



THE WITCHES SKYSCRAPER

4+

2-4

10-20 min



Pegasus Spiele

Klaus Kreowski



Hey there!

My name is Klaus Kreowski. I am married and have two daughters, as well as two grandchildren. I live close to the North Sea coast with my wife and our two dogs. I have been developing games mainly for children here for many years – and I get a lot of fun out of it. I am delighted that you have chosen to play “The Witches’ Skyscraper” and hope that you like it as much as I do! The race with the broom is always exciting, since I usually forget really quick which side the tokens are actually lying on, so I get surprised everytime, whether the little witches get to ride on the broom or not.

Wishing you hours of fun with “The Witches’ Skyscraper”, and I hope, you play it a lot.

Kind regards, Klaus Kreowski

- 1 game board
- 4 tokens with an integrated metal chip
- 1 witches’ broom with a magnet
- 1 die



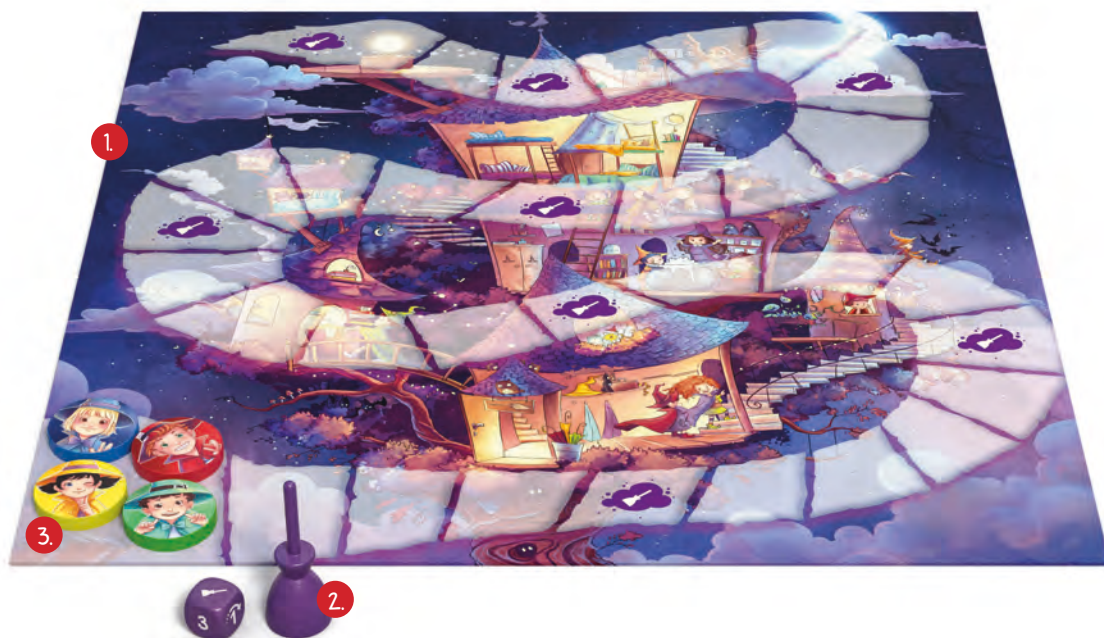
Components

Story



High above the little villages roofs, a rugged and shaky mountain towers up high in the air and dips everything underneath it into darkness. On the highest ledge thrones a strange and crooked Witches' Skyscraper. There is a magic sphere on the roof, flooding the dark night with bright light, like a magical beacon. The parents left the house, but yet it remains silent. The little witches ask themselves: „What should we do now?“ One of them takes a glance of the magic sphere and has an idea: „I know what we should do! Go, get the broom. We will have a race to the magic sphere!“

Game setup



1. Place the game board in the middle of the table, where all players can reach it easily.
2. Position the broom and die next to the game board. Everyone should be able to reach it.
3. Each of you chooses a little witch or wizard and places it on the starting circle of their colour.
4. Now, by using the broom, make sure that all tokens face the right side up to be attracted by the broom. Once that is done, the game can begin!

Every little witch and wizard tries to be the first to reach the magic sphere, thereby winning the race!

The game's secret: Every token has only one side, attracted to the broom!
Only, if this side points upside the broom will take you on a ride. So, you always have to pay attention to the side your token lies on.



How to play

The game is played in a clockwise direction. The last person, who actually touched a broom, starts.

Throw the die when it is your turn.



Did you roll a number and the turn-symbol?

Then move your token forwards by the number on the die. You also have to turn over your own token **or** the token belonging to one of the other players, **either** before **or** after your turn.

3

Did you roll a number?

Then move your token forwards by the number on the die, without turning over any token.



Did you roll a broom?

Then take the witches' broom and hold it directly above your token. If it is attracted by the broom you may immediately fly **to the next broom field**. If the broom doesn't attract your token, it remains where it is.

Then the next player gets to throw the die.

Game end

The first player to reach the field of the magic sphere with their token has won the witches' race!





Even more
MAGIC FUN!





„For every age the right game!“ – that is our motto!

Our joyful games are available in the four colors: **green**, **blue**, **yellow** and **red**. Each color refers to a specific age of your child. This is an overview of our color coding:



3+

3+ Games for the Little Ones



4+

4+ Rules Can Be Fun



5+

5+ I Can Play This on My Own



6+

6+ Even Mom and Dad Can Have Fun with This

Author: Klaus Kreowski • Illustration: Anne Pätzke • Engl. Translation: dualis Übersetzungen

Realisation and design: Mühlenkind Kreativagentur

© 2019 Pegasus Spiele GmbH, Am Straßbach 3, 61169 Friedberg, Germany.

All rights reserved. Reprinting or publishing the instructions, the game materials or the illustrations is not permitted without prior authorisation.

Playing is Passion!
www.pegasus-web.com



/pegasusspiele