



TURF WAR™

TRICK-OR-TREAT

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SETUP

Give each player a **CANDY BAG**. Shuffle the Store-back cards into the **STORE DECK**. Shuffle the Neighbor-back cards into the **NEIGHBORS DECK**. Set up the game as normal.

MORE TO EXPLORE

Questions? Go to **[TURFWAR.INFO](https://www.turfwar.info)** for a full card-by-card guide, videos, and variant rules.

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EVENTS

When you reveal an ⚡ **EVENT** card, play that ⚡ and then put it onto the bottom of its deck. If you're restocking the **STORE** when you reveal an ⚡, complete the ⚡, put the ⚡ onto the bottom of its deck, and then continue restocking the **STORE**.

Trashing an ⚡ card (using a card like **SPIRIT BOARD**) causes you to reveal the ⚡, so you must play the ⚡ as normal when you trash it.

When you reveal an ⚡ card while setting up the game, ignore it, put it onto the bottom of its deck, and continue setting up the game.










When you reveal an Event card, do its action, then put it on the bottom of the Store Deck







An Event is "revealed" when turned face-up for any reason (usually while restocking the Store)





CANDY

 **CANDY** is a new resource that you can gain and use.

You have a new  **AWAY** action: Pay  to gain one . You can do this action once each turn that you're , in addition to any of your other  actions (working and buying a card). You can do any or all of your  actions in any order.

Some cards, like **PUMPKIN** or **CAULDRON**, give you  directly.

When you gain , add it to your **CANDY BAG**. There's no limit to the amount of  that you can have. When something causes you to pay or lose , remove that much from your **CANDY BAG**.

At the end of the game, score  per  that you have in your **CANDY BAG**.

At the end of the game,
score 1 VP for every
3 Candy you have

Keep track of your Candy
using your Candy Bag



Once each turn
that you're Away,
you can pay \$3
to gain 1 Candy

TRICK-OR-TREATERS

TRICK-OR-TREATERS are new ⚡ **EVENT** 👤 **NEIGHBORS** that are shuffled into the **STORE DECK**. When you reveal and play a **TRICK-OR-TREATER**, you must either sway it by paying its 🎡 cost or else do its “trick” action.

If you pay the **TRICK-OR-TREATER**'s 🎡 cost, put it into your **SWAY**. Like other 👤 **NEIGHBORS**, **TRICK-OR-TREATERS** in your **SWAY** count towards your score at the end of the game.

If you can't (or don't want to) pay the **TRICK-OR-TREATER**'s 🎡 cost, do the **TRICK-OR-TREATER**'s “trick” action and then put the **TRICK-OR-TREATER** card onto the bottom of the **STORE DECK**. If it's not possible for you to complete the **TRICK-OR-TREATER**'s action, just put the **TRICK-OR-TREATER** onto the bottom of its deck.

TRICK-OR-TREATERS are both ⚡ **EVENTS** and 👤 **NEIGHBORS**, so cards that affect either ⚡ or 👤 in your **SWAY** will affect **TRICK-OR-TREATERS** that you've swayed.

Trick-or-Treaters are both Events and Neighbors:
Play them when they're revealed from the Store Deck

Count the Trick-or-Treaters in your Sway towards your score



Do the "trick" and put the Trick-or-Treater onto the bottom of the Store Deck unless you pay Candy to sway them