



# RULEBOOK



*It is the late 17th century in the town of Salem, Massachusetts. Witches masquerade as Puritans while they slowly drain the good from the hearts of the townsfolk and replace it with a suffocating evil. You have decided to band together with a few trusted citizens to establish a new town a short distance away called New Salem, built on a foundation of honesty and compassion for others. You will choose a Constable who will guide you as you each construct buildings that support your businesses of interest. Proceed with caution; if your buildings and actions create too much despair, the witch plague from Salem will befall this new town as well.*



# OBJECTIVE

Players will draft Buildings, scoring points for those that correspond with symbols on their Character card and scoring extra points when completing sets of Buildings. A Witch player will win if their team adds a certain amount of Despair to the town while a Puritan player will win if they keep the Despair under that amount. The player with the most points on the team that accomplishes that goal wins the game.

## COMPONENTS

144 BUILDING CARDS



10 CHARACTER CARDS



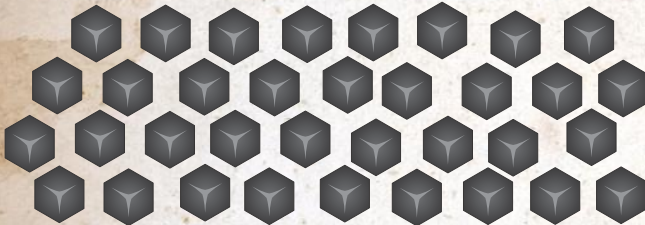
24 EVENT CARDS



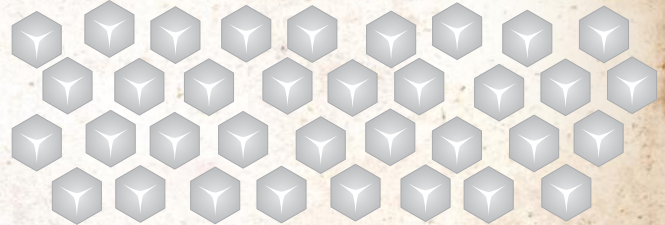
5 ROUND CARDS



35 DESPAIR CUBES



35 HOPE CUBES



8 BADGES



1 CONSTABLE STANDEE



SKIP THE BOOK

Use this link to watch a video to learn to play.

# SYMBOLS



## DESPAIR

Despair determines whether the game is won by a Witch or a Puritan citizen. This is an unlimited resource, so if Despair cubes run out, use something else to represent Despair.



## HOPE

Hope is New Salem's currency and is used to initiate events. When shown on a Building card, this indicates that Hope is provided by that Building. When shown on an Event card, this indicates how much Hope must be spent to initiate the event. This is an unlimited resource, so if Hope cubes run out, use something else to represent Hope.



## REMOVE DESPAIR

When anyone plays a Building or triggers an event that displays this symbol, that player removes one Despair cube from a building for each symbol displayed. This cannot be saved for another round; if there is no Despair on any Building when a Building or event with this symbol is played, it does nothing.



## SET MATCHING

These symbols appear on the edges of Building cards to indicate that another Building should appear to the right and/or left of each Building in a set. Each complete set includes one pair of half moons and one pair of triangles.



## GIVE/TAKE EVENT

Any Event with this symbol is given to or taken by a player rather than being discarded to the bottom of the Event deck when used.



## END GAME SET BONUS

A complete Building set with these symbols will add or remove 3 Despair at the end of the game before determining the winner. Despair is not added or removed immediately when the set is completed, but instead when round 5 has ended.

## BUILDING TYPES

Although the building types are named, you may simply reference and match the symbols.



ENTERTAINMENT



TRADE



FINANCE



EDUCATION



DEATH



JUSTICE

# SETUP

## CHARACTER CARDS

- Separate the Puritan and Witch Character cards into two separate piles. Reference the table below to determine the appropriate number of Witch and Puritan cards to be included based on the number of players.
- Randomly remove cards from each pile until you have the appropriate number based on the table below, then shuffle the remaining Character cards together.
- Deal one to each player.
- Remove all unused Character cards from the game. These may not be viewed by any player.

 PLAYERS	 WITCH CHARACTER CARDS	 PURITAN CHARACTER CARDS
3	2	4
4	2	4
5	2	4
6	2	5
7	3	6
8	3	6

# SETUP

## CHARACTER CARDS

### EXAMPLE (SIX PLAYERS)

*Separate the Witch and Puritan Character cards.*



*Randomly remove two Witch Character cards and one Puritan Character card from the game.*



*Shuffle the remaining two Witch and five Puritan Character cards together and deal one to each player.*



*Remove the remaining Character card from the game.*

# SETUP

## BUILDING AND EVENT CARDS

Most Building and Event cards have a number in the bottom right corner to indicate whether they will be used during this game.

