



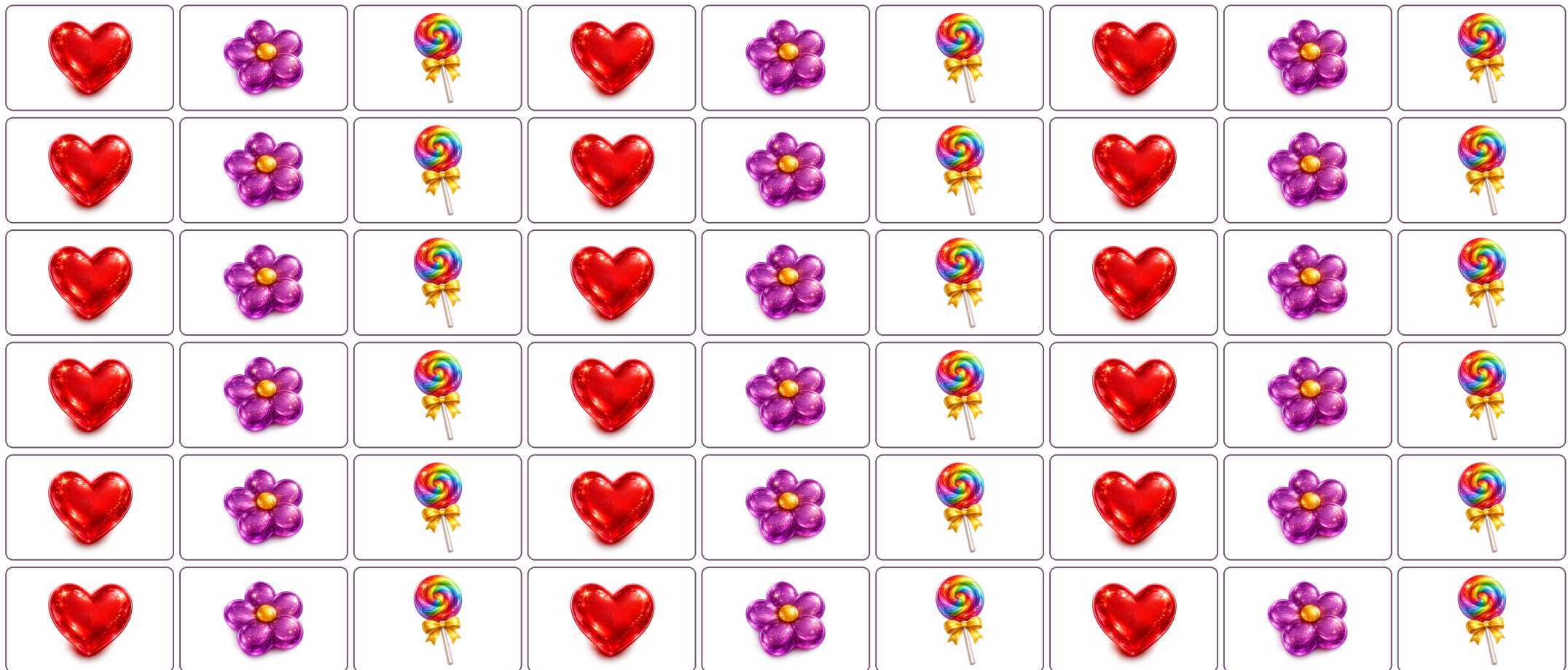
									
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Witch Castle Tokens



Magic Candy



Race to the Witch Castle

The Midnight Magic Festival

Every Halloween, the Grand Witch opens the gates of her magnificent castle for the Midnight Magic Festival. Young witches and wizards race through the enchanted forest, collecting candy and meeting friendly festival travellers. The first young witch and wizard to reach the Witch Castle wins the Grand Halloween Race!

How to Play in 5 Minutes

Be the first Explorer to reach Cell 100, the Witch Castle.



- 1 Choose a player token and place it on 
- 2 Roll one die and move forward exactly that many spaces.
- 3 Follow the icon on the space where you land.
- 4 If a roll passes Cell 100, stop at the castle.
- 5 Count Magic Candy after the race; candy does not affect movement.

Encounter Legend



Golden Magic Broom
Move forward 9 spaces.



Wooden Magic Broom
Move forward 7 spaces.



Ghost
Move backward 5 spaces.



Wizard / Young Witch
Collect 2 Magic Candy.



Dancing Skeleton / Wise Owl
No effect; decorative only.



Large Red Bat
Move backward 9 spaces.



Green Bat
Move backward 7 spaces.



Lucky Pumpkin
Move forward 4 spaces.



Spider Web
Lose one turn.

