

THE HAUNTED HOUSE

Each player has one chance to visit the Haunted House.

When you land on the doorstep, you do two things:

1. Take a **GLOWSTICK** and place it in front of you.
2. Roll the **Haunted House Die** to see what happens.

The possible results:

- **2 Candy** - Take 2 Candy.
- **3 Candy** - Take 3 Candy.
- **BOO!** - Oh no! Drop a candy at the Haunted House and then run 2 spaces away.
- **1 Candy + Extra Roll** - Take 1 Candy, roll the **Pumpkin Die**, and move your character.
- **Portal** - Ghosts send you to one of the 4 **Ghost Portals**. The **Player** on your **right** chooses which.
- **BOOst Power** - Take an extra **BOOst Token**, or **Reuse 1 BOOst** you already have if none remain at the Haunted House.



GLOWSTICKS

- The **Glowstick** protects you from one **Ghost** attack. This item does not work on the **Banshee**.
- When a **Ghost** lands on your space or moves through you, you can choose to frighten it away using your **Glowstick**, or keep the **Glowstick** and let the **Ghost** take your candy.
- After using a **Glowstick** on it, the **Ghost** then returns to the **Ghost Start** area in the graveyard, and you keep your candy.
- You may wish to save the **Glowstick** for a more powerful **Ghost** later on, or keep it for an extra **1 point** at the end of the game.
- If you decide to use your **Glowstick**, discard it back to the box after.

COSTUME POWERS

Fly! Move 5 Spaces along the sidewalk. She can't jump walls, but she can fly over Ghosts.

Poof! Vanish - appear at an adjacent house, when finished trick-or-treating at any house.

Repel! Roll **Ghost Die** to move the **Ghost** away from you first, then take your turn.

Extra costumes sold separately on our website. castleclark.net

Hide! Hide in Shadows. Ghosts cannot take candy when they pass through your space for 1 round.

Wingover! Swap places with any **Ghost**, not in the safe neighborhood.

Don't forget to place your **Player Token** after visiting!



OPTIONAL GAME PLAY ADDITIONS:

TWO SECRET CANDY QUESTS

1. PLAYER'S FAVORITE CANDY:

At the **end** of the game, each **Player** draws one face-down **Secret Candy Token**. It is their favorite candy for the game. When the game is over, score **1 extra point** for every **2 Candy** of that type collected.



2. BANSHEE'S FAVORITE CANDY:

At the **start** of the game, gather the **9 Secret Candy Tokens**. Select without looking one candy from the **Secret Candy Tokens**, and hide it at the **Haunted House** face down. This is now the **Banshee's Favorite Candy**. When the game is over, score **1 extra point** for every **2 Candy** of that type collected.

Example Scenario: If you have 6 of the secret candies, you earn 3 extra points. Score only 1 bonus point if you only have 1 of the Favorite Candy.

TOMBSTONE MONSTER MASH!

- Use the **Monster Tokens** with the tombstone in the Graveyard to randomize which monsters enter the game.
- Do not use the **Full Moon Tracker** for this method.
- Set aside the **Ghost #2**, **Ghost #3**, and the **Banshee**.
- Place all the **Monster Tokens** face-down on the board next to the tombstones.
- Mix up the tokens, and then place each one over a different tombstone.
- Whenever someone gets **SPIN AGAIN** on the Trick-or-Treat Spinner, they must choose a **Monster Token** to flip over and reveal what monster rises from the grave!
- Take that monster from the side of the board, and replace the tombstone with the now-activated monster.
- The token with the symbol **MOVE 1 GHOST TO PORTAL** lets you move any active **Ghost** to any **Portal**.



Example Scenario: You lift up the **Monster Token** and reveal the **Ghost #3**. Take the **Monster Token** off the board, and place **Ghost #3** in its place. Now when the **Ghost Die** is rolled by a **Player**, they can move **Ghost #3** if they wish.

