

1

Clown

With 2 or 3: Scare
With Blood: Steal

2

Vampire

With 1, 3 or 4: Scare
With Blood: Steal

2

Vampire

With 1, 3 or 4: Scare
With Blood: Steal

3

Witch

With 1, 2, 3 or 5: Scare
With Blood: Steal

3

Witch

With 1, 2, 3 or 5: Scare
With Blood: Steal

3

Witch

With 1, 2, 3 or 5: Scare
With Blood: Steal

4

Scarecrow

With 2, 3, 4, or 6: Scare
With Blood: Steal

4

Scarecrow

With 2, 3, 4, or 6: Scare
With Blood: Steal

4

Scarecrow

With 2, 3, 4, or 6: Scare
With Blood: Steal

4

Scarecrow

With 2, 3, 4, or 6: Scare
With Blood: Steal

5

Gargoyle

With 3, 4, 6, or 7: Scare
With Blood: Steal

5

Gargoyle

With 3, 4, 6, or 7: Scare
With Blood: Steal

5

Gargoyle

With 3, 4, 6, or 7: Scare
With Blood: Steal

5

Gargoyle

With 3, 4, 6, or 7: Scare
With Blood: Steal

5

Gargoyle

With 3, 4, 6, or 7: Scare
With Blood: Steal

6.

Bogeyman

With 4, 5, 6, or 8: Scare
With Blood: Steal

6.

Bogeyman

With 4, 5, 6, or 8: Scare
With Blood: Steal

6.

Bogeyman

With 4, 5, 6, or 8: Scare
With Blood: Steal

6.

Bogeyman

With 4, 5, 6, or 8: Scare
With Blood: Steal

6.

Bogeyman

With 4, 5, 6, or 8: Scare
With Blood: Steal

6.

Bogeyman

With 4, 5, 6, or 8: Scare
With Blood: Steal

7

Werewolf

With 5, 6, 8, or 9: Scare
With Blood: Steal

7

Werewolf

With 5, 6, 8, or 9: Scare
With Blood: Steal

7

Werewolf

With 5, 6, 8, or 9: Scare
With Blood: Steal

7

Werewolf

With 5, 6, 8, or 9: Scare
With Blood: Steal

7

Werewolf

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With Blood: Steal

7

Werewolf

With 5, 6, 8, or 9: Scare
With Blood: Steal

7

Werewolf

With 5, 6, 8, or 9: Scare
With Blood: Steal

8

Zombie

With 6, 7, or 9: Scare
With Blood: Steal

8

Zombie

With 6, 7, or 9: Scare
With Blood: Steal

8

Zombie

With 6, 7, or 9: Scare
With Blood: Steal

8

Zombie

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With Blood: Steal

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With 6, 7, or 9: Scare
With Blood: Steal

8

Zombie

With 6, 7, or 9: Scare
With Blood: Steal

8

Zombie

With 6, 7, or 9: Scare
With Blood: Steal

8

Zombie

With 6, 7, or 9: Scare
With Blood: Steal

9.

Skeleton

With 7 or 8: Scare
With Blood: Steal

9.

Skeleton

With 7 or 8: Scare
With Blood: Steal

9.

Skeleton

With 7 or 8: Scare
With Blood: Steal

9.

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Skeleton

With 7 or 8: Scare
With Blood: Steal

9.

Skeleton

With 7 or 8: Scare
With Blood: Steal

Blood

*Add to Blood Pile
With Monster: Steal*

Blood

*Add to Blood Pile
With Monster: Steal*

Blood

*Add to Blood Pile
With Monster: Steal*

Blood

*Add to Blood Pile
With Monster: Steal*

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With Monster: Steal*

Blood

*Add to Blood Pile
With Monster: Steal*

Blood

*Add to Blood Pile
With Monster: Steal*

1

Sewer

Claim on tie

2

Crypt

Blood x2

3

Hut

Eat on Scare

4

Farm

Hard to Steal

5

Tower

Hard to Scare

6

Basement

Steal for free

7

School

Retaliate

8

Graveyard

Bury own

9

Closet

Scare on same

Spooky
Places

1 Laboratory Shadow on Scare	6. Ghost With 4, 5, 6, or 8: Scare With Blood: Steal	6. Ghost With 4, 5, 6, or 8: Scare With Blood: Steal	6. Ghost With 4, 5, 6, or 8: Scare With Blood: Steal	6 Mine Shadow from Blood
1 Igor With 2 or 3: Scare With Blood: Steal	6. Ghost With 4, 5, 6, or 8: Scare With Blood: Steal	6. Ghost With 4, 5, 6, or 8: Scare With Blood: Steal	6. Ghost With 4, 5, 6, or 8: Scare With Blood: Steal	Shadow Variant

