



TREASURE TRAILS TRICK OR TREAT GAME INSTRUCTIONS

PLAYERS

Suitable for 1-101 players plus 1 organiser

THE CONCEPT

Five spooky *Halloween Discs of Destiny Cards* are hidden by a parent/adult (the organiser) in five different rooms around the house (and/or garden).

Each *Disc of Destiny Card* is searched for one at a time by the *Trick or Treat players*. The *Disc of Destiny Cards* can be searched for with or without a hint as to where in the room they may be.

When found, the *Trick or Treat players* return to the *Trick or Treat Spell Board* to see what destiny awaits the player who found the *disc of destiny card*.

Using the *Trick or Treat Spell Board*, the player who found the *Disc of Destiny Card* must start at the corresponding item on the board and choose a route to physically spell out the found item. Their final end position will be a number. Check the number on the *Trick or Treat Activity List* to see what the player has to do next to determine if the outcome is a trick or a treat. Once determined, the player then either draws a random prize from the bag of treats, or a forfeit from the bag of tricks.

Everyone then moves to the next room to find the next item. Once all 5 items have been found the game ends.

EQUIPMENT NEEDED

- Access to a printer
- Scissors
- 2 x Bags/tubs or pots
- Paper
- A dice
- A coin
- A pack of playing cards (not essential – you could just use two pieces of paper, one with the word red written on it and the other with the word black written on it).

PREPARING FOR THE GAME

Print out the five *Halloween Discs of Destiny Cards*, the *Trick or Treat Spell Board*, the *Trick or Treat Activity List* and the our suggested list of *Tricks* and the list of *Treats* (you can create your own if you feel these are unsuitable).

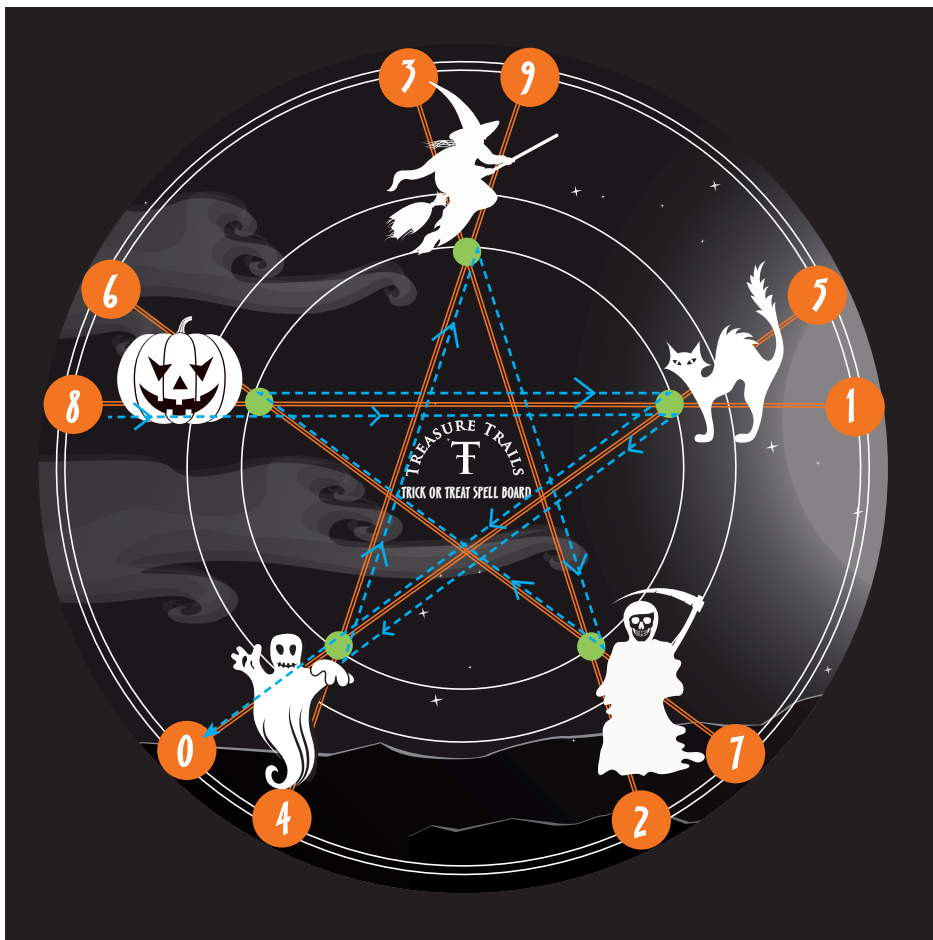
Cut out the *Halloween Discs of Destiny Cards* ready to be hidden.

Cut up the list of *Tricks* and the list of *Treats*. Fold them up and place all the tricks in one bag/tub/pot and all the treats in another bag/tub/pot (make sure you label them!)

Get a coin, a dice, and a pack of cards and place them with the *Trick or Treat Spell Board*, along with the trick or treat bags.

INSTRUCTIONS FOR PLAYING THE GAME

1. Hide the five items in the five rooms that you have chosen to play the game. It is up to you how difficult to find you wish to make each item. It is also up to you if you wish to write a small clue for each item. It does not matter which item you place in which room.
2. Gather the players, and take them to the first room to find the first item. Tell them that they are looking for a Halloween item on a small disc.
3. Once found, take everyone back to the *Trick or Treat Spell Board* where the player who found the *disc of destiny card* must place the item next to the corresponding place on the *Trick or Treat Spell Board*.
4. This player must now choose one of two routes (indicated by a number in an orange circle) to take across the board, following the star shape. To do this, they travel between each of the green circles, spelling out the word of the found item, saying one letter at each green circle. On the final letter of the word, follow the orange line all the way to an orange circle with a number on it.



