

# A Helping Hex

Avi Moore – Global Game Jam 2025

## Object

Solve problems for the locals better than your rival witches as you try to manage a somewhat-tame familiar running through your hut.

Each Map will give you a different challenge to overcome, with it's own unique win condition.

## Components

To play, you will need:

- A Witch Hut sheet for each player
- A Map sheet, to share
- 16 small tokens per player, for Ingredients
- 5 large tokens per player, for Objectives
- At least 3 six-sided dice, preferably 3 each
- 2 tall pieces for each player, a pair of same colour chess pieces works well

For your first game, use The Command Witch, The Blade Witch, and The Snowed In Town. If you have more than 2 players, use extra copies of The Command Witch and The Blade Witch.

## Set Up

1. Lay out the sheets with a Witch Hut sheet in front of each player, and the Map sheet in the middle.
2. Each player places 1 of their tall pieces on the top centre Item on their Witch Hut. This is their Familiar.
3. Each player places their other tall piece on the Map, at the Site labelled "Start here". This is their Witch.
4. Gather the small tokens to be used for Ingredients.
5. Follow the set up instructions on the Map. This will usually be when you place the large Objective tokens.
6. Randomly assign a player to go first.

## Reading the Sheets

### Witch Huts

Your Witch Hut has three components: your Item wheel, your Signature Spell, and your Ingredient boxes.

Your **Item wheel** is the 10 circles that run in a ring around the left side of the sheet. Each of these circles is an Item.

**Items** have a title at the top, types at the bottom, and an effect in the middle.

Your **Signature Spell** is the larger circle in the middle of your Item wheel. A Spell is a type of Item, and it has a title, types, and effect just like any other Item.

Your **Ingredient Boxes** are the three boxes down the right side of the sheet. Each one lists the kind of Ingredient it holds, and how many it can hold at most. If you ever exceed that number, destroy the excess.

## Map Sheet

The Map Sheet has 5 components: A title, Sites, Paths, Potions, and extra rules.

**Sites** are the circular spaces scattered across the map. Each will have a title, some Ingredients, and sometimes an ability.

Site abilities have a title, followed by a colon, and then the text of the ability.

**Paths** are dashed lines that connect Sites. Sites are “adjacent” if there is a Path directly connecting them.

Paths can have two variations. **Difficult Terrain** has a warning triangle on the Path, and some rules text that applies to Witches when they Move along the Path. **Directed Paths** have an arrow at one end, and can only be Moved along in that direction.

**Potions** are distributed around the edges of the Map. Each one has a title, a Recipe, and an ability.

Extra rules will be written on the Map, usually these will direct you to use the Objective tokens in some way during set up, and tell you how to win.

## Taking Your Turn

On your turn:

1. Roll 2 dice (all the dice in *A Helping Hex* are six-sided).
2. Pick 1 of those dice to use.
3. Move your Familiar clockwise around the Item wheel a number of Items equal to the dice you picked.
4. Apply any external effects that trigger when you use the landed-on item.
5. Resolve the ability on that Item.

That's it! Your Familiar isn't perfectly tame, so the options available to your Witch will be limited each turn by that roll. You can still get where you need to go... eventually.

## Doubles & Signature Spell

When you roll at step 1, and at least 2 of your dice show the same number, you get to use your Signature Spell that turn.

You can use your Signature Spell either right before you resolve your Item for the turn, or right after.

No matter how many doubles (or triples... or pentuples) you roll, you only get to use your Signature Spell once in a turn.

Never move your Familiar onto your Signature Spell.

## Abilities

There are various abilities that your Items can have. You always resolve them from top to bottom, and they're optional unless they say otherwise.

**Move:** Shift your Witch down a Path to any adjacent Site. Remember to respect directed Paths (they have an arrow and only work 1 way), and Difficult Terrain (it has a warning sign, and a special ability that applies when it's used).

