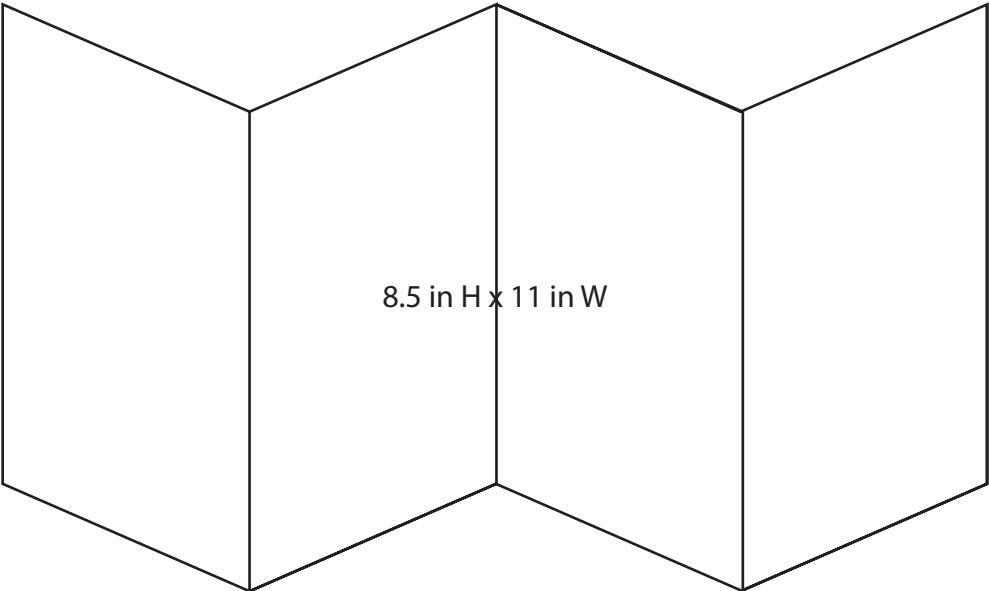
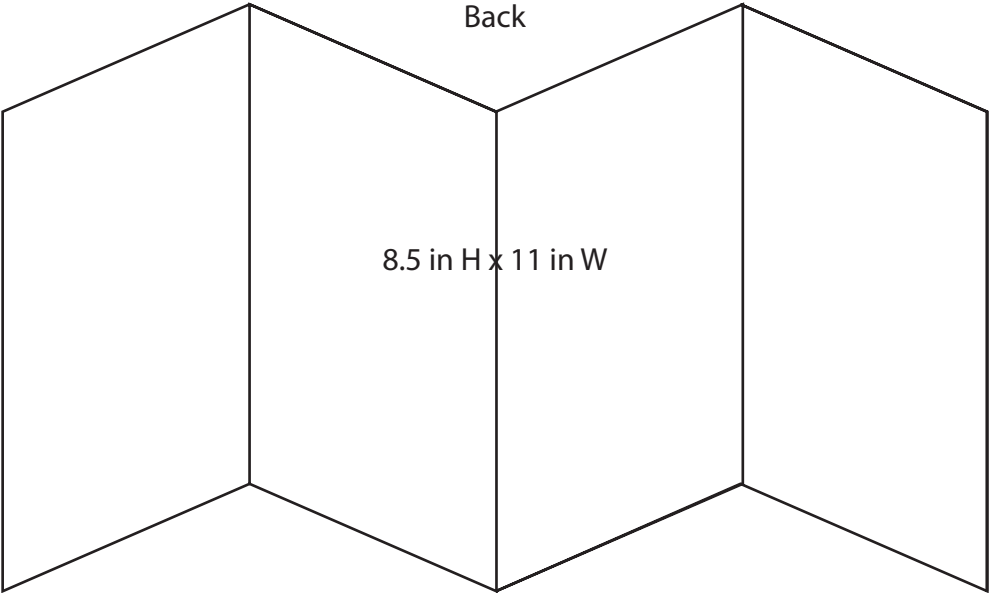


