

Midnight Stash

The Game

Midnight Stash is a game designed for 3 to 5 players, where one player controls a number of bullies while the other players control their own trick-or-treater. The trick-or-treaters move around the neighborhood collecting as much candy as they can before all of the lights go out; all the while bullies attempt to take away their hard-earned sweets. This game consists of 24 rounds. Each round then contains 3 different phases: Trick-or-treater turns, bully turns, and the end phase.

Set-Up Supplies

Before the game starts, players must set up the board and gather the things that they will need to play. Trick-or-treaters will need to grab a movement scale and a candy stash bag. The player controlling the bullies will be the bully kingpin. The time tracker, the candy bank with all of the candy in it and the house cards are placed where all players can reach them.

Selecting Costumes

Additionally, trick-or-treaters will need to get a costume. From the costume cards, players will randomly take one costume (without looking) and slide it into a plastic base. This is their player token.

Selecting Bullies

The bully kingpin selects a number of bullies equal to the number of trick-or-treaters. For instance, if there are 2 trick-or-treaters, Bully 1 and Bully 2 will be selected and used. These bullies will be put into plastic bases. They are bully tokens.

Setting Up The Board

The player tokens are placed onto the middle of the board, on the space denoted with the treehouse. The bully tokens are placed on the spaces marked with their respective starting positions.

Trick-Or-Treater Turns

Trick-or-treaters all take one turn each, in the same order each round, starting with the youngest player, going counter-clockwise around the table. Whenever one of these players takes a turn, they may do any combination of the following: Move their player token, knock on a house, and stash their candy.

Movement

The movement scale indicates the maximum number of spaces a trick-or-treater can move in a turn. As candy fills in the scale, the maximum number of spaces will decrease.

Streets with arrows allow continuation of movement from one side of the board to the opposite end. Also, both bully and player tokens are prohibited from moving from one house-space to another. (House spaces can only be accessed from the street.)

Landing on a house

As you play, there will be 3 states of houses: Empty house spaces, revealed house spaces and houses with their lights turned off. If you land on a house space without a house card, draw a

house card and place it on the space face up and then knock on the door. Knocking is mandatory when landing on an empty house space. If the house space already has a revealed house card, you may choose to knock on the door. Houses with the lights turned off are indicated by the house cards being flipped upside down. You can land on these spaces, but may not knock on them.

When you draw a house card, there is a chance that the house card will be a special house. If this is the case, refer to the [special house chart](#) for instructions on how to proceed. Afterward, place the special house card face down on the space to indicate that the lights are off.

If a drawn house card's time has already past, you may not knock on the door or receive any candy from that house. Instead, place that card face down to indicate that the lights are off. You may land on multiple houses during any given turn as long as you still have remaining movement.

Knocking on a door

Knocking on a door allows you to get candy from that house if the house's lights are still on. Each house will have a large number on it, indicating how many pieces of candy you can get from that house. Some houses may have one or two candy bonuses that are given to specific costume types. Take the proper amount of candy from the candy bank and place it onto your movement scale to fill in bubbles from left to right. (One piece of candy for each empty bubble.) You may never hold more than 10 pieces of candy. If you are ever given more candy than 10 pieces, simply place the remainder back into the candy bank.

After knocking on a door and getting candy, mark off your space on the house card so that you may never knock on the same door twice.

Stashing candy

If a player token is ever on the space marked with the treehouse, the player may stash his candy. This means that all of his candy is taken from his movement scale and put into his candy stash bag. Candy that is put into the candy stash bag may not be taken by bullies.

Bully Turns

After the trick-or-treaters take their turns, the bullies will each have a turn, controlled by the bully kingpin. Bully 1 will be moved first, then Bully 2, etc.

Movement

Movement for bully tokens are determined by a dice roll. Roll the D12 and refer to the [Bully Movement Chart](#) to see which actions the bullies must take. A bully may not move past a trick-or-treater. Instead, they land on the player and stop.

Streets with arrows allow continuation of movement from one side of the board to the opposite end. Also, bully tokens are prohibited from moving from one house-space to another. (paces with houses can only be accessed from the street.) Bullies cannot knock on doors or receive candy from houses.

Landing on a player token

Whenever a bully token lands on a player token, the bully kingpin and that player play a round of Rock, Paper, Scissors (best out of three). If the bully kingpin loses, then that bully's turn is

over and the two tokens remain where they are. However, if the bully kingpin wins, the bully token is moved back to the bully's respective starting position on the board. The player token is moved to the treehouse space on the board and the player's movement scale is emptied. Instead of the candies being stashed, they are returned to the candy bank.

End Phase

Time change

At the end of each round after the bully's have all moved, time is advanced 15 minutes. This is represented on the time tracker. Use a piece of candy to mark the current time and move this piece of candy forward 15 minutes at the end of each round.. Whenever the time tracker cannot be moved any further, the game is over. That means that the last turn that players can move is on 12:00.

Houses are flipped over

After the time tracker is moved, flip over all of the house cards that show the corresponding time on them. These houses turn off their lights. For instance, a house that notes a time of '10:30' should be flipped over when the time tracker approaches that time to represent it's closing.

End Of Game

At the end of the game, the player with the most amount of candy inside of his/her candy stash bag is the winner. Candy that still remains on the players' movement scales is discarded and will not be included in their full count of candy.

Bully Movement Chart

D12	B1: Biker Bully	B2: Mean Bully
1	Move 1 space	Move 1 space
2	Move 2 spaces	Move 1 space
3	Move 2 spaces	Move 1 space
4	Move 3 spaces	Move 2 spaces
5	Move 3 spaces	Move 2 spaces
6	Move 4 spaces	No movement
7	Move 5 spaces	Move 3 spaces towards the nearest Funny costume
8	Move 3 spaces east or west	Move 2 spaces towards the nearest Cute

		costume
9	Move 3 spaces north or south	Move 2 spaces towards the nearest Cool costume
10	No movement	Move 2 spaces towards the nearest Scary costume
11	Teleport back to base	Move 1 space towards the Cheap costume
12	Move 2 spaces towards the player with the most candy	Move 3 spaces towards the player with the most candy

Special Houses Chart

Special House	Action
Candy Bowl	Your movement scale is filled all the way up to 10!
Bully House	Your player token is sent all the way back to the treehouse space and all of your candy on your movement scale is put back into the candy bank.
No One Home!	Nothing happens.
House Party	Roll a D12. If the number is odd, nothing happens. If the number is even, lose a number of candy equal to half of that amount.
Weird Family	Roll a D12. If the number is odd, nothing happens. If the number is even, get a number of candy equal to half of that amount.
Haunted House	All of your candy on your movement scale is put back into the candy bank.
Special House: Funny	If you have a <u>funny</u> costume, you get 5 pieces of candy. Otherwise, nothing happens.
Special House: Scary	If you have a <u>scary</u> costume, you get 5 pieces of candy. Otherwise, nothing happens.
Special House: Cheap	If you have a <u>cheap</u> costume, you get 7 pieces of candy. Otherwise, nothing happens.
Special House: Cute	If you have a <u>cute</u> costume, you get 5 pieces of candy. Otherwise, nothing happens.

Special House: Cool	If you have a <u>cool</u> costume, you get 5 pieces of candy. Otherwise, nothing happens.
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