

TRICK or Treat



"Trick or treat, smell my feet, give me something good to eat..." A rhyme reminiscent of simpler times when you were able to beg the neighbors for free candy-and then egg their house as a thank you.

Relive your childhood with this simple rummy-style game. Run around in your favorite costume and collect treats from your neighbors. As soon as you have a complete set of candy dash home before your friends can and turn the treats in for points. But be careful – a bully is roaming the streets and has an eye on your candy. And no Halloween memory would be complete without the haunted house. Lure your friends inside to make your victory that much sweeter.

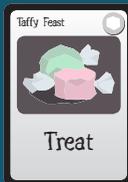
Objective

To win the game you need to collect sets of Treats to turn in at your home for points. The game ends when there are not enough sets left. The player with the most points from sets (minus their fear tokens) is the winner.

Setup

- Randomly assign each player a Kid card.
- Shuffle the Trick or Treat deck. Place it on the table.
- Put all of the Location Cards face up in the center of play. Only put out a House for each person in the game. The other Houses can go back in the box.
- Flip over a single card from the Trick or Treat deck and put it face up next to each house card. Flip over five Trick or Treat cards and put them in a row next to the carnival.
- Find something to represent fear tokens (Halloween candy, pennies, poker chips, etc.). Set these in a pile off to the side.
- Shuffle the set cards and place three face-up next to the play area.
- Place the Bully off to the side. Each player starts with their Kid in front of them.
- First player is the person who went trick or treating last.

Here is an example of what the game will look like when it is set up:



Turn

The players take turns one at a time. During their turn they are allowed to play as many trick cards as they please at anytime they want to.

Move

The player must move their character to another Location, they can't stay in the same place. They may not move to a space with another player or the bully unless they also play a sneak card.

Action

Some spaces have 1 action, some have 2 actions. If the space has 2 actions the player must choose one of the actions. They then do what the action says.

At this point the player's turn ends and the next player takes their turn.

Other Concepts

Sets

Near the play area there are three cards describing a set of Treats called "Set Cards". The players can turn in the Treats described on the card for points while taking an action at Home. The Set card is placed face up next to the player to show they have claimed the set and the Treats are discarded. Only one set can be turned in at a time.



Bully

Moving the Bully to a space moves all of the players that are on that space off the board. The player can then randomly take a Trick or Treat card from each player that was displaced.

Hand Limit

The player can only have 12 cards in their hand at a time. If a player ever exceeds that limit they must choose cards to discard by the end of their turn.

Winning

The game is over when there are only two set cards left in the center. Players add up the points they have from their complete sets. Then they subtract a point for each fear token that they have. The winner is the player with the most points. If there is a tie all of the tied players win the game.

Variant

For a shorter game randomly select some of the sets and put them in the box.

Credits

Game Design:
Patrick Leder

Card Illustration:
Andrew Weaver

Character Artwork:
Daniel San Miguel Cuadrado

Design & Layout:
Tophier McCulloch

Reference

Possible Actions

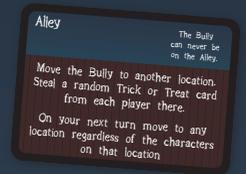
Alley

You can move the Bully when you land on the Alley. The Bully can never be on the Alley.

On your next turn move to any location regardless of the characters on that location.

Carnival

Next to the Carnival there are 5 Trick or Treat Cards. A player taking their action here may take any 1 card of their choice. They then may discard an additional card and take another card from the Carnival. Once this is done draw card from the Trick or Treat deck, adding them to the Carnival until there are 5 cards again.



Haunted House

Choose one of the following:

- Discard up to three Trick cards to give to each player that many fear tokens.
- Discard up to three Treat cards to lose as many fear tokens.



For example if you discard 2 Trick cards from your hand then each other player receives 2 Fear tokens.

Home

Kids can move to the Home even if another Kid is there, with out having to play a Sneak card. The bully cannot move to Home.

While at the Home the player can draw a Trick or Treat card and discard a Fear token or they can turn their Treat cards in for Points.



House

Players take two Trick or Treat cards from the deck as well as the Trick or Treat card next to the House. Then the player must replace it with the next card from Trick or Treat deck.



Mansion

Take three cards from the Trick or Treat Deck.

