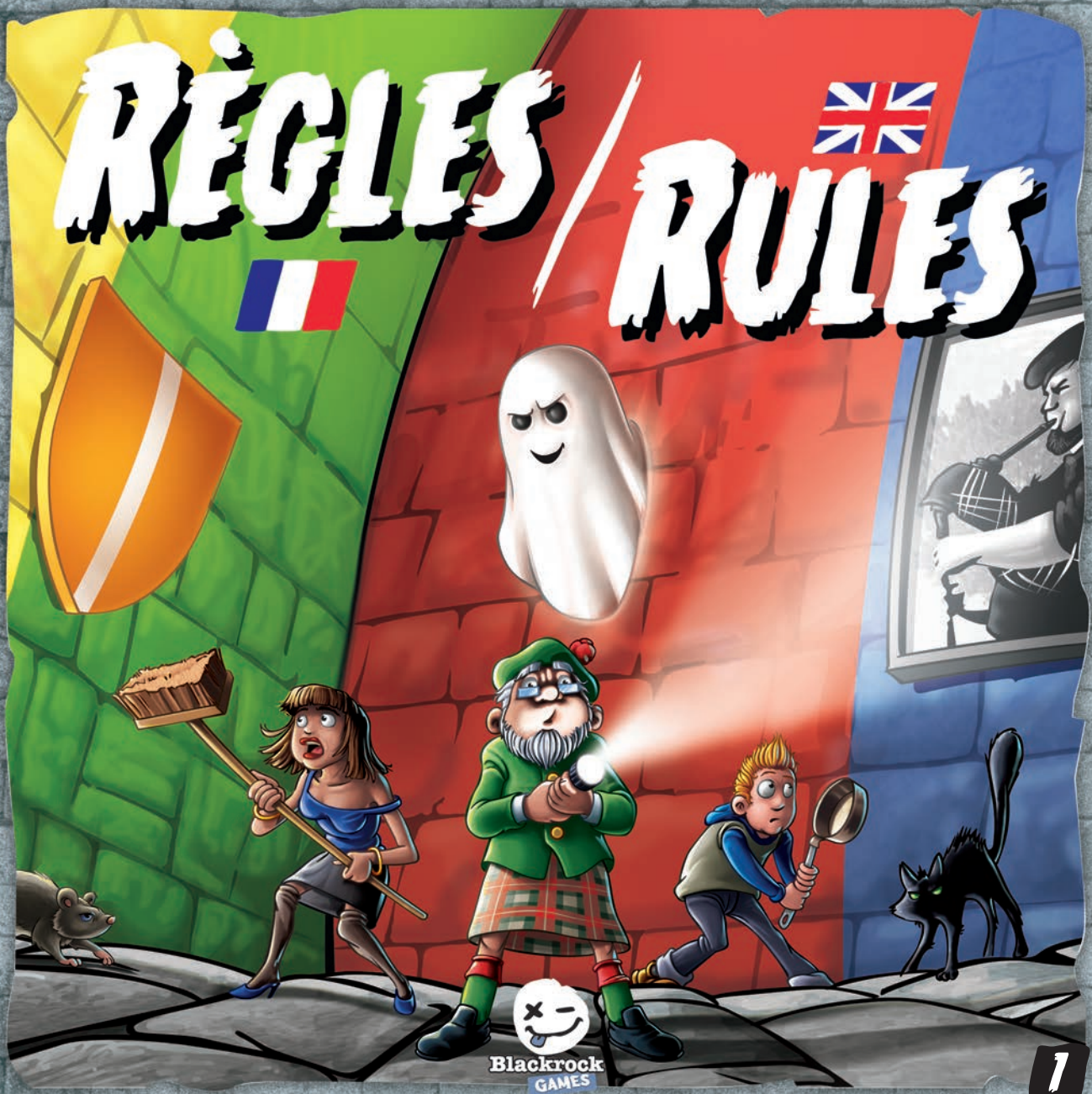
RÈGLES
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Blackrock
GAMES
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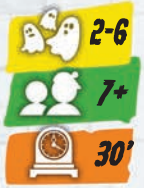


BOO!

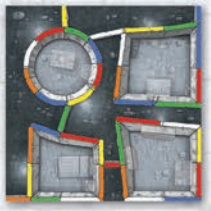
CHRISTOPHE GONTHIER

TONY ROCHON

You are attending the great ghost apprentice competition in "Blackrock Castle", northern Scotland. In this tournament, you will have to scare as many visitors as possible, so as to win the disputed "Ghost Master" title.

