



MATERIALS

- THE 56 MINOR ARCANA CARDS FROM THE HALLOWEEN TAROT (IMPS, BATS, GHOSTS, PUMPKINS).
- ONE STANDARD 6-SIDED DIE (D6).

OBJECTIVE

• THE FIRST PLAYER TO COLLECT ALL 10 CARDS OF THEIR CHOSEN CHARACTER'S SUIT/THEME WINS THE GAME.

GAME SETUP

- SEPARATE THE COURTS: REMOVE ALL 16 COURT CARDS (PAGE, KNIGHT, QUEEN, KING OF ALL FOUR SUITS) FROM THE DECK.
- CHARACTER SELECTION:
- LAY OUT ALL 16 COURT CARDS FACE-UP.
- PLAYERS DRAFT A SINGLE COURT CARD TO BE THEIR CHARACTER CARD. THIS CARD IS KEPT FACE-UP IN THEIR VAULT AREA AND DEFINES THEIR SUIT AND UNIQUE POWER FOR THE ENTIRE GAME. USE ROCK PAPER SCISSORS TO DECIDE WHO PICKS FIRST.



GAME SETUP

- CONSTRAINT CHECK: YOU MUST CHOOSE A CHARACTER CARD THAT HAS A UNIQUE COMBINATION OF RANK (PAGE/KNIGHT/QUEEN/KING) AND SUIT/THEME FROM ALL OTHER PLAYERS. THE REMAINING 12 COURT CARDS ARE SET ASIDE.
- BUILD THE MUSTER DECK: SHUFFLE ALL 40 NUMBERED THEME CARDS (ACES THROUGH 108) TOGETHER TO FORM THE CENTRAL MUSTER DECK.
- STARTING HAND: DEAL 5 CARDS FROM THE MUSTER DECK TO EACH PLAYER. PLAYERS KEEP THEIR HANDS SECRET.
- THE ROUNDS WILL BE PLAYED IN THE ORDER OF SUITS (1. PUMPKIN, 2. GHOST, 3. BAT, 4. IMP)
- ALL PLAYERS START WITH 1 TREAT POINT



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
		Knight of Imps	(Action Trailblazer): After successfully stealing a card (Roll 5), you may immediately roll the D6 again and
		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



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.



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).
	Emotion	Knight of Ghosts Queen of Ghosts



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, and 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.



TRICK OR TREAT

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.



TREAT POINTS (TP) AND COMPLETION

- TREAT POINTS (TP): TP ACTS AS A MINOR CURRENCY AND A TIE-BREAKER.
- TREAT POINTS FUNCTION AS A TRACKED RESOURCE IN THE GAME.
- YOU GAIN TP FROM CERTAIN SUCCESSFUL ACTIONS (FORTIFY, STEAL, AND VARIOUS CHARACTER POWERS).
- YOU CAN SPEND 3 TP TO SEARCH THE DISCARD PILE AND SWAP ONE CARD FROM YOUR HAND WITH A CARD FROM THE DISCARD PILE (ONCE PER TURN).

PRIMARY FUNCTION OF TREAT POINTS (TP):

- TP CAN BE SAVED UP FOR EXPENSIVE CHARACTER POWERS. FOR EXAMPLE, A PLAYER MIGHT SAVE UP TP FOR THE "EXPENSIVE QUEEN OF PUMPKINS POWER".
- PLAYERS BEGIN THE GAME WITH A STARTING AMOUNT OF 1
 TP. THROUGHOUT THE ROUND, TP TOTALS ARE TRACKED,
 WITH THE PLAYER HAVING THE HIGHEST TOTAL BEING
 CONSIDERED THE "RICHEST PLAYER".



HOW ASK AND STEAL ACTIONS WORK

1. Ask (Roll 2 or 3):

- THE CHOSEN OPPONENT MUST SURRENDER ALL NAMED CARDS FROM THEIR HAND TO YOU.
- IF THEY CANNOT FULFILL THE FULL REQUEST (AND ARE NOT USING A POWER TO MODIFY THE ASK), THE REQUEST FAILS, AND YOU DRAW 1 CARD FROM THE MUSTER DECK AS CONSOLATION.

2. STEAL (ROLL 5):

- YOU MUST NAME THE FULL RANK AND SUIT (EX, "THE 4 OF GHOSTS").
- IF SUCCESSFUL, YOU TAKE THE CARD AND IMMEDIATELY GAIN 2 TP. IF UNSUCCESSFUL, YOUR TURN ENDS.

COMPLETING YOUR SUIT

• AS SOON AS A PLAYER COLLECTS ALL 10 CARDS BELONGING TO THEIR CHARACTER CARD'S SUIT, THEY IMMEDIATELY WIN THE GAME!