

Halloween

A card game for 2 to 4 players by
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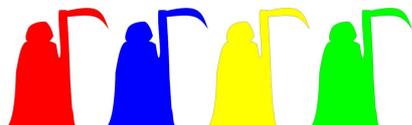
INTRODUCTION

In **Halloween**, players play the role of dark lords recruiting minions across a graveyard. Whoever recruits the best army of undead will win the game.

MATERIAL

This is what you need in order to play **Halloween**:

- 80 counters (headstones) in 4 colours (20 each of red, blue, yellow, green).
- 4 dark lords (red, blue, yellow, green)



- A deck of 36 mini-cards with the following structure:
 - o The back of the cards shows a closed grave. There are 4 colours of graves (9 each of white, gray, black, brown).
 - o For each grave colour, there are these fronts:
 - 2 zombies (4 points each)
 - 2 skeletons (3 points each)
 - 2 ghosts (2 points each)
 - 3 will-o'-the-wisp (1 point each)



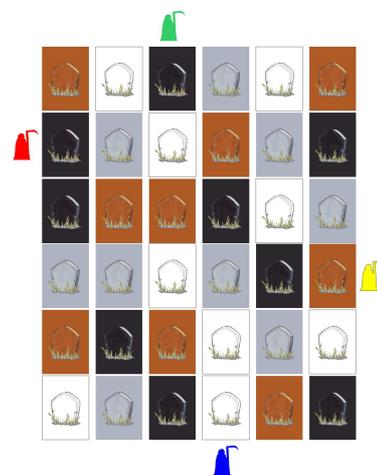
Zombie (4), Skeleton (3), Ghost (2) and will-o'-the-wisp (1)

SETUP

Shuffle the whole deck and place the 36 cards facing down forming a 6x6 grid. This is the **graveyard**.

Each player has an allocated colour and takes the dark lord and the 20 counters of that colour. The starting player is determined randomly. Players take turns in anticlockwise order during the game.

First, in turn order, each player places his dark lord next to a border card, outside the graveyard.



Setup example for a 4-player game

From now on, players do the following on their turn, in order:

1. Optionally, you can inspect graves once (see below).
2. (Mandatory) Move your dark lord in a straight line horizontally or vertically as many spaces as you wish, without leaving the graveyard and landing on a card not occupied by another dark lord (it can be occupied by a stone). If the card is facing down, turn it facing up and place a counter (headstone) of your colour on it (thus claiming the card). If the card was already facing up then do nothing.



Example: The red dark lord moves 2 spaces and lands onto an unrevealed card. Then flips it facing up. It's a skeleton! He finally claims the card by placing a red headstone on it.

Notes: Dark lords and headstones don't block movement, but you cannot land on a card occupied by a dark lord. Cards are not removed from the table.

INSPECTING GRAVES

Optionally, before moving your dark lord, you can spend **one** of your *will-o'-the-wisps* to see what's hidden in **one** of the face-down graves (don't show it to the other players). You need to own at least **one** *will-o'-the-wisp* to do so. After doing this, remove the counter of one of the *will-o'-the-wisps* cards that you've formerly claimed. 'Liberated' *will-o'-the-wisps* cannot be claimed again.

GAME END

The game ends when all cards have been revealed. Each player then adds up the value of his claimed cards (see the values on the MATERIAL section; as a rule of the thumb, the more flesh a monster has the higher its value). The highest score wins. In case of a tie, play again. There are 84 points in total. You can keep track of your score in a paper during play, so you know how good you're doing (remember to subtract one point when using a *will-o'-the-wisp*).