



The costume party is in full swing!

All the attendees are wearing their best costumes.

Vampire, alien, witch, slime monster...

There's something for everyone! But who is hiding
behind these masks and costumes?

Happy children celebrating or naughty little monsters
wanting to join the fun?



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GOAL OF THE GAME

In this asymmetric game, you are either a **MONSTER** who wears a costume to join the party, or the **SEER** who is trying to unmask the little rascals.



If you are a MONSTER: Play with the other monsters against the seer and pay close attention to the disguises that appear in her visions to avoid being spotted!



If you are the SEER: Memorize the costumes that appear in your visions and use your incredible flair to unmask the monsters at the party!



SETUP

1 The players decide who will be the seer for the whole game. This player places the **SEER** tile in front of them.

2 The other players each take a **MONSTER** tile and place it in front of them.

3 The seer shuffles the Vision cards and then, without looking at them, removes as many cards as there are monster players (put them back in the box). They make a deck with the rest of the cards and place it, face down, next to their Seer tile.
Example: In a 5-player game, there are 4 monsters at the table, so the seer removes 4 Vision cards.

4 Spread out the Costume cards face up in the center of the table, within reach of all players.

5 The Seer draws the top Vision card and places it face up in front of them. *On the first turn, they will draw a second Vision card, which they will place on top of the first card.*





PLAYING THE GAME

The party has started! The game plays over a series of turns until the seer accuses a monster or all the Vision cards are revealed and they must accuse a monster. Each turn has 3 steps: **1. Vision, 2. Party, 3. Accuse & Reveal.**

1 VISION



Note: Each new Vision card must be placed on top of the others, so you cannot see the earlier ones.

At the start of each turn, the seer flips over a Vision card, places it on top of the other face-up cards, and announces the costume on the card. **All costumes revealed on these cards can no longer be worn by monsters** without a risk of being caught by the seer!

2 PARTY

The seer then closes their eyes and slowly sings "1, 2, 3, I'm gonna catch you!" (or counts to 5). While the seer's eyes are closed, the monsters each choose a Costume card and place it on their **MONSTER** tile before the song ends. **Monsters must change costumes each turn** so they aren't spotted!



At the end of the song, the seer opens their eyes and looks at the costume each monster is wearing:

Warning: *At the end of the song, if any of the monsters is not wearing a disguise, all of the monsters instantly lose the game!*

- ☹ If the seer does not think that these costumes **have ever appeared** in their visions, they can decide not to accuse anyone. **The monsters put their Costume cards back and mix them up with the ones spread out on the table.** A new turn can begin.
- ☹ If the Seer thinks one or more of these costumes **have appeared** in their visions, **they can accuse the monsters of having invited themselves to the party!** The seer checks all the previously revealed Vision cards:
 - ☺ If none of the costumes worn this turn match these Vision cards, the monsters successfully hid!
The monsters win the game together!



- ☺ If at least 1 of the costumes worn this turn matches these Vision cards, the seer managed to unmask the monsters! **The seer wins the game!**





END OF THE GAME



The game ends:

- ★ When the seer accuses the monsters (if the accusation is correct, the seer wins, otherwise the monsters win);
- ★ When the seer opens their eyes and 1 or more monsters aren't wearing a costume, or they have put on the same disguise as in the previous turn (the monsters immediately lose the game);
- ★ When all the Vision cards are revealed and the monsters remain hidden for the last time. They avoided all of the seer's suspicions and win the game together!



SCORING (OPTIONAL)

You don't need to count up your score to determine who won. If you ever want to improve your score, use these optional scoring rules.

Count the number of Vision cards still in the deck. This means the faster the seer makes an accusation, the fewer points the monsters get!



The **SEER** made an incorrect accusation:



MONSTERS win!
GOOD JOB!



The **SEER** loses...
But good try!

The **SEER** made a correct accusation:



The **SEER** wins! **GOOD JOB!**

MONSTERS' score:



10+ cards in the
deck: Ouch,
try again!



5-9 cards in the
deck: Not bad!



1-4 cards in the
deck: You really
are clever!



0 cards in the deck:
Aaah you were
almost there...

CREDITS



THANKS

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Benoit: for Garance, my little sweetheart who loves dressing up.

Florian: for my Manon, who loves dressing up as a dragon!

LOKI thanks the schools of Ludres and Heillecourt for their valuable feedback.



DID YOU KNOW?

Princess, vampire, or even pirate: wearing costumes has always been a way to have fun and transform yourself. But did you know that costumes go way back in history?

Starting in Antiquity, Romans wore disguises to celebrate spring and guarantee plentiful harvests for the year.



These celebrations inspired carnivals, a huge festival with parades, dancing, singing, and costumes! This was also a time to enjoy sweets and other tasty treats! Certain carnivals are celebrated around the world, like the ones in Venice or Rio.

Even Halloween evolved from an even older festival: Samhain. This Celtic festival was celebrated during fall to mark the end of summer and beginning of the “dark season”. The Celts donned costumes to scare away spirits passing between worlds on this particular night. Halloween is still popular in the United States and Celtic countries. Today, costumed children go from door to door asking for tricks or treats!

