

Trick or treat



2-4 players

Ages 10+

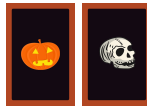
20 minutes

Put on your spookiest costume and go trick-or-treating in your street. Try to get the best candy while avoiding the disappointing treats. But don't worry, once you get home you will have an opportunity to swap. Make sure you keep quiet though, you only have until mom and dad notice you're home and send you to bed!

Components



76 candy cards
(19 candy corn, 19 chocolate,
19 lollipops, 19 sour candy)



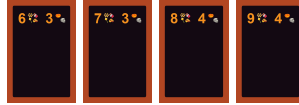
30 event cards
(15 pumpkin, 15 skull)



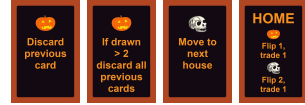
16 score cards
(4 +3, 4 +1, 4 +0, 4 -2)



8 player cards
(2 devil, 2 ghost,
2 witch, 2 mummy)



10 bucket cards



10 house cards
(9 neighbor, 1 home)

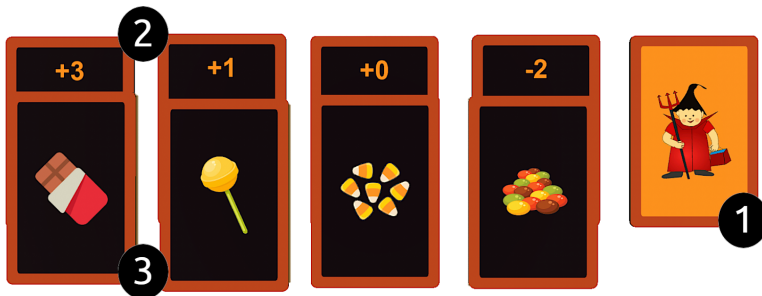


1 parents card



1 reference card

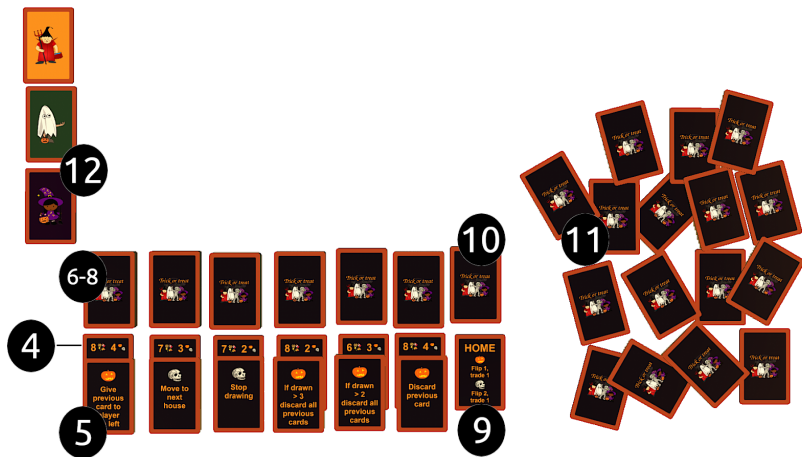
Setup



Each player places in front of them the following:

1. A unique **player card** of their choice.
2. Four **score cards** in this order: +3, +1, +0, -2.
3. One **chocolate**, one **lollipop**, one **candy corn**, and one **sour candy** card.

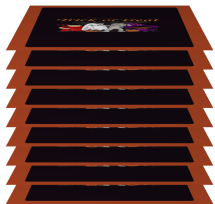
Simultaneously everyone secretly ranks the candy by placing them **face-down below their score cards**, with their most favorite under the +3 and least favorite under the -2. Once everyone has ranked them, **flip the cards face-up**.



