Witches of the Revolution"

A cooperative deck-building board game where covens fight a secret war for victory in the American Revolution.

Key Selling Points

- A distinctive theme that unites familiar elements in a new way.
- A truly cooperative game where the players win or lose together. No traitor mechanics, secret information, or awkward cross-purposes.
- Includes a sound, solid, fun solo mode that doesn't require workarounds.

What It's About

The Revolution has come! In Colonial America, players lead groups of witches who must fight for freedom from tyranny.

Each coven builds from a modest start, recruiting allies and relics. **Challenges arise at a quickening pace.** If unaddressed, they overwhelm the revolutionaries and the war is lost. But every success marks progress against the objectives that can secure victory against the British.

The colonies of the Americas were a haven for the persecuted. But now, **those** who would have freedom must fight for it!

Gameplay Basics

- **Each player's deck is a coven.** More powerful witches, recruited as the game progresses, expand each coven's power.
- **Players must overcome events** like the destruction of smithies, desecration of sacred ground, and vilification of witch-hunters.
- As events are overcome, progress is made against larger objectives like imbuing the Liberty Bell with power, deposing the British governor, and even resurrecting Benjamin Franklin.
- A subtly different deck-builder where decks are tuned and shaped rather than simply built.

Vital Stats

- AG1390, ISBN 978-1-58978-179-5, MSRP \$39.95.
- Contains 118 poker-sized cards, 80 mini cards, 42 punchboard tokens, and a quad-fold game board.
- 1–4 players, 30–60 minutes, Ages 13+.
- Box size 8.875" x 12.375" x 2.75", case count 8.











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