3 Flower shop Eat Werewolf/Zombie	3 Plant With 1, 2, 4 or 5: Scare With Blood: Steal	3 Plant With 1, 2, 4 or 5: Scare With Blood: Steal	3 Plant With 1, 2, 4 or 5: Scare With Blood: Steal	Mad Science Variant
4 Mansion Collect Blood	4 Assistant With 2, 3, 4, or 6: Scare With Blood: Steal	4 Assistant With 2, 3, 4, or 6: Scare With Blood: Steal	4 Assistant With 2, 3, 4, or 6: Scare With Blood: Steal	4 Assistant With 2, 3, 4, or 6: Scare With Blood: Steal

SPOOKY TOWN

2-5 players. 20 minutes. 10+.

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Halloween is coming and this town isn't big enough for all its scary monsters! Scare away the competition so you can haunt all the best places when all the little kids come out for trick-or-treat!

Objective

Play Monsters and Blood from your hand to claim Spooky Places and collect Blood for Halloween. Spooky Places are worth 1-9 points and cards in your Blood Pile are worth one point each at the end of the game.

Components

9 Spooky Place cards numbered 1-9. 60 Spooky Town cards: 15 Blood, 1 Clown, 2 Vampires, 3 Witches, 4 Scarecrows, 5 Ghosts, 6 Bogeymen, 7 Werewolves, 8 Zombies, and 9 Skeletons.

Setup

Place the 9 Spooky Places in the centre of the table between you. Use a die to keep track of game round and who is first player. First player moves around the table after each round. Play 6 rounds (5 rounds in a 5 player game).

Each round

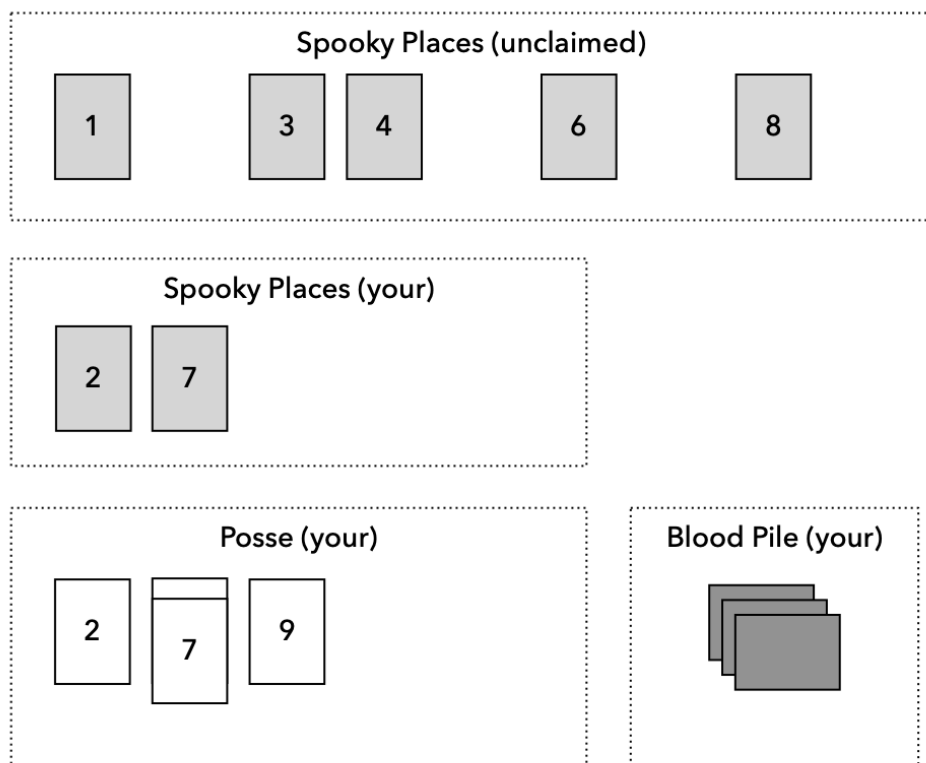
Deal 5 cards to each player. When the deck runs out, shuffle the discards into the deck every round before dealing. (If there is not enough cards for everyone in the last round, deal 4 cards to each player).

