

HEX and TELL

THE RULES

Basics

Everyone playing is a witch.

You hold two secrets

1. **Your spell.** Pick one witch and either ☹️ **Curse** them or 💎 **Bless** them.
2. **Your role.** It comes with a secret goal. Some roles want to help, some want to harm, some have stranger twists.

During the party 🍷

Talk. Make deals. Ask who they're cursing or blessing. Lie and bluff all you like, but never show your screen. You can change your spell until the end.

At the end 🎲

The host ends the game and every spell lands at once. If anyone Cursed you and nobody Blessed you, you're cursed, and a cursed witch (usually) can't win. Reach your goal without getting cursed, and you win.

Playing

RULES OF PLAY

1. **Never show your phone to anyone.** Talking and lying are allowed; proving is not.
2. **One spell, mandatory.** Every witch casts exactly one spell: 💎 **Bless** or ☹️ **Curse**, on exactly one other witch.
3. **No self-targeting.**
4. **Prepare your spell in the app, any time.** You can change it until the host ends the game, at once or after a short countdown; then every spell is cast. Spells stay hidden until the reveal; a witch who never prepared one gets a random one.

WINNING

Default win rule: complete your role's goal **and** do not end up cursed. Exception: roles whose goal says otherwise (the Fool).

DEALING

- Roles are dealt in the app **once everyone has arrived**.
- Roles are dealt at random within each color, so the same role can be dealt twice.
- The **public composition** is shown in the app on everyone's device, colors only. Exact roles are never public. For example:

● 2 Blue ● 3 Red ● 3 Yellow

Reveal

HOW SPELLS RESOLVE

All spells land at the same moment.

- If at least one ☹️ **Curse** targets you and no 💎 **Bless** does, you end up **cursed**.
- One 💎 **Bless** on you breaks every ☹️ **Curse** on you.
- Your ☹️ **Curse** is **successful** if the witch you cursed ends up cursed.

THE WINNERS

The host, who plays too, reads the winners aloud from the app one at a time, without peeking ahead: each one's name, role and how they won. Each winner shows on every phone as it's read.

Then everyone's role, spell and result are shown on every phone, with a recap of who targeted whom.

Roles

- Healer BLUE
You 💎 **Bless** a witch who is targeted by a ☹️ **Curse**.
- Guardian BLUE
You 💎 **Bless** a Red witch.
- Hunter RED
You successfully ☹️ **Curse** a Red witch.
- Maverick RED
You successfully ☹️ **Curse** someone that no other witch targeted with a ☹️ **Curse**.
- Instigator RED
You ☹️ **Curse** the witch targeted by more ☹️ **Curses** than anyone else.
- Survivor YELLOW
At least one witch ☹️ **Curses** you, and at least one 💎 **Blesses** you.
- Spoiler YELLOW
You successfully ☹️ **Curse** someone, stealing their victory.
- Fool YELLOW
You end up cursed.
Ignores the default "don't be cursed" rule.



Healer

● BLUE

You ✨ **Bless** a witch who is targeted by a ☹️ **Curse**.



Guardian

● BLUE

You ✨ **Bless** a Red witch.



Hunter

● RED

You successfully ☹️ **Curse** a Red witch.



Maverick

● RED

You successfully ☹️ **Curse** someone that no other witch targeted with a ☹️ **Curse**.



Instigator

● RED

You ☹️ **Curse** the witch targeted by more ☹️ **Curses** than anyone else.



Survivor

● YELLOW

At least one witch ☹️ **Curses** you, and at least one ✨ **Blesses** you.



Spoiler

● YELLOW

You successfully ☹️ **Curse** someone, stealing their victory.



Fool

● YELLOW

You end up cursed.
Ignores the default "don't be cursed" rule.

