

Trick or Treat

A Halloween Tarot Deck-Building Game by Christine Ursiny

Materials Needed:

- The 56 Minor Arcana cards from the *Halloween Tarot* (Imps, Bats, Ghosts, Pumpkins).
 - One 6-sided die (D6).
 - Physical coins to represent Treat Points (TP).
 - Player cheat sheet cards that explain rolls, actions, and powers.
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Objective:

Be the first player to collect all 10 numbered cards (Ace–10) from your chosen suit (Pumpkins, Ghosts, Bats, or Imps).

Game Setup:

1. Separate the Court Cards

- Remove all 16 Court Cards (Page, Knight, Queen, and King of each suit).

2. Character Selection

- Lay all 16 Court Cards face-up.
- Each player drafts one unique Character Card - no two players may share the same *element/suit*, but may have the same rank.
- Keep your Character Card face-up in your Vault area; it defines your suit and your special ability for the game.
- The remaining Court Cards are set aside.
- If needed, use Rock Paper Scissors to decide who picks first.

3. Prepare the Muster Deck

- Shuffle all 40 numbered cards (Ace–10) together.
- This becomes the central Muster Deck.

4. Deal Starting Hands

- Deal 5 cards to each player.
- Players keep their hands secret.

5. Starting Treat Points (TP)

- Each player begins the game with 1 TP coin.

6. Shuffle Reminder

- Shuffle the Muster Deck before the game starts and again whenever the deck is replenished from the discard pile.

Before Gameplay: Clarifications

- Players cannot select Character Cards of the same element/suit as another player, but may have the same rank (*Rank being: Pages, Knights, Kings, Queens*).
- Major Arcana cards (those with Roman numerals, ex., *The Moon*) are removed until future iterations.
- Cheat Sheet cards must be distributed at setup - they explain player powers.

Gameplay Flow:

Each player's turn follows this sequence:

1. Roll the Die

- Roll 1D6 and perform the corresponding action (refer to your Cheat Sheet if applicable).
- If you do not have enough cards to complete your action, you forfeit your turn.

2. Perform the Action

- The roll may allow you to Ask, Steal, or Draw from other players.
- Effects are determined by your roll and character powers.

3. Spend or Gain Treat Points (TP)

- You may spend TP to freeze another player or continue playing if you're out of cards.
- Gain TP through successful actions (e.g., Steal or powers).

4. Put Down Keep Cards

- Only place Keep cards (those contributing to your suit collection) at the beginning of your turn.

5. End of Turn: Replenish Your Hand

- Draw new cards based on your roll's result.
- Then discard down to 5 cards (your hand limit).
- When both the Muster and Discard Decks are empty, the hand limit no longer applies — play becomes a free-for-all.

Action Details: Ask & Steal

Ask (typically on Roll 2 or 3)

- Choose a player and name a rank (ex: "All 6s").
- The chosen opponent must surrender all cards of that rank to you.

- If they have none, you draw 1 card from the Muster Deck as consolation.

Steal (typically on Roll 5)

- Name both rank and suit (ex: “4 of Ghosts”).
 - If correct, you take that card and gain +2 TP.
 - If wrong, your turn ends immediately.
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Treat Points (TP):

TP is your in-game currency - used for special actions, defensive moves, and strategic advantages.

How to Earn TP

- Successful Steal (+2 TP)
 - Completing a three-of-a-kind set (+1 TP)
 - Certain Character powers or defensive successes (+1 TP)
 - Optional: Gain +1 TP when another player fails a Steal attempt on you.
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Deck Rules:

- When the Muster Deck runs out: Shuffle the Discard Deck to form a new Muster Deck.
 - When both decks are empty: No hand limit applies - players freely play and exchange cards until someone wins.
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Endgame:

- ★ As soon as a player collects all 10 numbered cards of their Character’s suit, they immediately win the game!

- ★ If multiple players could win in the same round, the tiebreaker goes to the one with the highest remaining TP total.
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Treat Point Spending, Character Cards, and Roll Options:

TP Spending Options:

TP Cost	Action	Description
1 TP	Peek	Secretly look at the top 2 cards of the Muster Deck. Return them in any order.
1 TP	Freeze (Defensive Move)	Prevent another player from stealing or asking for your cards this turn. Must be declared immediately.
2 TP	Double Draw	Draw 2 cards instead of 1 during your turn's draw phase.
2 TP	Swap	Exchange 1 card from your hand with 1 card from the Discard Pile. (Once per turn.)
3 TP	Search the Discard	Look through the Discard Pile, take one card, and discard one from your hand.
3 TP	Trade with Player	Initiate a secret one-card trade. Opponent may refuse by paying 1 TP.
4 TP	Suit Summon	Draw 3 cards and immediately lay down any that match your Character's suit.
5 TP	Wild Power	Use another Character's power once (cannot be a King's). Cost doubles if repeated.

