

Trick Party

Number of players: 4-6
Target age: 12+ years
Play time: 15 minutes

Contents

Play Cards

Numbers 1 to 12

5 types of suits (colors)

- Red: Pumpkinheads
- Blue: Boos
- Yellow: Skellies
- Green: Frankies
- Purple: Dracs

60 total cards ("Trick Party" written on the back)

* The "REVOLUTION" cards are in the red, blue, yellow, and green suits.

Includes a total of 16 cards, 4 for each suit

Score cards

-1 to -5 points (2 each)

1 to 5 points (1 each)

1 "DEATH" card

16 total cards ("TRICK or TREAT" written on the back)

Story

It is Halloween night and players are ghosts, competing to scare the most people! The scariest ghost is determined through Tricks (mischief) or Treats (sweets). These will be given to the winner of each hand, except for the last one, where the unfortunate ghost will be eradicated by the rising sun. Ghosts must time to not win this last trick while trying to gain the most combination of Tricks or Treats to win the game!

Setup

Scoring Deck

Remove the "DEATH" card and place it face up in the center of the table.

Shuffle the remaining score cards face down, then create a pile based on the number of players. Place unused score cards back in the box without looking at them.

Players	# Cards Removed	# Cards in Deck
4	1	14
5	4	11
6	6	9

Place the score deck on top of the "DEATH" card.

Play Deck

Shuffle these cards and deal number of cards based on player count.

Players	# Cards per player
4	15
5	12
6	10

Gameplay

Start of game

The start player is the last person who dressed up in a costume. In the event of a tie, use any method to select.

The start player will be lead (The person who issues the card first) for the first trick.

The Tricks

Each hand, the lead flips the top card of the Scoring deck so that everyone can see it.

Next, the lead chooses a card from their hand and plays it face up in front of them.

After that, in clockwise order from the player to the left of the lead, each player will select a card from their hand and turn it face up in front of them.

Must follow

Each player after the lead must play a card matching the lead's suit. If a player doesn't have a card of the lead suit, then they may play any card from their hand.

Note

Trump cards which are the lead card must also be followed, if able.

If a player plays a card that doesn't follow the lead suit but has a card of the lead suit in hand, all players of the game will implode in real life. **DON'T LET THIS HAPPEN!!**

Trump card

The Purple: Dracs suit is the trump suit. Trump cards also have a star under the number. All cards in the Purple suit are stronger than the other suits.

Revolution card

Revolution is the reversal of the strength of the numbers for the trick. Multiple revolution cards can be played. Each time a revolution card is played, the strength of number is reversed.

Example

When the 1st revolution card is played, the strength of the numbers is reversed, i.e. $1 > 12$. If a second revolution card is played in the same trick, the strength of the numbers returns to normal, i.e. $1 < 12$.

Note

Revolution cards can only reverse strength with numbers, they do not affect the strength of the "trump card" itself, however it does affect the number on the trump card when compared to other trump cards.

Once all players have played a card, the winner of the trick is determined by the strongest card that was played.

The strongest card is determined the strength of the card in the lead suit. If no revolutionary cards are played, then the higher number is stronger. If one or more revolutionary cards are played, then the strongest card is determined based on the number of revolutionary cards played (see example above).

If a trump card is played, it is the strongest card. If multiple trump cards are played, the stronger trump card wins (based on number of revolutionary cards in the trick).

The winner of the trick will receive the score card revealed at the start of the trick and is now the new lead for the next trick.

Continue playing tricks until each player has played all cards.

Final Scoring

If you get a "DEATH" card

The player who received the final "DEATH" card is dead and cannot win the game. All acquired points are also 0 points.

All other players total up their scoring cards and the player with the highest score is the scariest ghost, aka winner!

Campaign

If you feel the game is short, use the following rules to create a longer experience.

Play a number of games (through Final Scoring) equal to the number of players and total of all games will determine the winner. During each of these games, players who have received the "DEATH" card will receive 0 points, even if their score is negative.

Glossary

Suit

A suit is a mark drawn on a card. It is the mark such as "diamond" or "heart" in playing cards. There are 5 suits in this game:

Trick

The trick is a set of one card played by each player. Each trick will determine a winner based on the strongest card.

Lead

A lead is the player who plays the first card of a trick. When a player wins a track, they will be lead for the next trick.