Each player simultaneously selects two cards to play and three to discard face down.

Players then reveal and resolve in order. Players add Monster cards to their Posse and Blood cards to their Blood Pile. Certain combinations of cards have an additional effect.

Add Monsters to your Posse

When you play Monster cards, lay them down on the table in front of you, one column per value. This is your **Posse**. When you have most Monsters of a kind you can take over a Spooky Place.

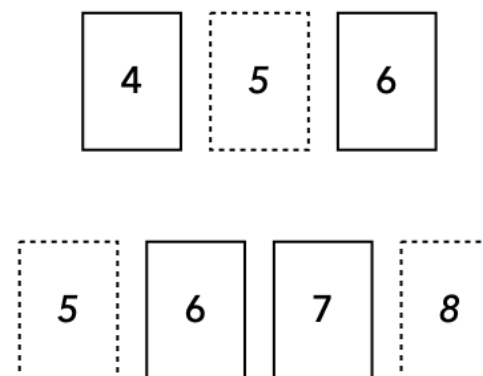


Scare

When you play two Monster cards with exactly one card in between or with consecutive values, you may scare away a Monster from another player's Posse.

If you play two cards with exactly one card in between, choose a Monster card with the in between value and discard it. For example if you play a 4 and a 6, you can scare away a 5.

If you play two cards with consecutive values, choose a monster card valued one higher or one lower and discard it. For example if you play a 6 and a 7, you can scare away a 5 or an 8.

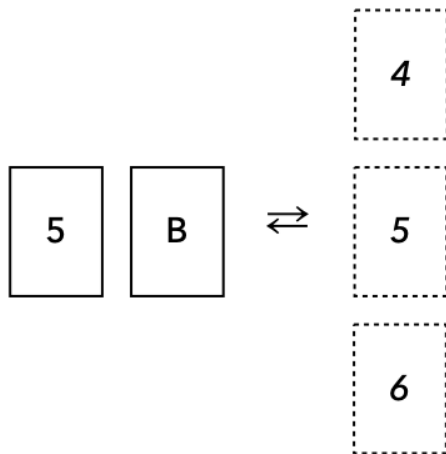


Add Blood to your Blood Pile

When you play a Blood card, add the card to your **Blood Pile**, a face down pile next to your Posse. Cards in your Blood Pile are worth points at the end of the game.

Steal

When you play a Blood card with a Monster card, you may steal a Monster from another player's Posse. Add the Blood card to the Blood Pile of another player (instead of your own) and take a Monster card from that player's Posse with the same value or one higher or one lower than the Monster card you play. For example if you play a 6 with a Blood card, you can steal a 5, 6 or 7 from another player.



Spooky Places

Claim a Spooky Place at any time during your turn when you have more Monster cards of a kind than any other player. Take the Spooky Place with the same number as the Monsters and place it above the matching column in your Posse. Spooky Places are worth points at the end of the game and give you special powers during the game.

You may use the power of a Spooky Place in the turn you claim it. For example you may play a 6 and a Blood, claim the Basement then Steal a 5, 6, or 7 from another player's Posse and put the Blood card in your own Blood Pile using the special power of the Basement.

If you lose the last Monster of a kind for a Spooky Place that you have claimed, return the Spooky Place to the centre of the table.

End of game

The game ends after six rounds (5 player game: 5 rounds).

Count points to see which Posse takes over Spooky Town this Halloween. Claimed Spooky Places are worth their number in points. Cards in your Blood Pile is one point each (double if you have the Crypt). Most points wins.

Spooky Place Powers

1 Sewer: Claim on tie

Claim a Spooky Place even if you are tied with another player.

This place stinks!

2 Crypt: Blood x2

Cards in your Blood Pile are worth double at end of game.

Anything to drink, Sir?

3 Hut: Eat on Scare

When you discard a Monster from an opponent's Posse, add the discarded Monster to your Blood Pile. *What's for dinner?*

4 Farm: Hard to Steal

Opponents can only Steal a Monster from you if they play a Monster with the same value as the Monster they Steal. *Home sweet home.*

5 Tower: Hard to Scare

Opponents cannot Scare your Monsters if they play Monster cards with consecutive values. *Not scary at all!*

6 Basement: Steal for free

When you Steal add Blood to your own Blood Pile. *Party tonight!*
Free tickets!