Example

In this example, the pumpkin *disc of destiny card* has been found. The player who found the card has chosen to go from the number 8 (as opposed to the other option of the number 6). Moving around the board, at each green circle a letter is spelt out to say the word 'pumpkin'. Following the route, past the final green circle brings the player to the number 0.

5. Once the player has landed on a number, check on the *Trick or Treat Activity List* to determine which activity the player must do to find out their fate and whether they will be picking from the list of *Treats* or the list of *Tricks*.
6. If the outcome is a treat, then the player must pick from the bag of *Treats*, and if it is a trick, then the player must pick from the bag of *Tricks*.
7. Move onto the next room to find the next item, until all items have been found.

TRICK OR TREAT ACTIVITY LIST

Use the chart below to determine which activity a player must complete to decide whether they pick from the bag of *Tricks* or the bag of *Treats*!

Number landed on after spelling out the found item	Activity to determine whether the player picks from the bag of Tricks or the bag of Treats
3 or 5	The player must roll a dice. If the result is an even number then the finder picks from the bag of Treats. If the result is an odd number then the finder picks from the bag of Tricks!
9 or 1	The player must toss a coin. If the result is heads then the finder picks from the bag of Treats. If the result is tails then the finder picks from the bag of Tricks!
7 or 4	The player must draw a playing card at random from the pack. If the card is red then the finder picks from the bag of Treats. If the card is black then the finder picks from the bag of Tricks!
2 or 8	This requires the finder to guess which hand a coin is in. The organiser puts the coin in one of their hands, places their hands behind their back and then makes the finder guess which hand the coin is in – left or right. If the finder guesses correctly then they pick from the bag of Treats. If they guess wrong, then the finder picks from the bag of Tricks!
0 or 6	This requires the finder to play a single game of ‘rock, paper, scissors’ with the organiser. If the finder wins they receive a treat, and draw one at random from the treat bag. If the finder loses they receive a trick and must draw one at random from the trick bag. Remember that paper beats rock, rock beats scissors, scissors beat paper. If both players choose the same item, play again until someone wins.

THE TRICK OR TREAT AWARDS

Below are our suggestions for the Trick or Treat Awards.

Cut out each of these strips and then fold and place each one in the respective bag – trick or treat.

What constitutes a trick or treat is very subjective and determined by people's circumstances and outlook. These are only suggestions please feel free to write your own awards. Please share any good ideas for tricks or treats with the Treasure Trails community on Facebook.

THE TREATS



CHOOSE ANY PIECE OF CHOCOLATE FROM THIS SELECTION.

STAY UP FOR AN EXTRA HOUR ANY NIGHT THIS WEEK.

HAVE AN EXTRA HALF AN HOUR ON YOUR GAMES CONSOLE.

STAY IN BED FOR AN EXTRA HOUR THIS WEEKEND.

NO WASHING UP FOR A WEEK.

WIN £1

WIN £2

CHOOSE WHAT FILM TO WATCH ON SATURDAY NIGHT.

THE TRICKS



STAND ON ONE LEG AND SING A SONG.

PRETEND TO BE A CAT FOR A MINUTE.

GO OUTSIDE IN THE STREET AND WALK UP AND DOWN PRETENDING TO BE FRANKENSTEIN'S MONSTER.

DO THE WASHING UP OR STACK THE DISHWASHER FOR THE NEXT WEEK.

AGREE TO MAKE TEA OR COFFEE FOR THE GROWN UPS FOR THE NEXT WEEK.

EAT A PIECE OF RAW ONION.

GIVE UP YOUR MOBILE PHONE FOR A DAY.

WHENEVER SOMEONE SAYS THE WORD HALLOWEEN FOR THE NEXT HOUR, MAKE THE NOISE OF A GHOST.

TREASURE TRAILS TRICK OR TREAT SPELL BOARD



HALLOWEEN DISCS OF DESTINY CARDS



WANT SOME MORE GHOULISH FUN?! TRY OUR VARIATIONS OF THE GAME

Feel free to make your own adaptations to the game. Just remember to share your ideas with the rest of the Treasure Trails community via our Facebook page.

Our ideas for variations are:

- Make picking a trick more exciting by sealing the trick pieces of paper with sellotape and putting them in a bag or bowl of something 'nasty' to be drawn from. Contents of the bag could be cold cooked spaghetti, cold baked beans, mashed bananas, etc.
- Write an individual rhyming clue for each card. For example –

A skeleton is what you seek.
Into the kitchen you must peek.
Find it quickly, if you are able,
It's on something which rhymes with cable

Answer: table – sellotape card to underside of the table)

- Add more cards to find, and devise more 50:50 games to play.
- Play the game as a free for all. Set off all the players at the same time and let them search any of the rooms. Call everyone together when all the cards have been found and carry out the trick or treats.
- Play the ultimate challenge with an ultimate treat prize! Make the hiding places tough and tell the players that if they find all of the 5 cards, and then win every outcome as a treat, they will earn the ultimate prize. The chances of winning all 5 games in a row are 1 in 48! (2x2x2x2x3). Be warned though, you may end up playing this version a lot of times, as the children will be driven crazy to play again and again!!