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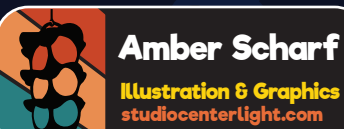
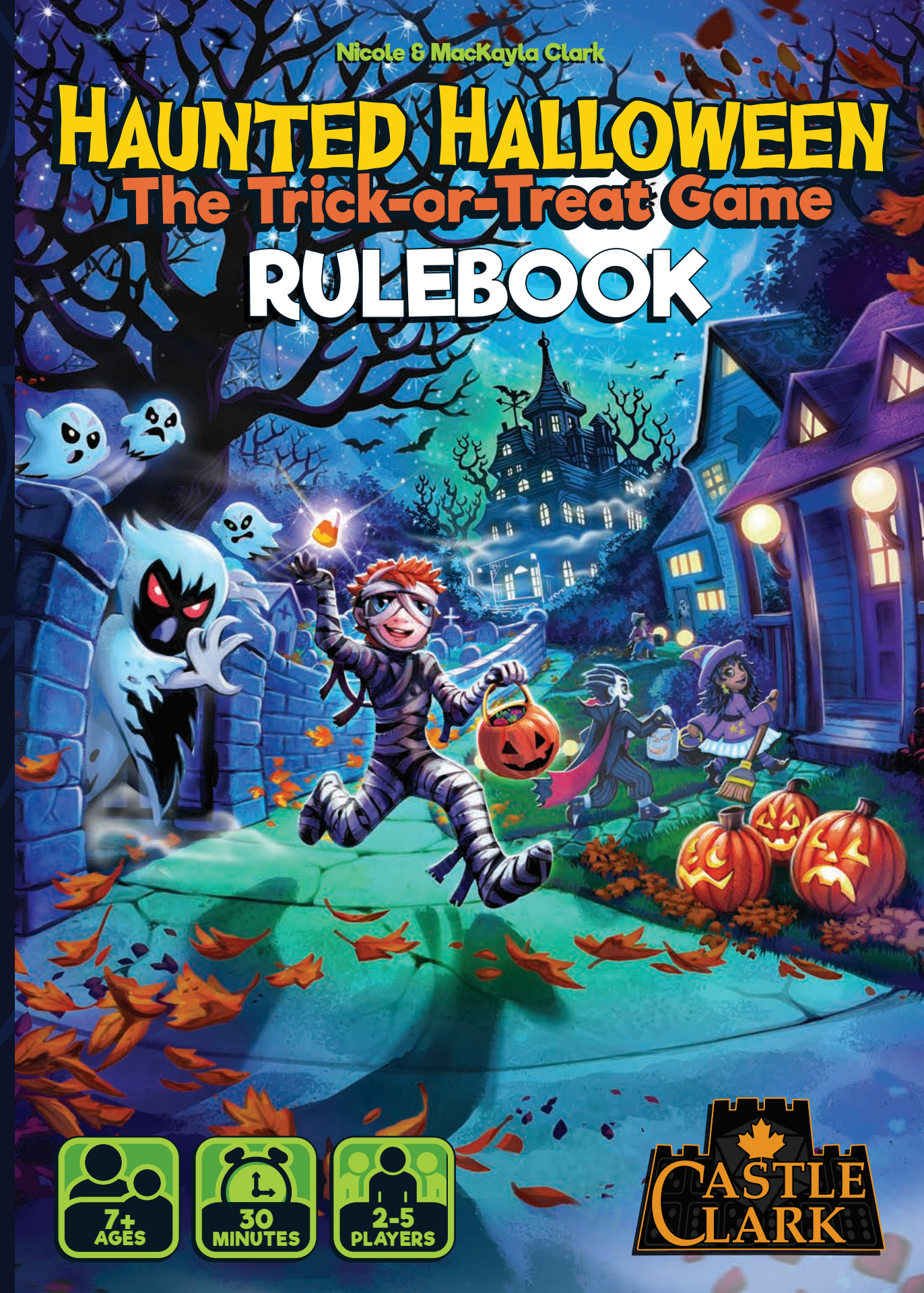
Write us a Review!

Nicole & MacKayla Clark

HAUNTED HALLOWEEN

The Trick-or-Treat Game

RULEBOOK



CONTENTS

- 1 Game Board
- 1 Rulebook
- 1 Quick Guide
- 5 Game Dice
- 135 Candy Tokens
- 60 Player Tokens
- 12 BOOst Tokens
- 5 Glowstick Tokens
- 4 Monster Tokens
- 1 No Candy Sign
- 1 Full Moon Tracker
- 1 Haunted House Standee
- 4 Ghost Standees
- 5 Character Standees
- 9 Secret Candy Tokens
- 1 Trick-or-Treat Spinner
- 10 Standee Stands
- 3 Paper Component Bags
- 1 Pumpkin Candy Bowl



OBJECTIVE

Trick-or-treat at as many houses as you can to collect candy. **BEWARE!** Ghosts haunt the graveyard and wake up on **Halloween!** They want candy...**your candy!** Can you weave through the ghost gauntlet while you trick-or-treat? The winner is the player with the most points from trick-or-treat candy, unused glow sticks, and visiting houses.

