

HOCUS POCUS

Tricks & Wits!

Card Game

INSTRUCTIONS

It's All Hallows' Eve and the Witches have risen again! The Kids need to stop them by finding the Witches' ghostly spellbook before the black flame candle burns out! Split into teams, try to outsmart your opponents, and grab the right cards in time to win!



HOW TO PLAY

The game is played over six rounds. In each round:

- 1 Each player plays one Action card **face down**.
- 2 All players reveal the card they played at the same time, then take turns doing what their card says, from lowest to highest number.
- 3 Once all players take their turn, the candle burns down—move the black flame on top of the Candle card below it. (In later rounds, as the black flame is on a stack, move the whole stack.)
- 4 All players discard their remaining Action cards to a team discard pile and draw three new cards from their team's deck. If a deck runs out, shuffle the discard pile to form a new deck.

Repeat steps 1 through 4 until the black flame has nowhere to move (the end of Round 6). Then the game ends.

YOUR STASH

The Hocus Pocus card(s) in front of you are your stash. You may look at them at any time. When you take a card, add it to your stash **face down**, placing it on either end of the row. You cannot re-order the cards in your stash unless an action or die roll lets you shuffle them. You may have a maximum of **three cards** in your stash at any time. Before you would take a fourth card, you must first choose a card from your stash to put back in the center.

Max Stash with 3 Players

If teams are uneven, the player without a teammate can still have up to three cards in their stash. However, each player on the other team (the team of two) can each have **only two cards** in their stash at a time.



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18 Witch Action Cards

18 Kid Action Cards

6 Candle Cards

4 Reference Cards

13 Hocus Pocus Cards

4 Tokens

Die

OBJECT

At the end of the game, if a player has the Book card, their team wins! However, if **ONE PLAYER** has both Special cards, then their team wins, even if the other team has the Book.

Note: If none of the players have the Book or both Special cards, then neither team wins—play again!

TALKING TO TEAMMATES

Players can say anything they want to their teammate, but everything they say must be clearly heard by all players. You can tell your teammate what cards you have in your stash and what cards you've seen. Although, you don't have to tell the truth! You can bluff or talk in code. But be wary—the other team is listening!

SHADOW ACTIONS

If you don't have a teammate, you may do a Shadow Action on your turn, as listed on the back of the reference card. What you can do changes each round. You may do it immediately before or after you use your Action card.

Note: In a game with 4 players, Shadow Actions aren't used and can be ignored.

You can now start playing! As you play, see below and the next page for details on Tricks, Matching Pairs, card actions, and die rolls.



TRICKS!

If a Trick card from your stash is pushed or swapped by an opponent, immediately reveal the Trick! The player taking their turn finishes, pushing or swapping the Trick as normal. But then, before another action is taken, you roll the die!

SETUP

- 1 Split into two teams (Kids and Witches), as equally as possible. Teammates should sit next to each other.
- 2 Give a reference card to each player and give the Kids team the four tokens. Place the die nearby.
- 3 Each team takes their Action cards, shuffles them, and deals three to each player on their team. Place the rest in a face-down deck in reach of all teammates.
- 4 All together, look at the abilities on the Hocus Pocus cards. Then shuffle them and deal one **face down** to each player. If a player has no teammates, deal them a second card. Arrange the remaining Hocus Pocus cards **face down** in a 3x3 grid in the center of the table.
- 5 Arrange the Candle cards to create the black flame candle, as shown, according to the numbers.

Setup for 3 Players



MATCHING PAIRS!

During the game, if you have a matching pair of Hocus Pocus cards in your stash, you may reveal them at the end of your turn to roll the die twice. Then remove the matching pair from the game.

CARD ACTIONS & DIE ROLLS

All actions are optional and each action must be completed before another action can be taken. They only affect Hocus Pocus cards—not Action cards—unless specifically stated.

- Mark** Place a token on any card. The next time a Witch takes an action, they must choose a marked card for their action, if possible. When a Witch does an action to a marked card, the token is removed.
- Peek** Secretly look at any card, whether it's in the center or in a stash.
- Push** Slide any card from any player's stash into the center and shuffle it with the cards from one row.
- Reveal** Flip any card face up so all players can see it, then flip it face down again.
- Shuffle** Shuffle the cards in your stash and replace them face down.
- Swap** Swap any two cards, no matter where they are. You may swap from the center to a stash, between two stashes, or even within a single stash.
- Take** Take any card from the center. (You cannot take from a stash.)

