

Halloweeja

GHOST LIGHT EDITION

4-10 Players



Ages 13+



1 hour
to
1.5 hours

BOO!

Halloween spirit meets the classic parlor game. Talk to the living and bring your party back from the dead! When the Book Of Hijinks is opened the game begins. Ask each other wacky, Halloween themed questions. Match players to their answers. Each YES lets you move that much closer to a letter you need. If the Halloweeja Board spells out your **PASSWORD** first, you win!

But beware: Creature Cards can be either a trick or treat, and help or hinder anyone in the game. And that letter you revealed may be the exact thing someone else needs to win too.

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2 in 1 Halloweeja Board, 53 Creature Cards, with 1 Eye Piece & Tassel Card, sheet of 88 Passwords, 1 Halloweeja Book Of Hijinks, 1 dry erase marker.

REQUIRED (But Not Included)

For each player playing you'll need: a coin you didn't give to UNICEF, a piece of paper identical to all other player's, and a writing device. A napkin or cloth is needed to wipe away marker.

SET-UP

MAKE YOUR TABLE LOOK LIKE THIS:



Decide which side of the Halloweeja Board you'll be playing on. Color in the green alphabet or the orbs with a dry erase marker. The game begins with the Eye Piece on the Halloweeja space. Fresh deck of Creature Cards goes under the YES side. Group the **PASSWORDS** in the box's lid. All other components just need to be accessible.

Player whose birthday is closest to October 31st goes first. Break a tie by letting the player with the next closest birthday go first.



OR



IF 4-6 PLAYERS, EVERYONE GETS THESE.



IF 7-10 PLAYERS, EVERYONE GETS THESE.



KEEP YOUR CARDS AND PASSWORD SECRET!

Beginning with the first player, continuing clockwise, all: receive a coin, receive random Creature Cards, and without looking, draw a **PASSWORD** from the box lid.

PASSWORDS

When you think the Halloweeja Board has revealed all the capital letters in your **PASSWORD** put it on **GAME OVER**.



"THE UNDeAd"

STARTING THE GAME

First player begins the game by matching his/her birthday to the question set number in the Book Of Hijinks. Identify the code matching the space the Eye is on. Turn one always begins on the Halloweeja space, so follow the page's "Halloweeja" instructions.



Read the question out loud.

THE QUESTION IS, 'WHAT IS THE GROSSEST SMELL IN THE WORLD?'



Every player (but the questioner) writes their personal answer, and hands it to the player on the questioner's left, who will be the reader. Shuffle the responses once they are received.



REMEMBER TO WRITE
YOUR NAME ON YOUR
PAPER & WRITE
ANSWERS CLEARLY

YES or NO

The reader reads out all of the answers once, to give an idea of what all has been said. **Players should be discreet when answers are read aloud, or laugh stupidly at everything to keep the questioner tricked.**



The reader begins at random, and the questioner guesses who wrote that answer.



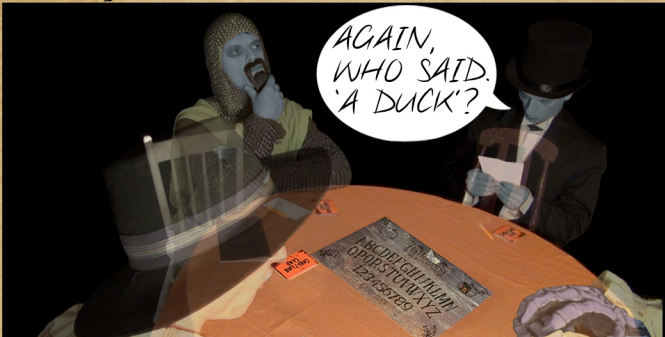
The named player puts his coin on YES or NO.



If NO, the reader reveals what the named player actually wrote, to help the questioner eliminate possibilities.



The answer gets repeated, until the questioner guesses correctly.



TALLIE= 1 No, 2 YES

YOU'LL ALWAYS GET
AT LEAST ONE YES.

The Eye Piece

The total number of YESes is how many movement spaces you have earned to move the Eye Piece. Moving the Eye Piece is the **ONLY** way to reveal a letter. Moving one letter equals one space. You can move less than your MAX spaces earned to reach a letter.



USE THE GUIDES
ON THE BOARD
AND IN THE
BOOK OF HJINKS.

Number Portal

When moving the Eye you can always opt to use the number portal. Go to the number matching the total movement spaces earned. Each number is coded with the letters you can warp to. Land on a letter at the cost of one space. If you have remaining movement spaces you may continue to move.



Revealing A Letter

Move the Eye Piece a number of spaces equal to (or less than) the number of YESes, and reveal the letter that the Eye Piece stops on.

Unless a card gives you instructions to do otherwise: 1) You reveal only a single letter on your turn. 2) The letter you bring the Eye to rest at is the one revealed. 3) You can only move the Eye Piece on your turn.



Wipe letters, or their orbs, clear of the dry erase marker as they are revealed throughout the game. The letters free of marker are considered "glowing" and shared by all players to solve their PASSWORD.

Example:

With only 2 YESes the first player has the ability to reach any one of the 22 letters and make it glow. Do this by moving from the space the Eye is at, Halloweeja, or going to number 2 of the number portal.



