

Slipstream



Rules



Gameplay overview video



Setup

- 1) Spread out the **Location cards** randomly in the middle of the table, at least one card length apart.
- 2) Each player chooses a Witch, and a starting position on the edge of the table, placing their Witch card there. Starting positions should be roughly equal distance from the play area, and evenly spaced from one another.
- 5) Shuffle the **Delivery Route** cards, and deal one to each player. Choose which side to play, and place the Delivery Route under your Witch card, so that its bottom edge sits just above the first Location name.
- 4) Choose a starting player to take the first turn.



Randomly distribute the Location cards in the middle of the table.

Choose your starting positions, then deal and choose your Delivery Routes. (Look for an optimal path.)

Gameplay

1. Movement

Place any Flight card from your hand, in the orientation of your choosing, so that it completely covers the **house symbol** on your Witch card on your first turn, or on top of the **lead card** (the one showing your Witch) on later turns.

Note: Flight cards are double sided.

A valid move consists of the following:

- a) The card must completely cover the previous Witch symbol;
- b) The **slipstream** behind your Witch is aligned with the card below;
- c) Provided the previous symbol is covered, the cards can overlap as much as you want.

After playing one card, play proceeds clockwise to the next player.



On your first move, place a Flight card so that it covers your House symbol.



On later moves, place a Flight card so that it covers the previous Witch symbol.

2. Regaining Flight Cards

Cards stay in play on the table, so the slipstreams grow longer and you have fewer move options available.

If you only have 1 card left in your hand at the start of your turn, pick up the card at the tail of your slipstream and return it to your hand.

Hold down any overlapping cards with one hand, and slide the card out with the other.

You can get the other players to help hold cards in place if necessary.



If you start a turn with one card, remove the last card while holding the others in place.



3. Making a Delivery

You can make a delivery on your turn if you can play a card that completely covers one of the **Delivery Zones** on your current Delivery Location.

The Witch symbol does not need to directly overlap the Delivery Zone, any part of the card will do.

Slide your Witch card down the Delivery Route card to cover this Location and indicate your next destination. Once the last Location is covered, your goal is to move back to your house and play a Flight card so that it overlaps the house symbol on your Witch card.

Make a delivery by completely covering one Delivery Zone (the corner circles) on the target location.



Slide your Witch card down to the next delivery target.



4. Slipstreaming

You can cross any slipstream on the table and use them to your advantage. If a move results in your Witch overlapping any slipstream, you can choose to **follow the slipstream**.

- 1) Play a second card on your turn to exit the slipstream anywhere along its length of ahead of you. Align the tail of your card to the slipstream as in normal movement.
- 2) Pick up all of your cards except the new lead card.

You can only follow a visibly continuous slipstream; if it has been crossed by another card you must exit before that point.



If a move positions your Witch onto any slipstream,



you can play 1 additional card further along,

then pick up all of your other cards back into your hand.



5. Prohibited Moves

- a) If you can't completely cover a Delivery Zone, you must not overlap it *at all*.
- b) You must not overlap the Delivery Zone of any Location other than your current target.
- c) You must not overlap the Witch symbol of an opponent.

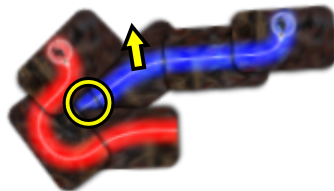
If you are forced into making a prohibited move, pick up all of your cards. On your next turn, re-enter the play area from your Witch's house.



You must not partially overlap a delivery zone, overlap a zone that's not next on your route, or an opponent's Witch.

6. Trapped Cards

If a Flight card cannot be retrieved without disturbing the play field, it is considered **trapped**. Pick up the next available card instead. When revealed later, pick that card up immediately.



If the tail card is trapped, take the next available card instead.

Optional rule: Magic

Each witch has a unique magic ability written at the bottom of their card. During any of your turns, you may choose to use your magic ability. Perform the action described on your card, then flip it from the 'ready' side to the 'used' side. You cannot use your ability again while the card is flipped to this side.

After you have completed your third delivery, your magic ability recharges. Flip your Witch card back to the 'ready' side.

To use your Witch's unique magic ability once, flip your Witch card over.



After making your third delivery, your magic ability is restored; flip your Witch card over again.



Winning the Game

Winning the game

The first player to complete their Delivery Route and return home (completely overlapping their house symbol) is the winner.