- Remove any Building and/or Event cards that show a number that is **greater than** the number of players in the game.
- Shuffle all remaining Buildings and place them face-down to create the Building deck.
- Place the Cleansing and Trial Event cards face-up in the middle of the table.
- Shuffle all remaining Events and place them face-down to form the Event deck.

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## ROUND CARDS

Place the Round cards in a face-up pile in the center of the table where they are visible to all players. Stack the cards in order with Round 1 on top and Round 5 on bottom.

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## BADGES

Take one Badge for each player in the game and place them in a stack on the table. Place any unused Badges back in the box.

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## CONSTABLE

Give the Constable token and a Badge to the player who was most recently wrongfully accused. They will be the first Constable. Give them 1 free Hope to place on the first Building they play in Round 1.



# SETUP

## BUILDING AND EVENT CARDS

### EXAMPLE (SIX PLAYERS)



## ROUND CARDS, BADGES, AND CONSTABLE

### EXAMPLE (SIX PLAYERS)



# GAMEPLAY



Each of the game's five rounds consists of the following four phases, in this order:

1. Draft Buildings
  - A. Deal
  - B. Draft
  - C. Discard
2. Draw Event
3. Initiate Events
4. Shuffle and End Round

## 1. DRAFT BUILDINGS

### A. DEAL

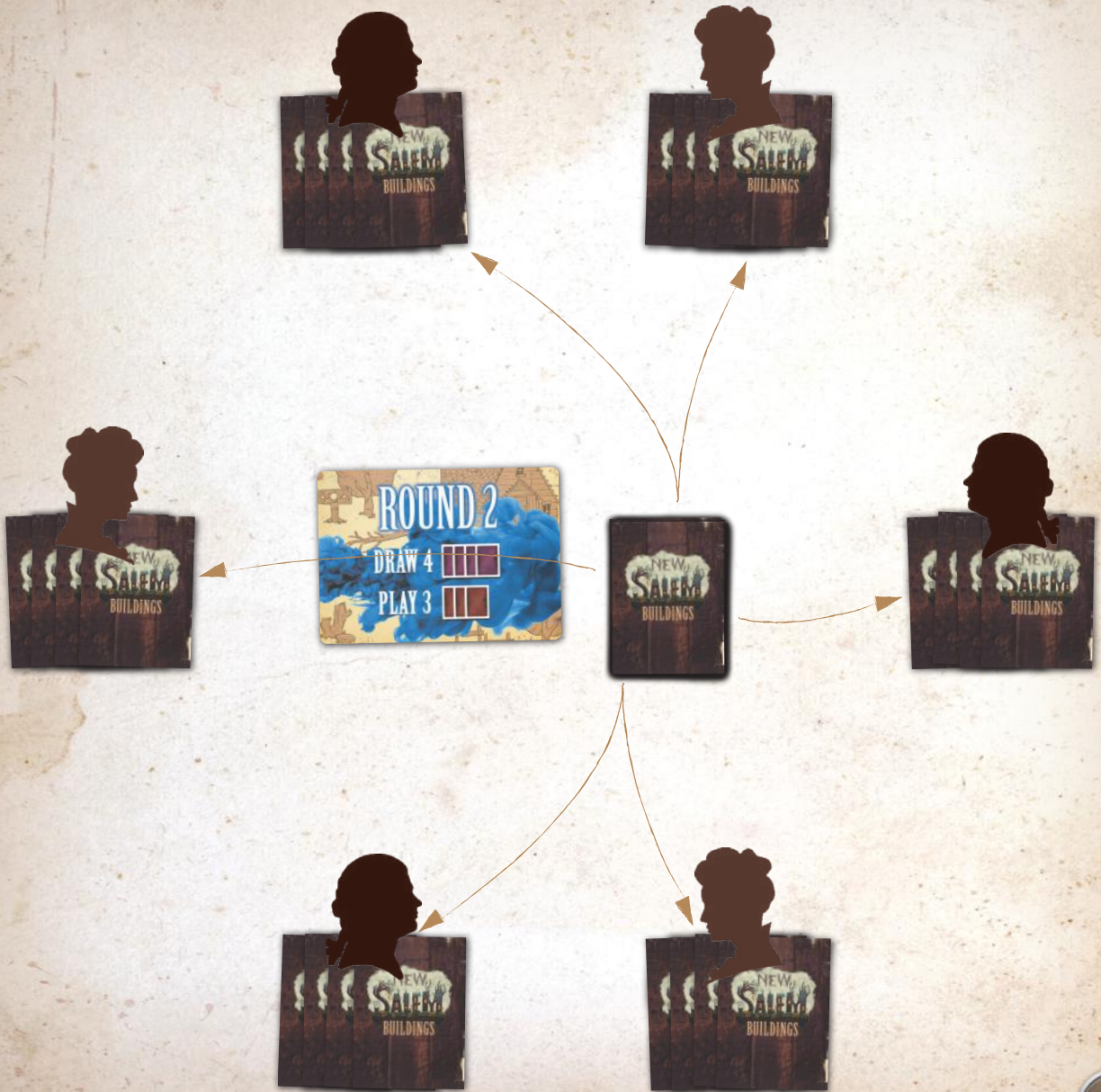
The Round card for the current round indicates how many Building cards should be dealt to and played by each player each round. This is also shown in the table below.