6 TP	Hand Rebirth	Discard your entire hand and draw 5 new cards. (A full reset.)
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The Suits and Character Ranks:

Your Character Card dictates the suit you must collect (10 numbered cards) and the rank of your unique power.

Suit/Theme	Element	Character Rank	Unique Power: Scaled Ability
Imps (Wands)	Action	Page of Imps	(Apprentice Trailblazer): After successfully stealing a card (Roll 5), you may immediately roll the D6 again. If the result is 1 or 6 (Draw actions), you take that second action.
		Knight of Imps	(Action Trailblazer): After successfully stealing a card (Roll 5), you may immediately roll the D6 again and take the result as a second action.
		Queen of Imps	(Intuitive Trailblazer): Once per game, after successfully stealing, you may take <i>any</i> action (1-6) on the D6 table, regardless of the second roll result.
		King of Imps	(Master Trailblazer): After successfully stealing (Roll 5), you may immediately take any action from the D6 Action Roll list (1-6) as your second action (no second roll required).
Bats (Swords)	Intellect	Page of Bats	(Apprentice Strategist): When you ask (Roll 2 or 3), you may name a specific card Rank instead of specific cards, but only for your own suit.
		Knight of Bats	(Action Strategist): When you ask (Roll 2 or 3), you may name a specific card Rank instead of specific cards (ex. "Give me all your 5s").
		Queen of Bats	(Intuitive Strategist): When you successfully Ask (Roll 2 or 3) and receive a card, you may look at the top card of the Muster Deck.
		King of Bats	(Master Strategist): When you ask (Roll 2 or 3), you may name a specific card Suit (ex. "Give me all your Imp cards") instead of specific card ranks or names.

Ghosts (Cups)	Emotion	Page of Ghosts	(Apprentice Empath): If your Ask action (Roll 2 or 3) fails, you gain 1 Treat Point (TP).
		Knight of Ghosts	(Action Empath): If your Ask action (Roll 2 or 3) fails, you gain 2 Treat Points (TP).
		Queen of Ghosts	(Intuitive Empath): If another player successfully steals a card from you (Roll 5), you gain 2 Treat Points (TP) immediately as compensation.
		King of Ghosts	(Master Empath): If any action (Roll 2, 3, or 5) targeting you fails (i.e., the opponent gets no cards from you), you gain 1 Treat Point (TP).
Pumpkins (Pentacles)	Material	Page of Pumpkins	(Apprentice Accumulator): When you successfully draw cards (Roll 1 or 6), you gain 1 bonus TP per card drawn.
		Knight of Pumpkins	(Action Accumulator): When you successfully draw cards (Roll 1 or 6), you gain 1 bonus TP per card drawn, <i>and</i> you may immediately discard one card from your hand to the bottom of the Muster Deck.
		Queen of Pumpkins	(Intuitive Accumulator): Instead of rolling the D6, you may spend 3 TP to take a guaranteed Draw (Roll 1) action.
		King of Pumpkins	(Master Accumulator): When you roll 1 or 6, you gain an extra 2 Treat Points (TP) in addition to the bonus TP per card.

Gameplay: The D6 Action Roll

On your turn, roll the single D6. The result dictates the action you must perform, based on the Tarot significance of the number (1-6).

Roll	Tarot Meaning (Interpretation)	Action Name	Game Effect
1	The Ace/Beginnings (Unity)	Draw	Draw the top card of the Muster Deck and add it to your hand.
2	The Two/Polarity (Duality)	Ask (Quantity 2)	Choose one opponent. Ask them for 2 specific cards (ex, "Give me your 7 of Imps and your 3 of Bats").
3	The Three/Growth (Creative Flow)	Ask (Quantity 3)	Choose one opponent. Ask them for 3 specific cards.
4	The Four/Stability (Structure)	Fortify	Immediately discard any 4 cards of the same rank (ex., four 5s) to gain 4 Treat Points (TP). If you cannot, this action is ignored.
5	The Five/Conflict (Change)	Steal	Choose one opponent. Name one card you <i>think</i> they have. If correct, you steal it and gain 2 Treat Points (TP). If incorrect, your turn ends.
6	The Six/Harmony (Resolution)	Draw & Discard	Draw 3 cards from the Muster Deck, then discard 2 cards of your choice to the bottom of the deck.