Stefan Kloß

Spookies



TL 86932

An exciting risk taking game
for 2 to 5 fearless players
ages 8 and over

HABA®

Are you brave? Of course you're brave! And it is precisely this bravery that you'll need if you want to pass the dare with the four friends Poppy, Kracko, Duffy, Hanja, and their dog Schnuffer. Many ghosts and other dangers are lurking in the old haunted house! The five friends delve deeper into the house, turn after turn, and it gets scarier the further you move toward the spooky attic!

AIM OF THE GAME

Whoever has collected the most spookies-points at the end of the game, is the winner! You receive Spookies chips every time you venture into the haunted house or climb up one floor. The higher you climb, the more Spookies you can collect. But if you take to a high of a risk, you may lose Spookies as well.

CONTENT



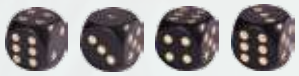
1 game board



5 character figures:
Kracko, Schnuffer, Hanja, Duffy and Poppy



1 friend die



4 number dice



75 Spookies chips
(30 x 1, 20 x 2, 15 x 3, 10 x 5)

GAME PREPARATION

Place the game board in the middle of the table and place the 5 characters in front of the garden gate. We recommend not to use the full amount of chips when playing with less than 4 players:

2 players:	50 chips
3 players:	60 chips
4 or 5 players:	75 chips

Count the chips face down and put the surplus chips back in the box. Place the others face down next to the game board.

The bravest player gets first turn, he takes the friend die and the 4 number dice.

HOW TO PLAY

Players must first roll the friend die to determine which character to move during their turn. The 5 friend characters do not belong to individual players!

Each turn plays as follows:

1. **Determine character to move (roll the friend die)**
2. **Choose number of dice (2, 3 or 4) and roll them**
3. **a. Move character upstairs (dice roll high enough), or**
   b. Move character downstairs (dice result was too low > turn ends), or
   c. Do not move character (dice result was the same as the current space > turn ends)



1. Determine character

At the beginning of each of their turns players roll the friend die. The die determines the character to be moved during this turn. If you roll the question mark you may choose any character.

2. Pick and roll dice

In order to move upward, you need a dice score of at least the number of the next floor. For example if your character is on field ≥7, you need to roll at least an 8 to move up.

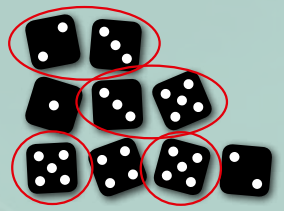
Only **the two highest dice** count for your score.

Example:

Roll using two dice: *Score: 5*

Roll using three dice: *Score: 8*

Roll using four dice: *Score: 10*



If you roll with four dice, you have the best chance of achieving the score you need, a medium chance with three dice, and you take the highest risk when rolling with only two dice. But if you roll with two dice, you may earn the most Spookies as a reward! Decide whether to use 2, 3 or 4 dice and roll them.



3a. Did it! Move character one field up

If you rolled at least the number on the next field, you move the figure **<u>one</u> field** upstairs. In addition, you earn as many Spookies as indicated in the table to the right of the field which you just got to. The number of Spookies you earn depends on the number of dice you used to roll.

2 dice: See column on the left

3 dice: See column in the middle

4 dice: see column on the right

Take the Spookies form the stockpile, do not look at the chips and place them face down in front of you.

Example:

Tim rolled Schnuffer as character for this turn. Schnuffer is still in front of the garden gate. Tim decides to use two dice, and rolls a 3 and a 4 (= 7). Because he managed to roll 5 or more he places the dog into garden on the field with the number ≥5. Tim checks the overview which tells him that reaching space ≥5 using 2 dice earns him 1 Spooky. Hence Tim takes 1 Spooky from the stockpile, places it face down in front of him and may continue his turn.



Roll again or quit voluntarily while you're ahead?

After each successful roll of the dice, you have to decide whether to roll again or quit voluntarily while you're ahead.

- If you roll again, decide anew on the number of dice you want to use for your next roll. You have to use the same character to move forward with for each roll of the dice in one turn.
- If you end your turn voluntarily, you'll keep all the chips you won and the next player will take their turn.