GAME SET-UP (5 PLAYER EXAMPLE)

- Each **Player** chooses a Halloween costumed character and places it on any one of the two **Start** positions.
- Each **Player** takes a pile of circular **Player Tokens** of one color. These will be placed on any houses that you have **successfully obtained candy from by trick-or-treating**. Each token will count as 1 point each at the end of the game.
- Place **Ghost #1** in the graveyard on the **GHOST START** position near the Candy Coffin.
- Place the **FULL MOON TRACKER** at one end of the table. Place the **Banshee** on the first cloud-covered space on the tracker. **Note:** In the case of a 2-player game, or for advanced play, start the **Banshee** on the second space on the tracker.
- Place the same number of **GLOW STICKS** as the number of **Players** at the **Haunted House**.
- Set up the **Haunted House Standee** on the board, and place the **Haunted House Die** near it.
- Place the orange **Pumpkin Dice**, green **Ghost Dice**, Spinner, Pumpkin Candy Bowl, and Candy near the game board.
- Select **two BOOst Tokens** per **Player**. Shuffle these face down, then place **1 per house** in the Haunted Neighborhood. Leftover **BOOst Tokens** remain face down by the **Haunted House**. **Optional:** Place **1 BOOst** per **Player** in the Safe Neighborhood.



PLAYING THE GAME

The player whose birthday is closest to **HALLOWEEN** goes first!

- Roll **one** orange **Pumpkin Die** to move your **Player** character.
- Move your **Player** along the path.
- If you land on a doorstep to a house, say: "**Trick-Or-Treat**" and spin the Trick-or-Treat Spinner. **Note:** You do not need to roll the exact number to land on the doorstep. See "Trick-or-Treat Spinner" for more details.
- If there is a **BOOst Token** on the house, you can choose to pick it up. **You may only pick up two BOOst Tokens from the game board per game.**
- When you have entered the Graveyard through the Crumbled Wall, you must roll **one** green **Ghost Die** on your turn, and every subsequent turn, until the game ends.
- If you rolled the green **Ghost Die** on your turn, move any one **Ghost** along the path.
- End your turn.**



TRICK-OR-TREAT SPINNER

When you land on a house's doorstep, spin the spinner and see the result:

- 2 CANDY BOWL** – Take 2 Candy.
- 1 CANDY BOWL + EXTRA ROLL** – Take 1 candy + Roll the **Pumpkin Die** again, and move your **Player**.
- NICE COSTUME** – Take 3 Candy.
- NO ONE HOME** – Place the "No One Home" sign on the house. You receive no candy, and cannot place your token here. If the sign is already placed at another home, remove it. **That house is now free to trick-or-treat.**
- OUT OF CANDY** – Place the "Out of Candy" sign on the house. You receive no candy, and cannot place your token here. If the sign is already placed at another home, remove it. **That house is now free to trick-or-treat.**
- SPIN AGAIN** – Move the **Banshee** to the next space on the **Full Moon Tracker**, and THEN spin again. See "Full Moon Tracker" for more details.



PLAYER TOKENS

If you received candy, place one of your **Player Tokens** on that house. Each one counts as **1 point** at the end of the game. **You can only receive candy from a house one time each game.**

MOVING A PLAYER

- Move your **Player** character along the path the number of spaces indicated on the **Pumpkin Die** roll. **Note:** You can share spaces with another player.
- If you choose to move through a **Ghost** (or two), you must give each ghost candy. The **Ghost(s)** immediately return to the **Ghost Start** position to drop the candy into the Candy Coffin.
- You cannot hide from **Ghosts** on doorsteps to houses, unless you just arrived to trick-or-treat.
- You may not return to the doorstep of a house you have already received candy from. **Note:** Except by using the "REVISIT 1 HOUSE" **BOOst Token**.

HALLOWED GROUND

- There are "safe" spots in the Graveyard called **Hallowed Ground**, **Ghosts** cannot catch you here. If you are on a safe spot, **Ghosts** cannot take candy, but they can share a space with a **Player**.

