



Bat




Make this card take flight by tossing it in the air. If it lands this side up, go to any letter in the word BAT. If it lands face down, you earn nothing.

Donkey Mask




If you are playing this game:
 1. In a costume: go to the first letter of what you are.
 2. At a Halloween party but never dressed up: go to the first letter in the word ASS.
 3. Not at a Halloween party. I just love Halloweeja: go to Halloweeja, move from Halloweeja any spaces earned.

Skeleton



Move an extra space for every bone you've ever broken in your body.

Trick-Or-Treater




Toss this card into the air. If it lands face up, get a treat: reveal two letters by moving the number of spaces that you've earned twice. Face down, play a trick: everyone hands their PASSWORD to you. Do not read them, but hand them back to different players. (Yours stays the same)

Igor




If someone's watching but not playing, get them to hand this card to any player they want, except you. If you're the recipient of this card, you must discard a Creature Card.

Medusa



Hand this card to whoever is about to move the Eye.
YOU ARE NOW STONE. STONES DON'T MOVE. WHO-EVER PASSED YOU THIS CARD SELECTS THE LETTER WITH YOUR SPACES.

Witch Doctor





Answer the questioner by writing the magic words: *'Ooo, eee, ooo ah ah, Halloweeja, bing bang.'* If the questioner names you correctly: they get double their YESes. Guess wrong: you steal their turn to move the Eye, and can go to a letter of your choosing, using up to double their YESes.



GO DIRECTLY TO HALLOWEEJA

DO NOT PASS GO. DO NOT COLLECT \$200
 Move from Halloweeja any spaces earned.

	CURSED	MASKED	TWISTED	SPIDER
	FOLD	FOLD	FOLD	FOLD
	 PROMSSED	 PROMSSED	 PROMSSED	 PROMSSED
	GOODIES	SCARED	CANDIES	DEVILS
	FOLD	FOLD	FOLD	FOLD
	 PROMSSED	 PROMSSED	 PROMSSED	 PROMSSED



FOLD



INSTRUCTIONS:

Greetings Boils and Ghouls.

Print out the five pages consisting of: Creature Cards, PASSWORDS, Letters and Pumpkins, and the Halloweeja Board on 8.5" x 11" paper.

Cut out along the solid lines, and cut out the Eye Piece. Fold the cut-outs where it says "FOLD." Taping the Halloweeja Board together is optional.

Use the Tassel if you are printing a booklet. You may use the "Notes From The Halloweeja Book Of Hijinks" as a PDF on your tablet or other device. All players can download it, and follow along for free if you don't want just anybody to have access to your device.

Find 4 pencils and 4 identical pieces of note paper.

Now familiarize yourself with the rules to Halloweeja. They are also free at Halloweeja.com

Have the first player start at category 15 or his/her actual birthday.

You will notice you have only enough Creature Cards to give 6 cards to each player. The game components you have been presented with have been specifically chosen to ensure you have a howling, good time, not a flustering, clustercuss as your experience.

After all, we are certain once you play this version, you will either be happy you saved your money, or you will be determined as a trick-or-treater to experience the full version of Halloweeja, and want to get it all NOW!

Thank you for trying out Halloweeja!

Sheldon Boyarski
 Sheldon Boyarski,
 Creator of Halloweeja
 and
 SCAVENGER EYE STUDIOS

4 Eyed Monster



Select a person who is wearing glasses to play a card now! It will go into effect first chance the rules allow. If no one is wearing glasses, then pick who you think ought to be wearing glasses.

Banshee



Foretell the end to someone's turn. Whoever's turn is in play must stop. Their turn is over. Send the Eye to Halloweeja. Continue the game with the next player.

Crow



Shuffle the Creature Cards in the discard pile. Don't look! Scavenge a card out to join your hand.

Rat



Crawl on the floor and scurry up behind someone. Read their answer out loud for the whole room to hear. They can not change it. Hand it in as is.

Frog



Stand up and find a clear space to jump. Put this card on top your head. Leap up in the air. For every inch your feet leave the ground, move an extra space on your turn. If the card falls, even upon landing, you earn nothing.

Ghost Pirate



X marks the spot
Go to thee letter X. If ye don't need an X, or care to move from X, ye can go to R. Arrr!

Gremlin

SABOTAGE!

Play this card right after all the YESes and NOs are tallied. Now switch those numbers. Count all the YESes as NOs, and the NOs as YESes. You may play this card against yourself.



Grim Reaper



Stop any Creature Card from being played. Use right after someone plays a Creature Card to void its effects. It goes to the discard pile.

Headless Horseman



Take everyone's heads! Or at least what's in them! When it's your turn to ask a QUESTION, read the answer sheets before you guess. How well you remember will decide your movement spaces.

Hypnotist



Whichever one player is taking too long to answer a QUESTION, write their answer for them. Let them read it, and hand it in to the reader.

