

Trick or Treat: Revise Documentation

Game Rules

The game is a race to collect all 10 numbered cards (Ace–10) of your chosen suit. It combines strategic character selection with random D6-powered actions.

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.

Objective

Be the first player to collect all 10 numbered cards (Ace–10) from your chosen suit.

Game Setup

Separate the Court Cards:

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

Character Selection:

- Lay all 16 Court Cards face-up.
- Players draft one unique Character Card. No two players may share the same element or suit, but they may have the same rank.
- Use Rock Paper Scissors to decide who picks first.
Keep your Character Card face-up in your Vault area; it defines your goal suit and special ability.
- The remaining Court Cards are set aside.

Prepare the Muster Deck:

Shuffle all 40 numbered cards (Ace–10) together to form the central Muster Deck.

Deal Starting Hands:

Each player receives 5 cards, kept secret.

Starting Treat Points (TP):

Each player begins the game with 1 TP coin.

Cheat Sheets:

Distribute the cheat sheet cards.

Remove Major Arcana:

Major Arcana cards (with Roman numerals) are removed for this iteration.

Gameplay Flow

Each player's turn follows this sequence:

Roll the Die:

Roll 1D6 and perform the corresponding action.

If you don't have enough cards to complete the action, you forfeit your turn.

Perform the Action:

The effect is determined by the roll and your Character Card's power.

Spend or Gain Treat Points (TP):

- Gain TP through successful actions such as Steal or character powers.
- Spend TP on special actions like Peek, Freeze, Double Draw, Swap, Search the Discard, Trade with Player, Suit Summon, Wild Power, or Hand Rebirth.

Put Down Keep Cards:

Only place Keep cards (those matching your goal suit) at the beginning of your turn.

End of Turn — Replenish Your Hand:

- Draw new cards based on your roll's result.
- Discard down to 5 cards (your hand limit).
- The hand limit does not apply when both the Muster and Discard decks are empty.

The D6 Action Roll

Roll	Action Name	Game Effect
1	Draw	Draw the top card of the Muster Deck and add it to your hand.
2	Ask (2 cards)	Choose one opponent. Ask them for 2 specific cards. If they can't fulfill it, draw 1 consolation card.

3	Ask (3 cards)	Choose one opponent. Ask them for 3 specific cards. If they can't fulfill it, draw 1 consolation card.
4	Fortify	Discard any 4 cards of the same rank to gain 4 TP. If impossible, nothing happens.
5	Steal	Name a card an opponent might have. If correct, steal it and gain 2 TP. If wrong, your turn ends.
6	Draw & Discard	Draw 3 cards, then discard 2 cards to the bottom of the deck.

Endgame

The first player to collect all 10 numbered cards of their suit wins immediately. If multiple players finish at the same time, the player with the most TP wins the tiebreaker.

Details of the Pieces

- **Tarot Cards (56 Minor Arcana):** Four suits (Imps, Bats, Ghosts, Pumpkins), each with 10 numbered cards and 4 Court Cards.
 - **D6:** Determines the action taken each turn.
 - **Treat Points (TP):** Represented by coins; used for special actions and tiebreaking.
 - **Cheat Sheets:** Cards summarizing D6 actions and character powers.
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Overview of Changes Made (Design Iterations)

Element	Original Concept	Revised Rules
Materials	Two 6-sided dice were originally mentioned.	Uses one D6 and specifies physical coins for Treat Points (TP).
Character Selection	"No 2 people are allowed to have the same character from different suits."	No two players may share the same element or suit, but may share rank.
TP Starting Amount	All players start with 1 Treat Point.	Confirmed: players begin with 1 TP coin.

Fortify Action	Discard 4 cards of the same rank for 4 TP.	Final rules keep this. Some summaries incorrectly stated 3 cards for 2 TP.
Ask Action Failure	If the request fails, draw 1 consolation card.	Still the same.
TP Spending	Spend 3 TP to search the discard pile and swap a card.	Now includes expanded spending options (Peek, Freeze, Swap, Search, etc.).
Gameplay Order	Turns originally followed suit order.	Now clearly defined step-by-step flow.
Card Removal	Remove all Major Arcana cards.	Still required.