THE GHOSTS AND THE BANSHEE

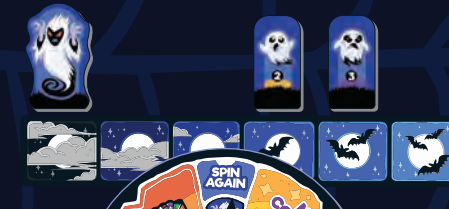
- GREEN GHOST #1** - Takes **1 Candy** from a **Player**. The first **Ghost** starts the game in the **GHOST START** area near the Candy Coffin. It is activated when the first **Player** enters the Graveyard through the Crumbled Wall, and rolls the green **Ghost Die**. The **Ghost** starts counting its roll on the green-edged stone in the Graveyard.
- YELLOW GHOST #2** - Takes **2 Candy** from a **Player**. When the second **Ghost** rises from the grave, it will start its first move on the matching yellow-edged stone. This **Ghost** is activated when the **Banshee** reaches the spot on the **Full Moon Tracker** with **one bat** in front of the moon.
- PURPLE GHOST #3** - Takes **3 Candy** from a **Player**. The third **Ghost** rises from the grave and starts its move on the matching purple-edged stone in the Graveyard. This **Ghost** is activated when the **Banshee** reaches the spot on the **Full Moon Tracker** with **two bats** in front of the moon.
- BANSHEE** - If she catches you, she takes **HALF** of your candy. **House Rule Option:** She takes **MAX 6** candy. The **Banshee** enters the board from the **Haunted House** when she reaches the full moon space with **three bats** in front of the moon on the **Full Moon Tracker**. **The candy is taken off the board, it's out of the game entirely.** She can only catch a **Player** once per game.

TAKING YOUR CANDY

- For every **Player** a **Ghost** touches or passes, it takes from **each**. The **Ghost** immediately returns to the Graveyard and places the candy in the Candy Coffin, where it accumulates.
- The **Ghost** then resets on the **GHOST START**. When a **Ghost** leaves the **GHOST START** area after dropping off candy, it begins its move on the matching colored stone in the Graveyard.

FULL MOON TRACKER

- Move the **Banshee** 1 space when a **Player** lands on **SPIN AGAIN** on the Spinner.
- As the **Banshee** reaches the first cloudless Full Moon on the Tracker, she summons **Ghost #2**.
- The next space summons **Ghost #3**. When the **Banshee** lands on the last space of the Full Moon Tracker, she enters from the **Haunted House**.



- The **Banshee** starts on first space of the Full Moon Tracker in a 3-4 **Player** game.
- In a 2 **Player** game, she starts on second space of the Full Moon Tracker.
- If by chance you land on **Spin Again** after the **Banshee** is in the game, roll the **Ghost Die** and move any **Ghost**.

RAIDING THE CANDY COFFIN

- If you dare to creep to the darkest part of the Graveyard, you can try to claim the candy that **Ghosts** have stolen. There are two spaces with footprints that lead to the Candy Coffin.
- Before taking any candy, roll the green **Ghost Die** to see if you get caught!



This symbol means the ghosts catch you! You manage to take 1 candy as you are portaled away. Move to the Portal nearest the **Ghost Start**. Any other roll result is a success! Take all the candy.



- If new candy appears after you empty the coffin, you cannot take it right away.
- You must first return to the center space in the Graveyard, and then move back to the coffin to claim the new stash.
- Optional:** Little kids don't have to roll the **Ghost Die** - they may take the candy upon reaching the coffin. **Other rules will still apply.**

BOOst TOKENS

- You may play a **BOOst Token** at the beginning or the end of your turn. **Note:** The Friendly **Ghost** can be played during anyone's turn.
- You may only pick up **two BOOst Tokens** per game.
- Play on any **opponent** to skip their turn - they are stuck in a spider web!
- Revisit a previous house.



- Protects **Player** from one **Banshee** attack.
- Switch places with another **Player**.
- Ignore House Signs and trick-or-treat.
- The **Ghost** gives you the Candy it stole from another **Player**.
- Use any **Ghost Portal**.
- Remove **Ghost #2** or **#3** from board.
- Double Candy at any one house.
- Extra Glowstick.
- Jump to Candy Coffin, take all the Candy.
- Go to **Start**. Use to End the game.