



Halloween



Smartsleeves

*It's Halloween and the monsters are on the loose! One tag and you can already feel it: you're starting to change... Only a real Halloween treat can save you now.
Trick or treat?*

Getting started

- ✕ Spread the helper cards or Smartsleeves across the play area. Each card is a location, such as the haunted house.
- ✕ Choose how many cards you want to use.

Tip: with only a few cards, or cards that are far apart, the game gets harder.

How to play

- ✕ At the start, the game picks one player to be the monster. All the other players are regular players.
- ✕ Are you the monster? Then try to tag the regular players.
- ✕ Does the monster tag you? Then you slowly start turning into a monster.

- ✖ Do you want to stop changing? Then quickly visit the locations and ask for candy: trick or treat!
- ✖ Scan a location's card with your controller.
- ✖ Do you get a piece of candy (treat)? Then you're a regular player again right away.
- ✖ Do you get a prank (trick)? Bad luck. Hurry to another location and scan there.

Note: the candy is handed out at a different location each time!

- ✖ Didn't get any candy in time? Then you become a monster. From now on, you tag the regular players.

End of the game

- ✖ Is everyone a monster before playing time is up? Then the monsters win.
- ✖ Are there still regular players left at the end of playing time? Then the regular players win.

Colours and interactions

Monster



Blinking green-yellow

you have to wait a little longer. You can't tag yet.



Green-yellow and vibrating

you can tag.

Regular player



Blue

you haven't been tagged (yet).



Purple and vibrating

you've been tagged. Find some candy fast!



Fast red blinking and a sound

trick! No candy here. Move on quickly.



Fast green blinking and a sound

treat! You got a piece of candy.



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