 ROUND	 BUILDINGS DEALT	 BUILDINGS PLAYED
1	3	2
2	4	3
3	5	4
4	4	3
5	3	2



# GAMEPLAY

## DEAL EXAMPLE (ROUND TWO)



# GAMEPLAY

Each of the game's five rounds consists of the following four phases, in this order:

1. Draft Buildings
  - A. Deal
  - B. Draft
  - C. Discard
2. Draw Event
3. Initiate Events
4. Shuffle and End Round

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## 1. DRAFT BUILDINGS

### B. DRAFT

Each player chooses one card and places it face-down on top of their Character card, then passes the remaining cards to the player on their left. If that player is still choosing between other cards, the cards being passed should be placed near the edge of the table between the two players.

Once all players have chosen a Building card, the card they chose is flipped face-up. For any corresponding symbol on their card, each player adds a Hope cube to it, adds a Despair cube to it, or removes a Despair cube from any Building.

Players continue drafting cards in this manner until they are choosing between two cards.

# GAMEPLAY

## DRAFT EXAMPLE (ROUND TWO)

Players 1 and 2 were each dealt three Building cards. Player 1 chooses one Building card to keep and places it face-down on top of his Character card (A). Player 2 is still choosing between her three cards, so Player 1 places his remaining two cards along the edge of the table between himself and Player 2 (B). Player 1 then picks up the two cards that have been passed to him (C).



When each player has chosen a Building card to keep and passed their remaining cards, each player reveals their first Building card and adds or removes Hope or Despair if appropriate.



# GAMEPLAY

Each of the game's five rounds consists of the following four phases, in this order:

1. Draft Buildings

A. Deal

B. Draft

C. Discard

2. Draw Event

3. Initiate Events

4. Shuffle and End Round

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## 1. DRAFT BUILDINGS

### C. DISCARD

When a player has two cards handed to them, they must do one of the following:

- Keep one of those cards and discard the other
- OR**
- Discard both cards and draw and keep a Building card from the top of the Building deck.

Discarded Building cards are placed on the bottom of the deck and may not be viewed by other players.

When all players have made this decision, each player turns their final card face-up and adds or removes a Hope or Despair cube if a corresponding symbol appears on that card.

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## 2. DRAW EVENT

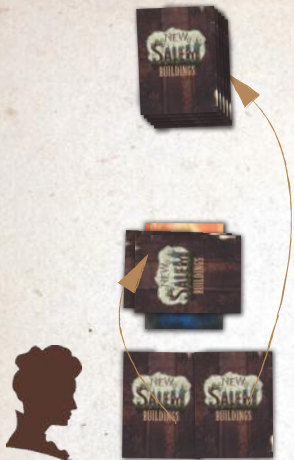
Draw an Event card from the Event deck and place it face-up on the table. In addition to Cleansing and Trial, there should now be one face-up Event for each round played.

# GAMEPLAY

## DISCARD EXAMPLE

When deciding between only two cards, a player may:

*Keep one and discard the other.*



OR

*Discard both and draw a random card from the deck.*



## DRAW EXAMPLE (ROUND TWO)

*In addition to Trial and Cleansing, there is now one face-up Event that was added in round 1 and one that was added in round 2.*



# GAMEPLAY

Each of the game's five rounds consists of the following four phases, in this order:

1. Draft Buildings

- A. Deal
- B. Draft
- C. Discard

2. Draw Event

3. Initiate Events

4. Shuffle and End Round

## 3. INITIATE EVENTS

### GIVING HOPE

Any player other than the Constable may give any or all of their Hope to the Constable at any time during the Initiate Events phase, even after one or more Events have been triggered. The Constable must accept any Hope they are given. Players may not give Hope to a player who is not Constable.

