

Ghosts Love Candy

Version 4.0

By Danny Devine

2-4 Players

20 – 40 Minutes

Story: Ghosts Love Candy—everyone knows that! The cruel twist is that they no longer have the physical bodies to enjoy the scrumptious candy they crave. But, on Halloween, the rules are off. Ghosts use this mystical and eerie night to temporarily possess unsuspecting Trick-or-Treaters so they can indulge in as much candy as they can get their invisible hands on ...

Object: Use your team of ghosts to possess Trick-or-Treaters and gobble up the candy you crave. The player whose ghosts earn them the most candy points after 8 rounds wins. But be careful! When a Trick-or-Treater eats too much candy they get sick and become your burden if you were the one to push them passed their candy limit.

Game End: The game is over when there is no more candy left to hand out, which is 8 rounds.

Components

18 Trick-or-Treaters Cards

54 Ghost Cards – *1-9 of 6 colors*

6 Candy Craving Cards

48 Candy Cubes

Draw bag

1 Start token

Set Up

Each player chooses a color of Ghosts Cards and takes their hand of 9 cards. Each player is given a random candy craving card that they keep secret.

Shuffle the Trick-or-Treater deck. Put 6 Trick-or-Treater cards face up in a row in the center of the playing area.

Determine who most recently ate a real piece of candy and give that player the Start token.

Put all of the Candy Cubes in the draw bag and shake.

Gameplay

Place Candy: At the start of each round, draw and place a Candy Cube on each of the face up Trick-or-Treaters. Now the round is ready to begin.

Choose a Ghost: Players choose one of their 9 Ghost Cards and place it face down in front of them. Players will then simultaneously reveal their Ghost Cards. The player that played the highest value card goes first, and then continues on to the next highest until everyone has played a card. Players take turns playing their Ghost Cards below one of the Trick-or-Treaters.

If 2 or more players play the same value Ghost Card, then ties are resolved clockwise starting with the Player that has the start token.

TIP: Keep in mind that you will not get your Ghost Cards back once they have been played.

Play the Ghost: To play a Ghost Card, simply place it below the Trick-or-Treater of your choice then resolve these actions in order unless otherwise noted.

1. **Take Candy:** Take all candy from the Trick-or-Treater you chose, and place it in front of you.
2. **Resolve Ability:** Next **resolve** the Trick-or-Treater's ability that is listed on the card and take any actions if applicable. Some characters (Knight and Cheerleader) are activated when candy is taken from an adjacent kid.
3. **Check for Sick Trick-or-Treaters:** Finally check to see if any of the Trick-or-Treaters are sick (see below).

Your turn is now over for the round. Play continues until all Players have played their Ghost Cards.

Getting Sick: Between all the Ghosts jumping around and all that candy, the Trick-or-Treaters are going to get sick. Look at the number on the top left of the Trick-or-Treaters cards; this is their "Sick Point." If the total value of Ghost Cards played below any Trick-or-Treater is greater than or equal to their Sick Point then that Trick-or-Treater goes home sick. The owner of the last Ghost Card played below a Trick-or-Treater is considered responsible for pushing them too far and must place that Trick-or-Treater next to their Candy Craving Card. All Ghost Cards played below a Trick-or-Treater that gets sick are discarded, they are **not** returned to their owner's hand. If there is still candy on a Trick-or-Treater for any reason when they get sick, that candy is considered dropped and is removed from the game. Immediately replace the sick Trick-or-Treater. Unless otherwise noted, all sick Trick-or-Treaters count as -2 points at the end of the game.

Scaring a Trick-or-Treater: Once per game you may scare a trick-or-treater away, removing them and their candy from the game. At the start of your turn, you may play an additional card face down from your hand, place this under you're candy (to symbolize that you have already scared this game). If you do, a Trick-or-Treater of your choosing is discarded along with any candy they are carrying. Replace this Trick-or-Treater then continue your turn as normal.

Starting a New Round: The start token is passed clockwise to the next player. To start a new round, draw a new Candy Cube for every Trick-or-Treater in play. Leave any Ghost Cards and candy left over

from the previous round. This way previously undesired Trick-or-Treaters become slightly more tempting.

End Game: When the last piece of candy is drawn it signals the final round. After that round players add up their totals remembering to subtract 2 points for every Trick-or-Treater they got sick. The player with the most points wins. If there is a tie the player with the least amount of sick Trick-or-Treaters win, otherwise it is a draw.

Game Design & Art: Danny Devine

Playtesters: Rachael Devine, Karen Devine, Deanna Bradburn, Cory Fleming, Ryan Leach, Paul & Tabby Kluka, Andrew Johanson, Aaron Pena, Mike Picerno, Joe Kisenwether.