4. Shuffle the **bucket cards**, then lay **6** of them face-up in a line in the center of the table. Put the remaining 4 cards back in the box.
5. Shuffle the **neighbor cards**, then lay **6** of them face-up, one below each of the bucket cards. Put the remaining 4 cards back in the box.
6. Shuffle together all the remaining **candy cards**.
7. Shuffle together all 30 **event cards**.
8. For each of the 6 bucket cards, assemble a deck by **shuffling together** the number of **candy and event cards** indicated on the bucket card and place it face-down above it.
9. Place the **home card** to the right of the 6 neighbor cards.
10. Set aside **4** of the remaining **event cards** face-down. Shuffle the **parents card** together with the rest of the remaining **event cards**, then place them face-down above the home card. Place the 4 event cards you set aside face-down on top.



4 event cards on top



Parents card and
event cards
shuffled together

11. Make a **candy pile** by mixing the remaining **candy cards** into a **messy face-down pile** next to the home card.
12. Place the **matching player card** for each player in a column **before the left-most neighbor**. Put any unused player cards back in the box.

Play

Pick a start player (we recommend whoever most recently ate candy.)

On your turn do **one or both** of the following actions:

- Move
- Take candy

After you have completed your turn, the player on your left goes next.

Note: On your first turn, you *must* begin by moving.

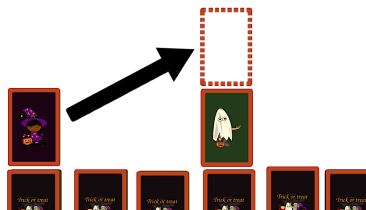
Move

Move your player card above another house further along the street. You will be visiting this house.

- ✓ You may skip over houses.



- ✓ You may move to a house where another player is.



- ✓ You may move to the house in front of the right-most player.



- ✗ You may not move further than the house in front of the right-most player.



- ✗ You may not move left.



Rummage

If you are the **first player** to visit a house other than the home space, you must **rummage**: draw the top **4 cards** of the deck at the house you are visiting, and place them face-up in the middle of the table. Once everyone has seen them, shuffle them back into the deck you drew them from.

If there are fewer than 4 cards, draw all the cards.

You **do not rummage** when you visit the **home** space.


Take candy

Flip over the top card of the house you are visiting face-up into the middle of the table. You may **keep flipping** over cards until one of the following happens:

- a) You decide to stop; or
- b) The deck is empty; or
- c) You flip over an event card that has a symbol matching one of the symbols on the house you are visiting.

If you flip over an event card with a matching symbol, resolve the corresponding event on the house card.

Then, whether or not you resolve an event, place any cards you flipped that remain (the event may have removed some) into a face-down pile below the character card in front of you to form your personal bucket. You may look at your personal bucket at any time.



The orange player visits the second house. They draw some sour candy, then choose to continue.

They draw a skull, which does not match the pumpkin on the house card, so nothing happens. They choose to continue.

They draw a lollipop and decide to continue.

They draw a pumpkin. This does match the symbol on the card, so they stop drawing and resolve the event.

Trading

When an event in the home space tells you to trade, you may **take one** of the cards from the **candy pile** (either face-up or face-down) into your personal bucket. In exchange you must place face-up into the candy pile either:

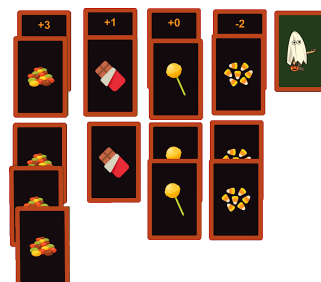
- a) One candy card from your personal bucket; or
- b) Three event cards with the same symbol from your personal bucket.

Game end

When someone flips the **parents card**, the **game ends** immediately.

For each candy in your personal bucket, you score points according to how you ranked them at the start of the game. The player with the highest score wins.

If there is a tie, it is broken according to whoever has the most event cards. If there is still a tie, players share the victory.



The green player scores 6 points:

$$(3 \times 3) + (1 \times 1) + (2 \times 0) + (2 \times -2) = 6$$

Glossary of events

Discard any -2s

You're paralyzed by choice as you stare wide eyed at the array of candy on offer. The bigger kids are starting to get antsy as a queue forms. You take a deep breath and begin thinking hard about which to take.

Return any cards you drew this turn whose candy you have ranked as -2 back to the deck you drew them from, then shuffle that deck.