### INITIATING EVENTS

Only the Constable may initiate an Event. When you initiate an Event, follow these steps:

- Remove Hope cubes from your own Building cards equal to the Event's cost and put them back in the supply.
- Read and execute the Event card's text. If the card does not have a red border, place it face-down on the bottom of the Event deck, unless the card specifies to give it to a player. If the Event did not have a red border, draw a new Event from the top of the deck and place it face-up to replace the Event that was used.
- Choose a new player to become the Constable. You may not choose a player who has a Badge or who is on Trial. Give the Constable standee to the new Constable.
- The new Constable takes a Badge from the center of the table and puts one Hope cube from the supply on one of their Buildings. If each player now has either a Badge or is on Trial, all players except the Constable return their Badges to the center of the table. The new Constable may choose to initiate another Event or end the round.

### END ROUND

If the Constable has enough Hope to trigger the most expensive Event, they must trigger an Event (although it doesn't have to be the most expensive one). If the Constable has less Hope than the most expensive Event, they may decide to end the phase and move play to the next round.

# GAMEPLAY

## INITIATE EVENTS EXAMPLE (THREE PLAYERS)

*Player 1 is the Constable and wants to put Player 2 on Trial. Player 1 only has three Hope, and Trial costs four. Player 3 gives Player 1 one Hope.*



*Player 1 initiates the Trial event and gives it to Player 2.*



*Player 1 gives the Constable standee to Player 3. Player 3 takes a Badge. Because each player now has a Badge or a Trial, Player 1 returns his Badge to the center of the table.*



# GAMEPLAY

Each of the game's five rounds consists of the following four phases, in this order:

1. Draft Buildings
    - A. Deal
    - B. Draft
    - C. Discard
  2. Draw Event
  3. Initiate Events
  4. Shuffle and End Round
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## 4. SHUFFLE AND END ROUND

When the Constable decides that they will end the round rather than initiating another Event, shuffle the Buildings deck. Flip over the top Round card and place it face-down next to the Round card pile.



# GAME END

Play ends after the Initiate Events phase of the 5th round.

The amount of Despair in the game will determine whether the winner will be a Puritan or a Witch. The winner will be the player whose Buildings score them the most points.

There are four steps to determine the game's winner. These steps are covered in detail on the following pages.

1. Resolve Trials
2. Resolve Building Sets
3. Count Despair
4. Count Points

# GAME END

There are four steps to determine the game's winner:

1. Resolve Trials

2. Resolve Building Sets

3. Count Despair

4. Count Points

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## 1. RESOLVE TRIALS

At the end of the game, a trial occurs. All players reveal their Character cards.

- For each **Witch** who **has a Trial card**, **remove 2 Despair cubes** from the town.
- For each **Witch** who **does not have a Trial card**, **add 2 Despair cubes** to the town.
- For each **Puritan** who **has a Trial card**, **add 2 Despair cubes** to the town.

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## 2. RESOLVE BUILDING SETS

All players, including those on Trial, do the following:

- For each complete set of 3 unique Death Buildings, add 3 Despair to the town.
- For each complete set of 3 unique Justice Buildings, remove 3 Despair from the town.

# GAME END

## RESOLVE TRIALS EXAMPLE

There are a total of seven Despair cubes on all players' Buildings. Player 1 is a Witch and has a Trial card, so two Despair cubes are removed. Player 2 is a Witch and does not have a Trial card, so two Despair cubes are added. Player 3 is a Puritan and has a Trial card, so two more Despair cubes are added. Player 4 is a Puritan and does not have a Trial card, which causes no change.



## RESOLVE BUILDING SETS EXAMPLE

Player 1 did not complete any Death or Justice sets. Player 2 completed the Death set, and adds 3 Despair cubes to the town. Players 3 and 4 each completed a Justice set, and each remove 3 Despair cubes from the town.



# GAME END

There are four steps to determine the game's winner:



1. Resolve Trials
2. Resolve Building Sets
3. Count Despair
4. Count Points

## 3. COUNT DESPAIR

If there are enough Despair cubes in the town at the end of the game, the Witch with the most Victory Points is the winner. If there are not enough Despair cubes in the town for a Witch to win, the Puritan with the most Victory Points is the winner.