Masked Machete Maniac



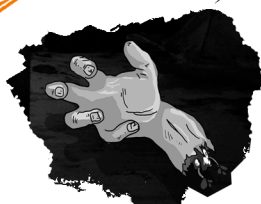
Run away! Everyone trade places with the person on your right. Leave your Creature Cards and PASSWORD behind. Use the ones in your new Spot.

Scarecrow



Get up. Act like a scarecrow. Other players score you from 1 to 10. The highest and lowest scores are eliminated until you have just one or two values. That score, or the highest of the two, is how many bonus movements you get with your turn.

Severed Hand



Grab all the vowels revealed by the board thus far. Remove them. They must be selected again. You can grab Y too, if you want.

Spider Web



Play this card when someone moves to a W, E, or B. They now can not reveal that letter. You shall move the Eye, up to as many spaces as they earned, to reveal a letter instead.

Werewolf



The hairiest person in the room gets to choose the QUESTION to be read, for whoever's turn it is. To keep it simple, select from the page the game is at.

Witch



Magic makes the last letter revealed go away. Remove it. It must be chosen again. (May also be played after someone claims to win.)



Hallo

Talk To The

DEF

A B C D E F G

O P Q R S T U

QRS

STU

1 2 3 4 5

OPQR

RST

STU



GAME

weeja
e Living



GHIJKL

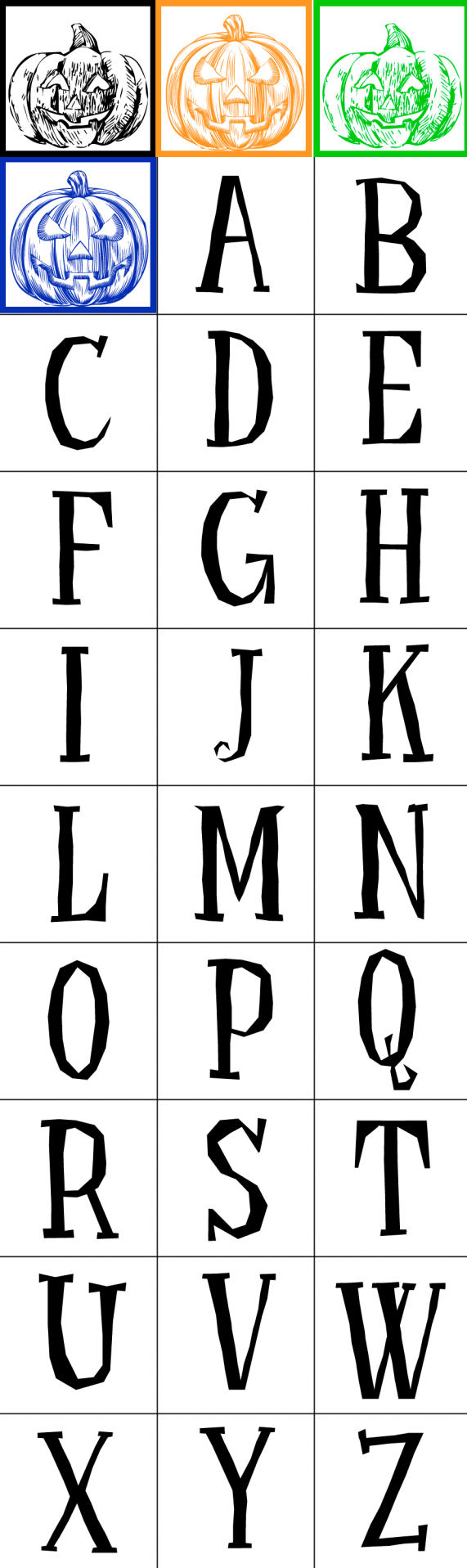
H I J K L M N

V W X Y Z

6 7 8 9

OVER





Halloweeja: DEFGHIJKL

- | | |
|----------|-----------|
| A: BPO | O: BPA |
| B: CQPOA | P: CQOAB |
| C: DRQPB | Q: DRPBC |
| D: ESRQC | R: ESQCD |
| E: FSRD | S: GTRDEF |
| F: GTSE | T: GHUSF |
| G: HUTSF | U: IVTGH |
| H: IVUTG | V: JWUHI |
| I: JWVUH | W: KLXVIJ |
| J: KWVI | X: MYWKL |
| K: LXWJ | Y: NZXLM |
| L: MYXWK | Z: NYM |
| M: NZYXL | |
| N: ZYM | |

- 1: OPQR 2: QRS 3: RST 4: STU 5: STUV
 6: UVW 7: UVW 8: VWX 9: WXYZ

The guide above can be kept next to your Halloweeja Board, since a guide on the game board is not included in this version. The 'full' version of Halloweeja has a double-sided, Halloweeja Board where one side has a beginner friendly, map-like guide, and the other looks great in photos! All this and more available at Halloweeja.com