**Teleport:** Shift your Witch to any Site, though the ability might limit you a bit.

**Gather:** Gain 1 of each Ingredient listen on your Site. This might be more than 1!

**Steal:** Take 1 Ingredient from the Witch Hut of a Witch at your Site, and add it to your Witch Hut.

**Stealth:** Until your next turn, other Witches don't treat you as if you were at their Site. This can prevent Steal and nastier effects.

**Convert:** Turn some of your Ingredients into other kinds of Ingredient.

**Skip Forward:** Move your Familiar some number of Items clockwise around the Item Wheel, and then apply the abilities on the Item it lands on.

**Next Turn, Roll +/- Dice:** When you roll dice to get your options next turn, you roll more or less dice than the normal 2. You can never have your final number of dice rolled reduced below 1.

## Brewing Potions

When an Item instructs you to Brew Potions, you can Brew any number of Potions, one at a time, until you want to stop or don't have the Ingredients. When an Item instructs you to Brew some number of Potions, you can only Brew at most that many.

Which Potions you can Brew is defined by the Map.

To Brew a Potion:

1. Pick a Potion to Brew.
2. Spend the Ingredients in its Recipe.
3. Apply its effect.

You can't Brew a Potion then hang on to it for later, you have to apply it right away!

## Use an Item

When you're instructed to use an Item that you haven't landed your Familiar on, just apply its abilities. Don't move your Familiar there.

If your Signature Spell is of the correct type, you could even use that!

## Cannot Use Ability/Item

Sometimes, you won't be allowed to use certain abilities (eg; "you cannot Move next turn"). You still use the Item, even if none of its abilities will get to do anything.

However, when you can't use an Item (eg; "you cannot use Spells here"), you don't get to use it at all, even to trigger external effects.

## The Snowed In Village FAQ

### **Can I use either of the Difficult Terrain Paths if I have less than 2 Ingredients?**

No, you must have at least 2 Ingredients to Move along them.

**Am I adjacent to the Clifftop while I am in Town?** Yes, you are, but you can't travel backwards along the Directed Path between those Sites.

**Can I use a Fire Item to move into Town and then remove a Snow?** No, Town's ability activates when you first land your Familiar on the Fire Item, not after that Item begins to activate its abilities.

**Can I keep Brewing Potions with Fairy Circle at Old Barn if I drop below 3 Mushrooms?** Yes, if you start Brewing Potions using Fairy Circle, you can Brew as much as you'd like. It only checks that you have enough Mushrooms at the moment you Gather.

**Do I get my Gather Ingredients before or after I Brew Potions with Fairy Circle?** Either, it is your choice, but you must do all of your Brewing before or after you take the Gather Ingredients. You can't do it in between Brews.

**Can I use Horrify to force another Witch to Move along a Difficult Terrain Path?** Yes! This can be a powerful way to slow down your opponents.

**What's Snow?** It's the resource represented by Objective tokens on this Map. It doesn't block the use of any Sites, but spread it across the Map for aesthetic purposes if you have white tokens on hand.

## Woods at War FAQ

**When is "the war even"?** When the Bird Military and the Cat Military have the same number of tokens.

**What if both Cats and Birds reach 0 at the same time?** You all lose! But moreso!

**Is that a Path between The River (West) and The River (East)?** Yes! It's a little hard to see because of the river art, but there is a Difficult Terrain Path to cross.

**Can I use a Spell to enter Lake?** Yes. The Anti-magic abilities of Lake stops you starting to use Spell Items (including your Signature Spell) while you're at that Site. You can start using a Spell and enter the Lake Site later in your turn though.

**Does Kibble move my Familiar?** No. "Use an Item" doesn't move your Familiar. "Skip ahead" does.

**If a Military is empty and we "all lose", that's a tie right?** No! You lost!

**What're Militaries?** It's the resource represented by Objective tokens on this Map. Remember to roll at the start of the game to see how many each side starts with.

**How do I add Military?** You don't! Your actions can only reduce the Military of a side. Nothing increases it.

**If I Brew Kibble multiple times, how many dice will I roll next turn?** An extra die for each time you Brewed Kibble. You might need more dice than usual...