If there are enough Despair cubes in the town for the Witches to win, but no player is a Witch, all players lose.

The table below shows the minimum number of Despair cubes that must be in the town at the end of the game for a Witch to win.

 NUMBER OF PLAYERS	3	4	5	6	7	8
 DESPAIR NEEDED FOR A WITCH TO WIN	6	8	10	12	14	16

## 4. COUNT POINTS

Players earn points as follows:

- 1 point for each player's Building that matches one of the types shown on their Character card
- 2 points for each complete set of 3 unique Buildings of any type, regardless of whether that type is on the player's Character card

# GAME END COUNT DESPAIR EXAMPLE

There are a total of 6 Despair cubes. Since there are four players, this means that the Puritan with the most points will win the game. Players 1 and 2 are not eligible to win. Player 3 or Player 4 will win the game.



## COUNT POINTS EXAMPLE

Player 3 gets 2 points for his Trade (green) set and 1 point for each Building in the set, because the Buildings match one of the types on his Character card. He gets 1 point for his Finance (yellow) Building, which matches the other type on his Character card. He also gets 2 points for his Death (white) set. Player 3 has 8 points.



Player 4 gets 2 points for her Education (purple) set. She gets 1 point for each of her Entertainment (red) and Finance (yellow) cards, because the Buildings match the types on her Character card. She also gets 2 points for her Death (white) set. Player 4 has 7 points. Player 3 wins.



# RULE REMINDERS

Below is a list of rules that are often overlooked and frequently asked questions.





- Any time a player receives Hope or Despair, they must place it on one of their Buildings.
- The Constable must initiate an Event if they have enough Hope to initiate the most expensive Event.
- The Constable **can receive** Hope, but **may not give** Hope. The Constable must accept any Hope they are given.
- Any time a Building is taken or given to another player, ownership of any Hope and/or Despair on that Building follows the Building to its new owner.
- Any time a Building leaves play, any Hope and/or Despair on that Building is removed and placed back in the pool.
- Neither the Building nor the Event deck has a discard pile. Any card that is discarded is placed on the bottom of its corresponding deck.
- The Death and Justice set effects only occur at the end of the game, **not** immediately when the set is completed.
- Table talk is allowed. **You may say** anything false or truthful about Character cards you have seen, but **you may not show** any Character card unless an Event specifies to do so.
- You may discuss (truthfully or falsely) whether your Character card is a Witch or Puritan and/or which sets you are collecting, but you may **not** discuss the artwork, name, profession, or physical appearance of the Character displayed on the card.
- A Constable's declared intentions when asking for Hope are not binding. For example, the Constable may ask for Hope to initiate the Cleansing Event, but choose to initiate the Trial Event instead once they have been given Hope.

# FIRST TIME WITCHES




Below are some **tips for Witches** that you can share if there are new players.

- **Don't add too much Despair early on in the game**, as you may be found out and put on Trial.
- **Don't worry too much about being found out in the later rounds.** This is your chance to add a lot of Despair.
- Remember, even Puritans play Buildings with Despair on them sometimes. If you're questioned, you can always claim that **there were no good cards to choose from**, or that **you're collecting the cards that will get you the most points.**
- **Accuse others.** If you've accused someone, you'll take the spotlight off yourself, cause others to doubt them, and you may even get a Puritan put on Trial.
- **The game isn't over if you're put on Trial.** You can still take Buildings with Hope to prevent Puritans from playing them, and you can add more Despair at the end of the game if you **collect a Death Building set.**

# QUICK REFERENCE CHARACTER CARDS & DESPAIR

 PLAYERS	3	4	5	6	7	8
 WITCH CHARACTER CARDS	2	2	2	2	3	3
 PURITAN CHARACTER CARDS	4	4	4	5	6	6
 DESPAIR NEEDED FOR A WITCH TO WIN	6	8	10	12	14	16

## DRAFTING BUILDINGS

 ROUND	1	2	3	4	5
 BUILDINGS DEALT	3	4	5	4	3
 BUILDINGS PLAYED	2	3	4	3	2

## PHASES

### ROUND

1. Draft Buildings (Deal, Draft, Discard)
2. Draw Event
3. Initiate Events
4. Shuffle and End Round

### GAME END

1. Resolve Trials
2. Resolve Building Sets
3. Count Despair
4. Count Points