CONTENTS

9 "Castle" tiles



15 "Visitor" tokens



1 Ghost



6 "Wall" tiles



4 special tokens



"Trapdoor" side



"Transition" side



1 rule book





OBJECT OF THE GAME

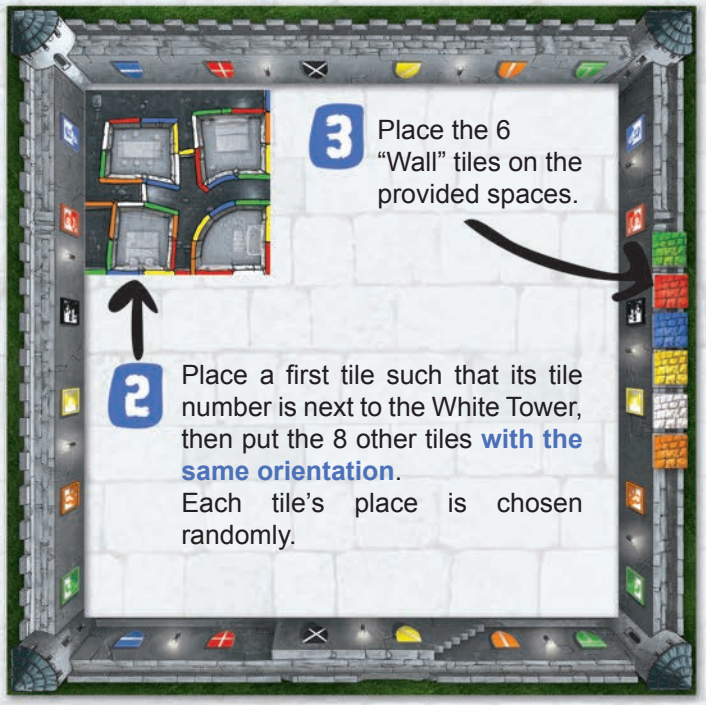
In each turn, be the fastest to find the way for the ghost to reach a visitor and scare him.

SET UP



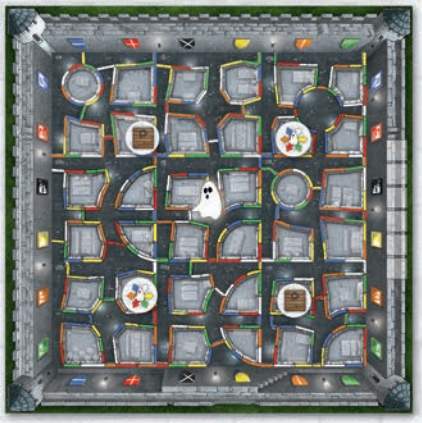
1 Assemble the elements to place the castle periphery as defined below. (Identical coats of arms and identical portraits are laid face to face).

4 Put the Ghost in one of the 4 rooms of the central tile.



3 Place the 6 "Wall" tiles on the provided spaces.

2 Place a first tile such that its tile number is next to the White Tower, then put the 8 other tiles **with the same orientation**.
Each tile's place is chosen randomly.



5

For the first games, place 2 trapdoors and 2 transitions as shown above.
Thereafter, without changing the positions defined above, you can change the transition/trapdoor ratio for renewed games.
Later, when you are more seasonned, you can reduce the number of Trapdoor/Transition tiles and change their positions, but the game will be very adventurous...

6 Create a "Visitor" token stack with the visitor side visible. The tokens are placed in ascending order (1 always being at the top).

1 to 9 for 2 players / 1 to 12 for 3 and 4 players / 1 to 15 for 5 and 6 players.



The first player is the one who wears the most white clothes. He randomly announces which route is chosen for the game (1, 2, 3, or 4).

GAME TURN

1. Place a “Visitor” token;
2. Simultaneously search for a ghost’s route;
3. Move the ghost;
4. Change the first player clockwise.



PLACE A “VISITOR” TOKEN

The first player takes the “Visitor” token from the top of the pile and turns it over towards him, he looks at the coat of arms and the portrait shown for the route chosen for the game.
The coat of arms and the portrait determine in which room the player immediately places the token, with its character side up.



For route 2, the intersection bewteen the yellow coat of arms and the red portrait defines the visitor’s position.

SIMULTANEOUSLY SEARCH FOR A GHOST’S ROUTE

As soon as the “Visitor” token has been placed, all the players mentally search for the way that allows the Ghost to reach the visitor and scare him.

The ghost can use the corridors, enter and leave the rooms, and pass through walls, using one single color. In a single move, the Ghost must reach a Visitor by passing through walls of only one color.



