM remain the same; simply replace the TIME and FATE cards with the two new sets provided and you are ready to PLAY Anne de Chantraine. WITCH. ATMOSFEAR IIITM.

You will be using the same set of CHANCE cards, the same coloured keys, coin, playing pieces, discs and the graveyard game board.

The Witch is played with 2 dice and you must roll both dice, unless instructed otherwise, until you have collected all six keys, then you are free to use either one or both dice.

The only exception to this rule is if you draw number 1 from the bag. You are allowed to use one dice but ONLY when Anne demands you roll your number for a key, or to play again.

Anne also introduces some brand new elements to ATMOSFEARTM. If you can collect two parts of a spell from FATE you can really work some magic. You can also exchange FATE cards with other players if you have a WITCH'S TRADE - but beware of the WITCH'S LIE. Read all your cards carefully, and always listen carefully to what Anne says.

Once again, while Anne is speaking, you are not permitted to move around the board and if you are banished to the BLACK HOLE you cannot play the game unless The Witch specifically calls for you by name or number.

Anne de Chantraine was 17 years-old when convicted of witchcraft and burnt alive at the stake. She was, naturally, innocent, hence the player's response of "Mea Culpa Anne". Latin for "I am culpable".

We recommend you to have played ATMOSFEARTM before attempting The Witch as it is a faster and more difficult game.

If you have a HI-FI VCR or stereo system linked to your set, use it to enhance the overall atmosfear. Play it LOUD with the lights LOW.