

## **CREEPY TREAT COMBAT!**

The winner of Creepy Treat Combat is the player who can eat the most candy without throwing up!

### **SETUP**

\* Each player brings a deck of at least 20 cards, no duplicates.

OR

\* Split your own big pile of cards in half.

### **PLAY AREAS**

**Deck:** Where all your cards start. Think of it as your candy bucket!

**In play:** These face-up cards are the only cards that count.

**Sideways:** This is a holding area for up to five cards. It's a face-up pile of cards that will be scored if you win a hand... or will be thrown into the discard pile if you puke.

**Score pile:** A pile of face-down cards you build up by winning hands. Whoever ends up with the most cards here wins.

**Discard pile:** Where your cards go if you puke!

### **HOW TO PLAY**

1. Each player flips the top card of his or her deck face-up.
2. Follow any instructions on the cards.
3. The player with the lowest point total must choose: **flip another card**, or **turn their in-play cards sideways**.
4. Repeat until a player chooses to turn their in-play cards sideways, or pukes!
  - **Puking:** If you have more than 13 points in-play at any time, you puke! If you have more than 5 sideways cards at any time, you puke! Put your in-play and sideways cards into your discard pile. If the other player hasn't puked, that player **wins the hand**.
  - **Turning cards sideways:** Sideways cards DO NOT COUNT towards the 13 point limit. Sideways cards are not in play-- they're just unsure whether they're going down or coming back up. When you turn your cards sideways, your opponent wins the hand.
  - If both players have the same point total, you both turn your cards sideways. (Even if this makes you puke!)
  - **Winning the hand:** If your opponent pukes or turns sideways, put all of your face-up and sideways cards into your score pile.

### **WINNING THE GAME**

- If you need to play a card and there aren't any left in your deck, shuffle your discard pile together, and it becomes your deck. But if there aren't any cards in your discard pile, the game is over!
- Score the current hand. If you have more points in play than the other player, all your in-play and sideways cards go into your score pile.
- Whoever has the most cards in their score pile wins.