Overview of Changes to Make (Based on Playtest Notes)

- Clarify that each player tells an individual story, not a cumulative one.
 - Establish one clear win condition.
 - Remove settings from story prompt cards to make them more open-ended.
 - Change Roll 4 (Fortify) to require 3 of the same suit instead of 4 of the same rank.
 - Clearly define the turn order as: Roll → Action → Replenish Hand.
 - Replace the paper TP tracker with physical coins.
 - Expand example cards and emphasize cheat sheet cards in the rules.
 - Introduce defensive TP spending: use TP to freeze other players from taking your cards.
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Thoughts and Lessons Learned from Play Testing

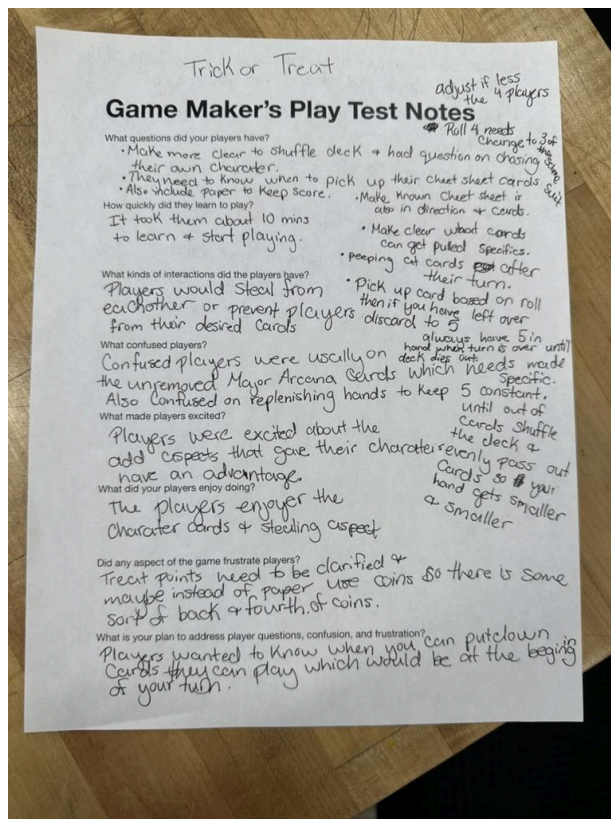
The playtest showed that the core mechanics were engaging, but the storytelling element was confusing.

- **Sources of Excitement:** Players enjoyed randomness, suspense, and humor.
- **Confusion and Frustration:** The main issues were unclear story flow, difficulty integrating cards into a narrative, and multiple unclear end conditions.
- **Empath Power (Ghosts):** Gaining TP when Ask actions fail was a compelling mechanic.
- **Trailblazer Power (Imps):** Demonstrated a strong advantage in action-heavy strategies.

The biggest takeaway is that the game should focus on the deck-building objective and clarify all rules, especially turn order and win conditions, so the focus stays on strategy, card collection, and resource management.

Photos:

Roll	Tarot Meaning (Interpretation)	Action Name	Game Effect	Ghosts (Cups)	Emotion	Page of Ghosts	(Apprentice Empath): If your Ask action (Roll 2 or 3) fails, you gain 1 Treat Point (TP).
1	The Ace/Beginnings (Unity)	Draw	Draw the top card of the Muster Deck and add it to your hand.			Knight of Ghosts	(Action Empath): If your Ask action (Roll 2 or 3) fails, you gain 2 Treat Points (TP).
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").			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.
3	The Three/Growth (Creative Flow)	Ask (Quantity 3)	Choose one opponent. Ask them for 3 specific cards.			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).
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.	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.
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.			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.
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.			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.



Word Vomit Notes:

- Once out of the muster deck and discard deck, you can only steal and put down, not pick up.
- Only put down your Keep cards at the beginning of the turn
- If not enough cards to complete an action roll, you forfeit your turn
- Use physical coins for TP.
 - Use TP when you're out of cards
 - Use TP to freeze other players from taking your cards
- Adjust the game if there are fewer than 4 players
- Roll 4 needs to change to 3 of the same suit instead
- Make it clearer to shuffle the deck and have something that allows players to know that when picking characters, you can't choose those of the same element
- They need to know when to pick up their cheat sheet cards
- Change the treat Point paper with actual coins
- make known the cheat sheet cards in the directions, and the cards
- Make clear what cards get pulled specifically
- Make it clear in the directions that when allowed to be back, you would peek at the cards after you picked up
- Pick up a card based on Roll, then if you have left over, discard to five for your hand limit. Specifically, picking up after your turn is completed
- The hand limit no longer applies when both the discard and mustard decks are empty. Make sure to replenish your hands to keep a consistent five cards in your hand until both decks die out, then it is a free-for-all
- After the mustard deck is emptied and there is a discard deck left, make sure to shuffle the deck and use that as the new mustard deck until all cards are fully given out
- Three of one to be used and add more points to them, as far as what you can buy with treat points
- Make clear the order in which a player must play the game, with the first step being the roll and the last step being replenishing their hand.