Front



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| <p>Hazard Card: (Type indicator: H)</p> <p>Hazard cards are immediately played and negatively affect the player in some way, ranging from the player losing some candy to the player ripping their bag.</p> <p>Action Cards (Type indicator: A)</p> <p>Action cards can be played at any point during the turn of the player that holds that card, but they can only be played once; the player does not reveal that card until it is played for the first time.</p> <p>Benefit Cards (Type indicator: B)</p> <p>Benefit cards, similar to Hazard cards, are automatically played and help the player.</p> | <p>Cards</p> <p>HAB stands for Hazard, Action, and Benefit, and that is the deck of cards that players draw from. When a player draws a card from the HAB pile, they must read out the effects for Hazard and Benefit cards and keep the names and effects of Action cards a secret until played. This refers to the 3 types of cards that players can draw.</p> <div><div>Card type</div><div>Card name</div><div></div><div>Card description</div></div> | <p>Introduction</p> <p>In this game, you are a young Trick-or-Treater setting out with one goal: to collect as much candy as possible. You can choose to go with your parents or with your friends, and each option has its own benefits.</p> <p>Set-up</p> <p>Begin the game with 1 to 4 players. Next, decide what option each player will go with:</p> <p>Choosing to go with your parents grants you immunity to bullies and having candy stolen by other players; has access to Car Ride. Choosing to go with your friends allows you to be more mobile and capable of using the Counter-Bully card.</p> <p>Choose one of the four costumes: Witch, Zombie, Vampire, or Ghost (and their corresponding spinner/bag). Select 1 of the 4 designated starting spots, going from youngest to oldest. From there, the youngest starts first, with play going in clockwise order after them; the order remains like this for all drawings and actions throughout the entire game</p> | <p>Candy Route</p> <p>By: Kameron F</p> |
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Back



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| <p>Should players cycle through all of the cards before the end of the game, reshuffle all cards that are not currently in use and use that as the new deck. Place trackers ontop of each house that you visit, using tracker of your color/letter.</p> <p>Solo play: Play as you normally would, only without using the steal card. Each operation consumes an action. Getting candy from a house also consumes an action.</p> <p>Credits</p> <p>Creative halloween alphabet set Free Vector By Freepik</p> <p>Toxia by Michael G Adkins</p> <p>All the playtesters for solid feedback</p> | <p>Additional rules</p> <p>Players cannot go below 0 candy, and if a player has already reached their capacity for candy, then they will not receive anymore. Any surplus is lost.</p> <p>If a player is required to return home to fix their bag or drop off candy, they must state at the start of their turn that they will be doing so. In doing so, the player is not allowed to move or collect candy from houses, but they can drop off candy or fix one, or both of their ripped bags.</p> <p>If a player tears their bag, they must return back to their house to get it repaired. If a player has two bags, they can continue to fill their non-ripped bag, return home, and both drop off candy to their house and repair their ripped bag at the same time.</p> | <p>Play continues like this for 5 more cycles after this, and the game shifts to the third phase at this point. Trick-or-Treaters are beginning to head inside, so candy givers are giving out more candy. Candy received during this time is doubled, and this phase lasts for 5 cycles. The player with the most candy at the end of this phase wins.</p> <p>More card rules</p> <p>Car ride and Swap costume are one time use. Torn bag makes you lose half of your candy (if original number is odd, player keeps the higher amount: if the player has 13 candy, they would keep 7). Going with your parents disables Counter bully as your parents do not condone bullying. Starting on turn 5, all players must draw a card at the start of their turn.</p> | <p>Gameplay</p> <p>Move in any direction across the grid, following the road and going house to house collecting candy. You must move onto a house in order to collect the candy from it.</p> <p>By default, you have one bag of candy that holds 50 candy and can move 8 spaces per turn; if you are going with your friends, then you can move 10 spaces per turn. During this phase, players can choose to draw one card per turn at the start of their turn.</p> <p>Starting at the beginning of the 2nd phase, which is on the 5th cycle, all players must draw a card from the HAB pile at the start of their turn. Players have the option to draw another card if they choose to.</p> |
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Candy Route

By:
Kameron Fincher

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