

ENDING THE GAME

As soon as one player has visited 6 houses in the Haunted Neighborhood, they are allowed to head home, whenever they choose, by returning to the starting neighborhood. As soon as they land on their original START space, the player announces "BEDTIME!" triggering a single last turn for everyone else. Alternate ending: If the BOOst token "RIDE HOME" is played, that player announces "BEDTIME!" and everyone has one last turn.

SCORING

Players counts their candy and their player tokens that they placed on homes, including the haunted house. If players have any unused GLOW STICKs, you earn 1 extra point for each. Do not count unused player tokens. Put them aside before you count the ones on houses. In case of a tie, the first person home wins if tied with another. Or, the player with the most candy points vs opponent's candy points wins a tie.

OPTIONAL:

2 SECRET CANDY MISSIONS:

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. Score 1 point extra for every 2 candies of that type you collected.

BANSHEE'S FAVORITE CANDY: Before you start the game gather the 9 Secret Candy Tokens. Secretly select without looking one candy from the Secret Candy tokens, and hide it at the Haunted House. This is now the Banshee's Favorite Candy that scores extra points at the end of the game. When the game is over, give yourself 1extra point for every 2 Secret Candies you have collected. (ie – 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 Banshee's Favorite Candy.

TOMBSTONE MONSTER MASH!

Use the Monster Tokens with the tombstones in the graveyard to randomize which monsters enter the game. Do not use the Full Moon Tracker. Instead, set aside the Yellow and Purple ghosts 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 Candy 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. I.e., you lift up the Monster Token and reveal the Purple ghost. Take the Monster Token off the board, and put the Purple ghost in its place. Now when the Green die is rolled by a player, they can move the Purple ghost if they wish.

The Monster Token with the symbol MOVE 1 GHOST to PORTAL lets you move any ghost to any portal.

Costume Character Powers

Once per game you can activate the power for your character.

Witch. Fly 5 spaces along the sidewalk. She cannot jump walls, but she can fly over ghosts.

Vampire. Poof! Vanish and appear at an adjacent house when finished trick-or-treating at a house.

Frankenstein. Repel! Roll and move the ghost first, and then move your character.

Mummy. Wrap! Freeze one ghost in place for 1 round. Use during any player's turn including yours.

Werewolf. Howl! Scare a ghost back to the Ghost Start space on your turn.

Visit our website for more Costume Character Powers and news!

Dragon - Wingover - swap places with 1 ghost.

Black Cat. Hide in Shadows. 1 ghost cannot get you or your candy, it passes through your space but cannot find you for 1 round.

Visit our website for more game play ideas and new costume characters to Trick-or-Treat!

ie) For a longer game start the Banshee off the Full-Moon Track.

Extra Special Thanks to our founding backers!

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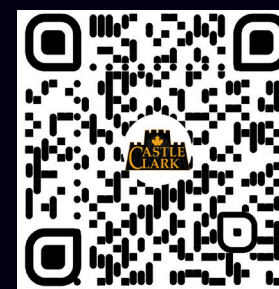
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In Loving memory of my father, Richard Giroux, who blessed our family with the love of board games, to my brother-in-law Garrett L. Clark, our artist's sister Anjel, to sweet Annik & Madita, and to our backer, Paul Browning, who died Oct 31st, 2023.

direct link to game page, add-ons and tutorials. Enjoy our game - please give us a review on Board Game Geek or Amazon!

Illustrations by Amber Scharff



CASTLE CLARK



OBJECT

Trick-or-treat at as many houses as you can to collect candy. But 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 stick and visiting houses.

GAME SET-UP

- Each player chooses a Halloween costumed character and places it on one of the two start positions.
- Each player takes a pile of circular tokens of one color. These will be placed on any houses that you successfully trick-or-treats. The tokens count as 1 point each at the end of the game for every house you received candy.
- Place the GREEN ghost 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. For a 2-player or 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 door.
- Place the Haunted House D6 near the haunted house.
- Set the spinner near the game board. Place the pumpkin bowl with candy near the board as well.
- Select two BOOst tokens per player. Shuffle the BOOst tokens face down. Place 1 per house in the Haunted Neighborhood. Option: Place 1 BOOst per player in the Starting Neighborhood.

PLAYING THE GAME:

(the player whose birthday is closest to HALLOWEEN goes first)

- Roll the ORANGE player die.
- Move your player along street spaces.
- If you land on a doorstep to a house, say, “Trick-Or-Treat” and spin the Trick-or-Treat Spinner (see below). You do not need to roll the exact number to land on the doorstep.
- If there is a BOOst token on the house, you may pick it up. You may only pick up two BOOst tokens in the game.
- If you have entered the graveyard through the crumbled wall, you must roll the GREEN ghost die on your turn after you roll the orange die.
- If you rolled the GREEN ghost die move a ghost along the path.
- End your turn.

TRICK-OR-TREAT SPINNER

When you land on a house’s doorstep you get to spin the spinner and see the result:

- 2 CANDY – Take 2 candies and add them to your stash.
- 1 CANDY + ROLL AGAIN – Take 1 candy and roll the orange player die once more and move. Move the ghost after you are done moving your player.
- Nice Costume – Take 3 candies
- No One’s Home – Place the “No One’s 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 character on the street the number indicated on the die roll.
- You can share spaces with another player.

- If you choose to move through a ghost (or two) on your turn, you must give each a candy, and the ghost immediately returns to the Ghost Start position and drops the candy in the 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. Except by using “REVISIT 1 HOUSE” BOOst token.