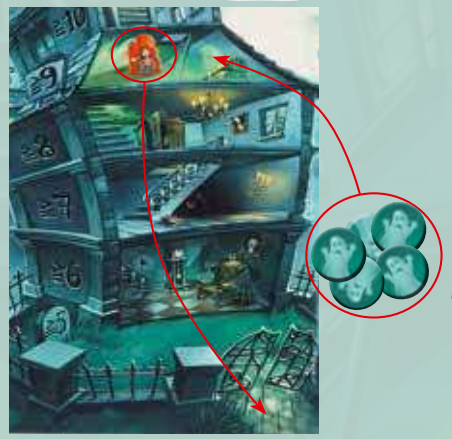


If you your character has reached the attic, you need to roll a 12 to be able to collect Spookies. If you succeed you earn the amount of Spookies indicated in the table next to field ≥11. The character will stay put on field ≥11. You may repeat this as often as you like until you end your turn voluntarily or fail to roll 12.

If the character you rolled already sits on field ≥11, you have to test your luck at least once.

3b. Didn't make it: Move character back downstairs

If your score is lower than the number of your current field, place the figure on the field corresponding to the score you rolled (if you rolled less than 5 then place the figure in front of the garden gate) and your turn ends. You have to pay a penalty using your Spookies. The penalty is one Spooky per field the character has to move downwards. Place these Penalty Spookies face down on the field where the character initially stood. If you don't have enough Spookies, you pay as many as you have.



Example:

Peter rolled Hanja, who is on field ≥9. He rolls 4 dice and gets 3, 1, 1 and 1. The result is 4 (sum of the two highest dice with the highest numbers: 3 + 1 = 4). Peter places Hanja In the starting area in front of the garden gate. He places 5 Spookies on field ≥9 as he had to move her 5 fields downwards.

Penalty Spookies

Anyone can collect Penalty Spookies, if the player has used only two dice to reach a field which they are on then the player receives Penalty Spookies in addition to the Spookies according to the overview, they will place them face down next to their chips and continue their turn. If you reached a field with Penalty Spookies using 3 or 4 dice, you cannot take any of the Penalty Spookies of this field.

3c. Dice result = field: Character stays put

If you rolled the exact number of the field your rolled character is in, you don't have to pay any Spookies. The character stays put, your turn ends.

END OF THE GAME

The game ends when the last Spooky is taken from the stockpile. Penalty Spookies still on the board are out of the game. Turn your Spookies over and add up the numbers on the chips. Whoever has the most Spookies-points wins the game.

"FREE CHOICE" VERSION

Tacticians will get more fun out of the game when playing without the friend die; it remains in the box in this version. Before each turn, you chose the character you want to use for that turn. You then have to keep using this character throughout your whole turn. Only when you get your next turn, may you choose a new character. You may choose the same character you used in your last turn as well.

Example:

Henry wants to move using Schnuffer, the dog. He chooses Schnuffer, rolls the dice and plays using Schnuffer for his whole turn. Now it's Dennis' turn and he wants to move using Schnuffer as well. He moves with the dog for his whole turn too. Mia is third and last in the round and she chooses Poppy for her turn. Now it's Henry's turn again and this time he chooses Kracko as his character.



Author: Stefan Kloß
Illustrator: Michael Menzel
Editor: Jürgen Valentiner-Branth

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Quick Reference Guide

AIM OF THE GAME

To move upstairs and collect the most Spookies-points.

PREPARATION

- Place the board in the middle of the table, the characters in front of the garden gate
- Place Spookies next to the game board (50 for a 2 player game, 60 for a 3 player game, 75 for a game with 4 or 5 players)
- The bravest player gets the dice

HOW TO PLAY

- Roll the friend die first to determine which character you will be moving with during your turn
- Roll 2, 3 or 4 of the number dice. Result: Sum of the two highest dice
  - Result higher than the number of the current field? Move the figure one field up, take Spookies chips according to the table
    - Decide whether to roll again or quit voluntarily while you're ahead
    - If you decide to roll again, decide on whether to use 2, 3, or 4 dice
  - Result is exactly the same as the number of your current field? Do not move the character, do not take any Spookies, your turn ends, no penalty
  - Result below the number of your current field? Place Penalty Spookies on the field (as many, as the character has to move fields downstairs), move the character according to result downstairs, your turn ends
- Take penalty Spookies from a field, if reaching the field by rolling only two dice (plus Spookies according to table)

END OF THE GAME

- Stack of Spookies empty = End of the game

Most Spookies-points = Winner

⚠ WARNING:
CHOKING HAZARD -
Small parts. Not for children under 3 years.