The ghost reaches the visitor by passing through white walls.

THE GHOST PASSES THROUGH WALLS PERPENDICULARLY



YES YES YES NO

SPECIAL TOKENS

TRAPDOOR

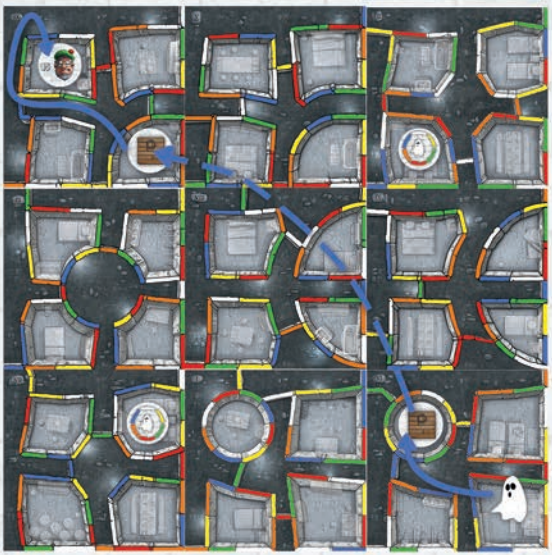


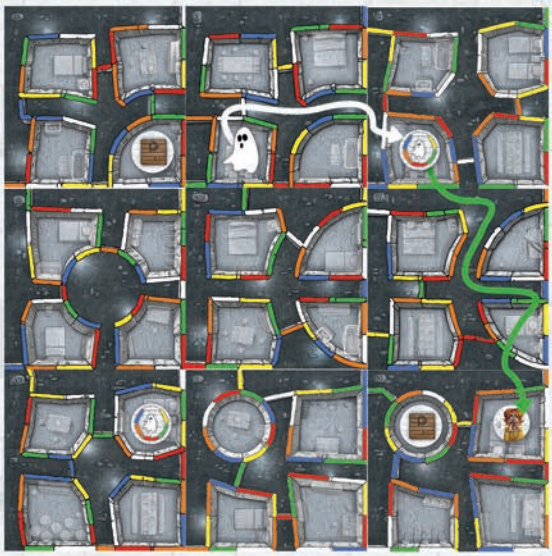
During a move, when the ghost goes through a room containing a “trapdoor”, the player can either continue his move normally, or use this secret passage and go directly to another room showing a “trapdoor”, he then resumes his move using the same color.

TRANSITION TOKEN



During a move, when the ghost goes through a room containing a transition, the player can either continue his move normally, or change this move’s color from this room on.





The players can use several special tokens during one move.

MOVE THE GHOST

The first player to find a route announces “Booo” and his move’s starting color; then, he immediately shows the route he has found.

When the route is valid

The player moves the Ghost to the room containing the Visitor. He takes the “Visitor” token, and lays it visitor face visible. He also puts the “Wall” tile of the color he used for his route in front of him. This tile is taken either from the reserve or in front of a player who had previously acquired it. => During any move (or part of a move in the event of a transition), the players can never use the colors of the “Wall” tiles placed in front of them.

=> When a player uses several colors in a move – thanks to the “Transition” tokens, he only takes, once the move is over, the “Wall” tile of the last color he used.

The route is not correct if:

1. The player uses the color of a “Wall” tile in front of him => the search starts again for all players.
2. The player cannot remember his route => The player must show his route immediately and without hesitation, otherwise he stops his action and the search starts again for all players.

Particular case :

If a player thinks that no route is possible for him, he raises his hand. When more than half the players raise their hands, the search ends for everyone. The “Visitor” token is discarded and the Ghost takes its place. The first player changes and a new game turn begins.

END OF THE GAME

The game ends in 3 cases

1. A player has 4 “Wall” tiles in front of him
=> he wins.



2. A player has 5 “Visitor” tokens in front of him
=> he wins.



3. The stack of “Visitor” tokens is exhausted
> The players add up their walls and visitors
=> the highest total wins.
> In case of a tie: the last of the tied players who won a visitor wins.



Blackrock adresse ses remerciements à Christophe Gonthier qui n'a pas hésité à nous confier son jeu, à Tony et à tous ceux qui ont contribué à adapter cette édition avec une pensée particulière pour Gabriel qui se reconnaîtra.

Blackrock would like to thank Christophe Gonthier who did not hesitate before entrusting us with his game, Tony, and everyone who helped adapting this edition, particularly Gabriel, who will recognize himself.

