

# Trick `r Treat

for 3-6 players aged 8 and up

It is Halloween and the children have gone out in costume to "trick or treat". On their return they devise a game to divide the candy they collected. Remembering the many lighted jack-o-lanterns they saw this evening, their game involves matching jack-o-lanterns on dice and cards. Players are dealt cards and dice are thrown. The players must find matches in the dice of their cards and pass them to the other players. Thus, the player who, is the fastest at matching cards with jack-o-lanterns will earn the most candy.

## Contents

8	Dice with jack-o-lantern faces
24	Jack-o-lantern cards
36	Candy cards
1	Egg timer
1	Rule sheet

## The Jack-o-lanterns

The cards depict different jack-o-lanterns. The faces have three distinctive attributes:

- 1.The stem of the jack-o-lantern has two orientations: to the right or to the left.
2. The jack-o-lanterns have 3 distinctive moods: happy - laughing mouth and eyes, neutral - mouth and eyes are straight, unhappy - frowning mouth and eyes.
- 3.The colors of the mouth and eyes are: the eyes orange and the mouth yellow or the eyes yellow and the mouth orange.

Together, these attributes yield 12 different jack-o-lanterns; there are two cards for each jack-o-lantern.

## Preparation

Set aside the dice and egg timer. Separate the candy cards into piles of one and five pieces. Select one player as dealer for the first hand

## **Playing the game**

The dealer shuffles the 24 jack-o-lantern cards and deals them to the players, one at a time in clockwise order. As all cards are dealt some players may have one more card than others. The players lay their cards face-up on the table for all to see and look at them carefully to see which jack-o-lanterns they have.

When all cards have been laid on the table and examined, the dealer takes all 8 dice in his hand, turns the egg timer to start the sand flowing and rolls the dice in the middle of the table.

Now all players, at the same time, look for a die whose top face matches one of their cards. A matching die must match all three markings: the stem facing correctly, the face with the correct look, and the mouth and eye colors match. When a player finds a match, he takes the die, places it on the matching card and gives it to the player on his left or right.

The receiving player immediately inspects the pair to determine if the card matches the die:

- If they match, the receiving player adds the card to those before him on the table and rolls the die in the middle of the table with the others that are already there.
- If they do not match, he returns them both to the player and also gives that player one of the cards before him. The player who made the mismatch adds both cards to those before him on the table and rolls the die in the middle of the table with the others that are already there.

Players may not hide dice from other players. Also, players may only touch a die to place it on a card to give to one of their neighbors or to roll it when they have been given it with a card.

The hand ends when a player notices that the sand in the egg timer has all fallen into the lower chamber.

## **Scoring**

Each player counts the number of jack-o-lanterns before him on the table. If he has fewer than he started the hand with, he takes one piece of candy for each jack-o-lantern he has gotten rid of. If a player has the same number or more jack-o-lanterns than he started with, he takes no candy; neither does he give any back.

For example: In a hand with four players, each player begins with 6 jack-o-lanterns. At the end of the hand, Faith has 5 jack-o-lanterns, Danny has 4, Christine has 5, and Walter has 10 jack-o-lanterns. Faith and Christine each take 1 piece of candy and Danny takes 2. Walter has 4 more than the 6 he started with and so takes no candy.

Five single candies may be traded for a five-candy card. If you run out of candy cards, you should track the score with paper and pencil.

After the candy is distributed, the player to the left of the dealer takes the jack-o-lantern cards, shuffles them, and deals them out as before; he is the dealer for the next hand.

### **Game end**

The game ends after as many hands as there are players. After the last hand, the players count their candy; the player with the most candy is the winner.

### **Alternatives**

Before the game, the players may choose to play more rounds than the number of players. It is best, however, for the number of rounds to be a multiple of the number of players. Also, you can use real candy instead of cards to reward players who succeed in getting rid of jack-o-lanterns.

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