Hallowed Ground

There are “safe” spots in the graveyard called Hallowed Ground where ghosts cannot get you. If you are on a safe spot, they cannot take your candy, but they can share a space with you.



GHOSTS

Green Ghost – (takes 1 candy from a player)

The first (Green 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 Ghost die. The Green Ghost starts counting its roll on the green stepping stone in the center of the graveyard.



Yellow Ghost – (takes 2 candies from a player)

When the second (Yellow Ghost) rises from the grave it will start its first move on the matching yellow-colored stone. The Yellow Ghost is activated when the Banshee reaches the spot on the Full Moon Tracker with one bat in front of the moon.



Purple Ghost – (takes 3 candies from a player)

The third (Purple Ghost) rises from the grave and starts its move on the matching purple-colored stone. The Purple Ghost is activated when the Banshee moves to the full moon space with two bats.



MOVING THE GHOSTS

- You can move any ghost that has risen from the graveyard. Only move one ghost per turn.
- After entering the graveyard, you will continue to move the ghosts on your turn until the game is over.
- If the ghost lands on the GHOST EXTRA ROLL space, roll the Green die and move the same ghost again.
- Ghosts can share spaces with other ghosts. Ghosts cannot share a space with players unless they are on the Hallowed Ground spaces.
- Ghosts can move around the neighborhood but cannot go on the driveway/doorstep spaces.
- Ghosts cannot cross through the crumbled wall into the starting neighborhood.

Taking your Candy

For every player a ghost touches or passes, it takes a candy from each player. The ghost immediately returns to the graveyard and places the candy in the Candy Coffin, where it accumulates. Then the ghosts resets on the GHOST START area. When a ghost leaves the GHOST START area after dropping off candy, it begins its move on the matching colored stone in the graveyard.

BANSHEE

The Banshee enters the board from the Haunted House when she reaches the full moon space with 3 bats on the Full Moon Tracker. If she gets you, she takes HALF of your candy. ~House Rule option is she takes up to a MAX of ‘6’. But the candy is taken off the board, it’s out of the game. She can only get a player once per game.

Note: If you land on SPIN AGAIN after the Banshee has entered the game, roll the Green die and move any ghost you wish.

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 coffin. Before taking any candy, roll the Green die to see if you get caught! A 1 with a ghost symbol on the Green die means the ghosts catch you! You manage to take 1 candy as you are portaled away! Move to the portal next to the Ghost Start. If you succeed, take all the candy. If new candy appears after you empty the coffin, you cannot take it. You must first return to the center space in the graveyard and then move back to the coffin to claim the new stash.

SPECIAL SPACES ON THE BOARD



EXTRA ROLL – Land here and your player immediately gets an extra roll. (Not the ghosts)



GHOST EXTRA ROLL – If the ghosts lands here then roll the Green die again and move the ghost.



GHOST PORTALS – When a ghost ends its move on a portal space they immediately transport to another portal of your choice on the game board.



MOVE TWO SPACES – When you land on this spot you immediately move 2 spaces. Sugar rush!

THE HAUNTED HOUSE

Each player has once chance to visit the Haunted House. When you land on the doorstep you do two things:

First, take a GLOW STICK piece and place it in front of you. A GLOW STICK protects you from any ghost attack one time. The GLOW STICK will not protect you from the Banshee. The ghost takes your GLOW STICK instead of candy and returns to the Candy Coffin empty-handed. Boo hoo! (discard the GLOW STICK in the box)

Second, roll the Haunted D6 die to see what happens. Below are the possible results.

- BOO! –Drop a candy at the Haunted house and then run 2 spaces away.
- 1 candy/+ extra roll. Take 1 Candy and roll the orange player die and move.
- 2 candies.
- 3 candies.
- BOOst power –Take an extra BOOst power or reuse 1 you have if none remain at the haunted house.
- Portal – Ghosts send you to one of the 4 ghost portals. Let the player on your right pick which one.

GLOW STICK

The Glow Stick protects you from **one** ghost attack. When a ghost lands on your space or moves through you, you can choose to frighten it away by giving it your Glow Stick, or let it take your candy. If you use your Glow Stick, discard it back to the box. The ghost then returns to the Ghost Start area in the graveyard, and you keep your candy.



BOOst POWER TOKENS Use your BOOst powers to surprise players and create strategic moves. Be sure to keep them secret. House rule on how many BOOst powers per player per game: generally 2-3 each.



Use any ghost portal. You may use this power as many times as you like.



Extra Glow Stick. Keep and use this BOOst as a Glow Stick. Works one time.



Double Candy. You get double candy, one time, when you trick-or-treat at any house.



Ride Home. You instantly go straight back to start position from anywhere on the board triggering the end of the game. Announce “BEDTIME!”



Banish. You may use this BOOst to remove one ghost off the board. It can only be used if there are two or more ghosts on the board. It has no effect on the Banshee.



Revisit 1 House. Return to any one house and trick-or-treat again! Do not place another player token.



Switch Witch. Play this to swap places with a player on your turn. Use this at the start or end of your turn.



Ignore Signs. You can trick-or-treat if ‘No One’s Home’ or ‘Out Of Candy’ is on a house, or you can spin again if you get either on the spinner. Useable once.



Raid Coffin. Jump instantly to the Candy Coffin, and take the candy stash there. Usable once.



Friendly Ghost. When a ghost takes someone’s candy, it brings it to you instead of the Candy Coffin! Not the Banshee. Play during anyone’s turn. Useable once.



Boo-Be-Gone. This token protects you from the Banshee one time.



Web. Play on an opponent to skip their turn — they are stuck in a spider’s web. Useable once.