Trick or Treat – Deck-Building Tarot Game 🃏🎃

Deck Building | Tarot Mechanics | Halloween

- Core Concept & Goal
  - Theme
    - Minor Arcana Only
    - Suits: Imps, Bats, Ghosts, Pumpkins
  - Winning Condition — Collect all 10 numbered cards (Ace-10) of chosen suit
- Game Materials & Setup
  - Materials
    - 56 Minor Arcana Cards
    - 1 Six-Sided Die (D6)
  - Setup Steps
    - Separate Court Cards (16 total)
    - Character Selection (Draft 1 Court Card)
    - Build Muster Deck (40 Numbered Cards: A-10)
    - Starting Hand (5 cards per player)
    - Starting Points (1 Treat Point (TP) each)
- Gameplay Flow
  - Turn Order — Pumpkin → Ghost → Bat → Imp
  - Turn Action
    - Roll D6
    - Action determined by D6 result (based on Tarot meaning)
- Action Mechanics
  - Ask (Roll 2–3)
    - Action: Name rank/card; opponent must give all matches
    - Failure Penalty: Draw 1 card from Muster Deck
  - Steal (Roll 5)
    - Action: Name exact card (e.g., '4 of Ghosts')
    - Success Reward: Take card + gain 2 TP
    - Failure Consequence: Turn ends
  - Other Rolls (Implied) — Likely map to Draw, Fortify, or Power Use
- Treat Points (TP) System
  - Function
    - Currency
    - Tie-breaker
    - Special Power Fund
  - Earning
    - Successful actions
    - Character powers
  - Spending (3 TP)
    - Swap one hand card with a discard pile card
    - Limit: Once per turn