

AGES 6+
3-6 PLAYERS

BOO HOLLOW PUMPKIN SHOWDOWN

INSTRUCTIONS

OBJECT

You've joined Nina, Zeke, and other Boo Hollow friends in a pumpkin fight! Knock players out of the game by scoring three hits against them. The last player standing wins!

SET UP

- 1 Shuffle the Pumpkin cards face down into a large draw pile.
- 2 Place the Hit cards and the Pumpkin die nearby. Leave room for a discard pile.
- 3 Each player draws four Pumpkin cards. Keep them hidden from your opponents.

The youngest player takes the Thrower token and goes first.



HOW TO PLAY

Players take turns throwing pumpkins at each other. On your turn, you are the Thrower and will choose a player to throw pumpkins at, who will be the Defender. A turn goes like this:

1 THROWER: Play Pumpkin Cards

The Thrower chooses one or more Pumpkin cards of the same color from their hand and places the chosen card(s) face up in front of another player—the Defender.



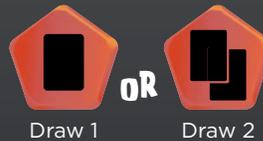
If you do not have a Pumpkin card in your hand, draw cards from the draw pile until you draw one and play it.

2 DEFENDER: Roll the Pumpkin Die

Whenever a player becomes the Defender, they immediately roll the Pumpkin die.



Defender Dodges! The player to their left or right becomes the new Defender and rolls the Pumpkin die.



Defender Draws! Draw the number of cards shown from the draw pile into your hand. The Defender must now react, as described in Step 3.

3 DEFENDER: React in One of the Following Ways

DODGE: If the Defender plays a Dodge card, they can choose to take a Hit card and give a Hit card to the Thrower (which ends the turn) OR Dodge and the player to their left or right, as indicated on the card, becomes the new Defender. The turn continues with that player rolling the Pumpkin die.



EXAMPLE: The Defender plays a Dodge card to Dodge. The player to their right is now the Defender.



The new Defender starts at Step 2.

COUNTER: If the Defender has cards that match the color of the Thrower's cards with an equal or higher total, they can Counter. If the total number of pumpkins on the Defender's cards are:

- **Equal** to the Thrower's pumpkins, the hit is blocked. No one takes a Hit card this turn and the turn ends.
- **Higher** than the Thrower's pumpkins, the Thrower takes a Hit card and the turn ends.



TAKE A HIT: If the Defender cannot or does not want to play a Dodge card or Counter, they must take a Hit card and the turn ends.



4 END OF TURN: Place all cards played this turn into the discard pile. The current Thrower passes the Thrower token clockwise to the next player, who will be the new Thrower.



NOTE: The Thrower cannot defend against their own pumpkins. If Dodged pumpkins return to them, the Thrower does not roll the Pumpkin die and must take a Hit card.

GETTING KNOCKED OUT

When a player receives their third Hit card, they are knocked out and must immediately discard their hand and Hit cards. Knocked out players cannot win the game, but on their turn, they draw one Pumpkin card and give it to a player who is not knocked out.



WILD CARDS

Cards with all four colors are wild. They can be played by the Thrower or the Defender and may be played alone or with other cards. If played alone, the player must state what color the card is.

A Wild Card cannot be played as a Dodge card.



ENDING THE GAME

The last player left standing wins the pumpkin fight!

TWO PLAYERS STANDING: If only two players are left in the game, a Dodge blocks any thrown pumpkins and the turn ends.

NO CARDS IN HAND: If a player's hand is ever empty, they draw two cards from the draw pile.

NO CARDS TO DRAW: If the draw pile is ever empty, shuffle the discard pile to create a new draw pile.



Contents: 46 Pumpkin Cards, 13 Hit Cards, 1 Pumpkin Die, 1 Thrower Token, Instructions

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