



Witch's Pot

Around the witch pot, magical things happen. Each round a player is enchanted into a witch. With the potion from the witch jar, the spell can be undone. But time is running out! Who remains last and escapes the spell?



3+



6+



Helper
cards

Getting started

- ✖ Form a circle with all players.
- ✖ Place one helper card or Smartsleeve in the middle of the circle.

Rules of the game

- ✖ The Picoo controllers will choose someone to be the tagger.
- ✖ If you're the tagger, scan the card in the middle.
- ✖ You have 10 seconds to tag someone!
- ✖ If you get tagged, you're out!
- ✖ If the tagger doesn't tag anyone in 10 seconds, they're out!
- ✖ After each round, there's a new round and a new tagger.

End of the game

- ✕ Keep playing until only one person is left. The last person left wins!

Colors and interaction

-  *White*
wait for your turn
-  *Fast blue blinking + vibration*
you're the tagger, scan the card!
-  *Blue + vibration + beep*
you can tag someone now!
-  *Purple + vibration*
you're a regular player
-  *Green + vibration + win sound*
you won the round!
-  *Red + vibration + lose sound*
you're out!