Discard any +3s

Every year this old lady would give out pomegranates instead of candy. But rumor has it that her pomegranate tree died. Will she be giving out actual candy this year instead? There's only one way to find out... "Well, it's better than pomegranates," you mutter to yourself as you leave.

Return any cards you drew this turn whose candy you have ranked as +3 back to the deck you drew them from, then shuffle that deck.

Discard previous card

This house just has a bucket out front. Unfortunately, it has been placed on a wall that is just a little too high for you. As you try to grab a candy it slips through your fingers and back into the bucket.

Return the card you drew before this event back to the deck you drew it from, then shuffle that deck.

If this event card was the first card you drew this turn, you do not discard any cards.

Draw next 2 cards

The man smiles. "Go on, take a couple more." You happily oblige, grabbing the top two before running to catch up with your friends. "Oh, not the best choices," you think to yourself as you drop them into your bucket.

Draw the next 2 cards and add them to your personal bucket.

If either of the cards drawn has a matching event symbol on it, ignore it; do not draw another 2 cards.

If there is only 1 card, draw that single card. If there are no cards left, you do not draw any cards.

Flip 1, trade 1

"Who'll give me a chocolate bar?" you whisper, careful not to notify mom and dad that you are home. Your younger brother gingerly raises his hand. "Great!" you say, just a little too loud. "I'll give you..." Your hand scans across your haul. "Some sour candy."

Flip over one of the cards in the candy pile (either from face-down to face-up, or from face-up to face-down.)

You may then trade for 1 card (see *Trading*.)

Flip 2, trade 1

“... and then Ang came running over ...” As you regale your siblings with stories of the events and near misses of the evening, they fail to notice you slowly sliding another piece of candy into your own pile.

Flip over two of the cards in the candy pile (either from face-down to face-up, or from face-up to face-down.)

You may then trade for 1 card (see *Trading*.)

Give previous card to player on left

“Don’t forget to share!” the owner calls out after you. You turn and give a thumbs up and forced smile as you toss one of the candies to your sibling.

Give the card you drew before this event card to the player on your left. They put it face-down into their personal bucket.

If this event card was the first card you drew this turn, you do not pass any cards.

Give previous card to player on right

All week your sibling had been going on and on about how every year you get more candy than they do. “I can’t help it if I look cuter!” you retort. But as you pass them now you are overcome with the spirit of generosity, and hand them some of your candy.

Give the card you drew before this event card to the player on your right. They put it face-down into their personal bucket.

If this event card was the first card you drew this turn, you do not pass any cards.

If drawn > 2, discard all previous cards

Mr Grinch. That’s what everyone calls the old man that lives here.

“I said two per child!” he reprimands you. “If you’re going to try to steal from me you’ll get nothin’.”

“Grinch,” you want to reply, but instead you put the candy back and sulk off down the path, hoping that no one else saw.

If you have drawn more than 2 cards (including this event card), return all of the previous cards you drew this turn back to the deck you drew them from, then shuffle that deck.

You still keep the event card that you drew.

If drawn > 3, discard all previous cards

The woman at the door gives you a disapproving look as you pull out a handful of candy. “What a greedy child,” she mutters under her breath. You could have sworn the other children took just as much, if not more. But still, you cannot help but open your hand in shame, letting the candy tumble back into the bucket.

If you have drawn more than 3 cards (including this event card), return all of the previous cards you drew this turn back to the deck you drew them from, then shuffle that deck.

You still keep the event card that you drew.

Move to the next house

Your stomach starts to churn even as you walk up the drive. The dad here always goes over the top. You steel yourself; this year, you are prepared. The mom answers the door, and you start to take some candy. Talking to her, you forget about the dad. You let your guard down. Suddenly the lights go out and a horrific green face appears behind the mom. You run screaming, but still clutching the candy.

Move your player card to the house immediately to the right of the house you are currently visiting. If you are the first player to visit this house, do the rummage step as normal.

Credits

Design and rules

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Playtesting

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Rules editing and proofreading

Mike, Rob

Images

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