7 School: Retaliate

When another player Scares one of your Monsters, discard one of the two Monsters played. *It's a wolf eat wolf world.*

8 Graveyard: Bury Own

Take one Monster from your Posse and add it to your Blood Pile.
Rest in Peace.

9 Closet: Scare on same

When you play two Monster cards with the same values, you Scare away a Monster with that value from an opponent's Posse.
This place ain't big enough for the three of us!

Mad Science Variant

3 Flower shop: Eat Werewolf/Zombie

Take a Werewolf or a Zombie from a Posse and put it in your Blood Pile. *Feed me!*

4 Mansion (Dr. Fred): Collect Blood

Take a card from opponent Blood Pile and put it in your Blood Pile. *Just a little sample!*

Shadow Variant

1 Laboratory (Dr. Frankenstein): Shadow on Scare

When you Scare a Monster from another player, you may add it to your Posse as a Shadow. *It's alive!*

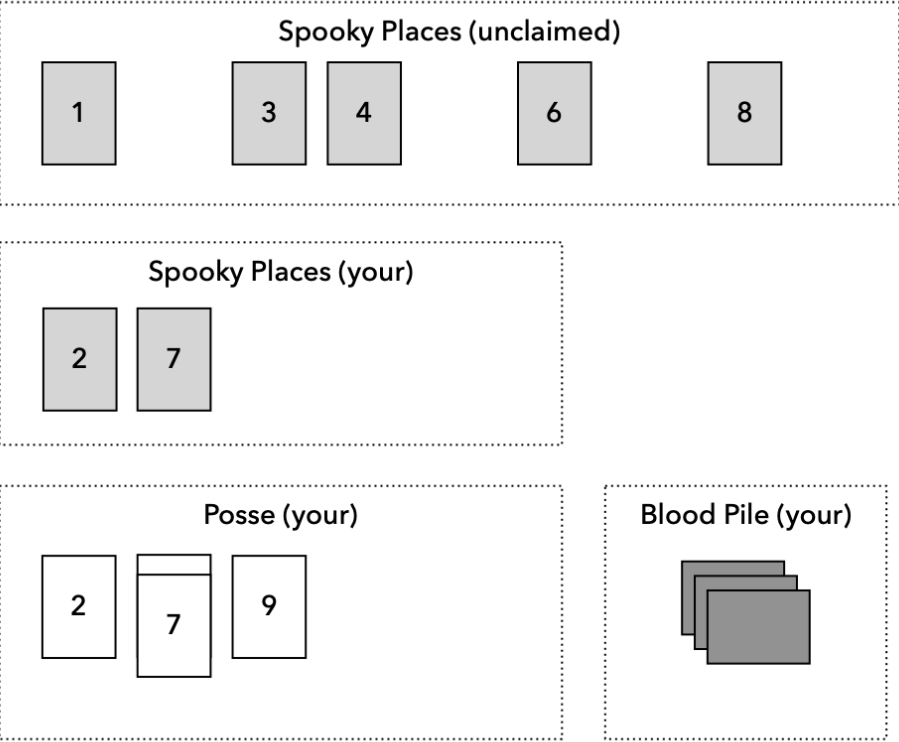
6 Mine: Shadow from Blood

When you play Blood, instead of adding it to your Blood Pile, you may add it to your Posse as a Shadow.

Shadow

A Shadow is a card placed face down in your Posse. It must be added to a column where you have at least one Monster. The Shadow counts as a Monster of that kind. Shadows are the first to be Scared away. If stolen by another player that player adds it to their Posse as a Shadow. If only Shadows remain in a column, they must be discarded.

Spooky Town overview



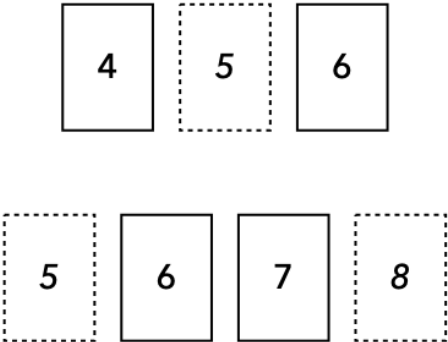
Play six rounds. Each round: Deal 5 cards play 2. Monsters go to Posse, Blood to Blood Pile.

Scoring

Spooky place: Worth their number. Blood Pile: Worth 1 per card

Scare

Discard a Monster from opponent Posse when you play two Monster cards with one in between or when you play two consecutive Monster cards:



Steal

Take a card from opponent Posse when you play a Monster card with Blood (Blood goes to opponent):