Creature Cards

Anyone can play a card the moment the game begins. Play a card by laying it face up on the table, then reading aloud its name and instructions.

AFTER A
CARD IS
USED, START
A DISCARD
PILE ON THE
'NO' SIDE.



Creature Cards may have a symbol on them indicating special use:



Quiet Face Cards

These cards are performed in secret, without laying them face up on the table. If you succeed or fail at the card's task, reveal that you have secretly played that card, then put it in the discard pile.



Cards With The Eye

These cards can **ONLY** be played when it's your turn to move the Eye Piece.

REVERSE
GAME OVER

Reverse Game Over Cards

The **ONLY** cards that can be played after any player has their PASSWORD on GAME OVER.

Playing Multiple Cards To Move Multiple Spaces

You can play certain cards one card after another, which will allow you to move across the board to the letter you desire. Keep in mind the rules limiting cards marked with the Eye.



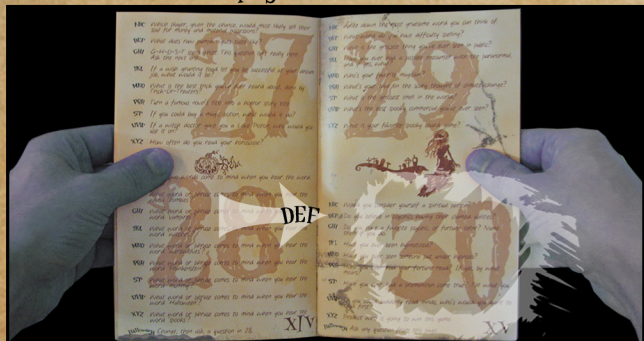
Ties

If two or more players play a card at the same time you cannot take back your move, and return your card to your hand. Players must play their selected cards. Who ever has an earlier spot in turn order goes first.



TURN TWO & BEYOND

The reader asks the next QUESTION. Go to the next set of questions in the Book of Hijinks. Match the space the Eye is on to the letter code. That is the question you MUST ask. Whenever you start at Halloweeja, follow the "Halloweeja" instructions on that page.



The QUESTION - Answer - Yes & No process continues clockwise until the Halloweeja Board reveals someone's PASSWORD, and they claim to win.

To make the game go faster, you may OPT OUT of asking a QUESTION, if the card you are playing is taking you directly to the letter you want. But if you need more spaces ask! If you do not ask a QUESTION the following player still advances to the next set in the Book of Hijinks, skipping yours.

GAME OVER

When you think all the letters in your PASSWORD are revealed put your PASSWORD on GAME OVER. Reveal your PASSWORD then confirm all the letters are indeed there.

If no one can, or will, play a card to keep the game going, you win! Unless a Creature Card is clearly labelled that it can be played after someone puts their PASSWORD on GAME OVER and claims to win, it cannot be played.

If you are missing letters the game continues. Just now everyone knows your PASSWORD.



GAME OVER TIEBREAKER

If the Halloweeja Board has revealed more than one player's PASSWORD, and the game is indeed over:

The tied player with the LEAST remaining Creature Cards wins.

If a tie *still* exists: the first tied player to get outside and scream out to the world, "I LOVE HALLOWEEJA!" wins.

WINNER



SITUATIONS YOU MAY ENCOUNTER

We're at the last page in the Book Of Hijinks. Now what?

Go to question set 1, on page 1, continue the game.

No letters are left in the spaces I have available to move. Do I stay or move?

MOVE! Legally you have to, and you can still get the Eye Piece away from the letters other players need.

Based on the above statement, given the choice between revealing a letter I don't need, or resting the Eye on a letter in my PASSWORD already revealed, I can go to the already revealed letter?

Guess so. But if you annoy fellow players you could get a nasty card played against you. Going for a letter not needed could put the Eye closer to a far away letter you do need, and help keep your PASSWORD secret.

I played a Creature Card. The fresh deck is on the table. Should I take another card?

No you filthy cheat. The fresh deck is only on the table because - well play the game and maybe you'll find out.

We lost track of what question set we're on. How do we find out?

The tassel or any other bookmark should help, but you can write the number you start at, and keep recording on your answer paper. Remember you skip answering when you ask a question, so account for that in your own record. Worse comes to worse, start adding up questions asked from the birthday you started with.

The 'Halloweeja' space made my question be read already. Do I repeat the same one?

No. Advance to the next set of questions.

Answers given are similar like: "Yeppers," and "Yes." Does the guessing questioner have to get the exact name-to-answer correct?

Nah. If a thesaurus would say it is a synonym give them the benefit of the doubt.

CREATURE CARD DISPUTES

Don't panic if you or your fellow Halloweeja players find a Creature Card and its effects against the game, or a card, confusing. Don't fight either. **Revisit the rules.** If there is nothing to be found take a vote, and play according to the majority rule. ("Majority" is anything over 50%)

If the decided vote causes another dispute the quietest person, using his/her interpretation of available rules, decides what happens, you loud-mouthed schnook.

CREDITS

Please visit Halloweeja.com for the eternal list of thanks and credit due. Thank you!

Special eternal thanks to my brother, Kyle Boyarski

Game Design & Artwork: Sheldon Boyarski

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