2-6

8+

15mn

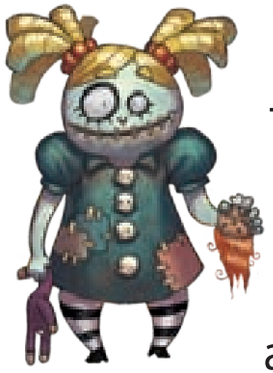
GHOOST!

RICHARD GARFIELD

Content
- *One rulebook.*
- *One box that doubles as the game board*
- *A deck of 62 cards. These cards are called "ghosts".*
- *9 "Boo!" token.*

PRESENTATION

Each player is the proud owner of a haunted mansion and must drive away all the inhabiting ghosts by dawn. And how does one drive a ghost away? By scaring it off with an even more frightening ghost! The last player to have ghosts in his mansion loses the game and has to make a terrifying ghostly sound!



GOAL OF THE GAME

The goal is to get rid of the ghosts in your Hand and in your Mansion as quickly as possible, and above all NOT to be the last player with ghosts left!

GHOST CARD INFORMATION



- **Ghostly value:** each ghost has a Ghostly value between 1 and 14. 1 is lowest and 14 highest.
- **Ability:** this ability has an effect on game mechanics.
- **Family:** ghosts are split in four families, color-coded for quick identification:

Common ghosts (white background),

Fearless ghosts (yellow background),

Special ghosts (blue background), and

Scary ghosts (red background).

- **Name**

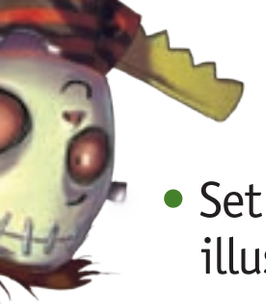


The box represents the Cemetery, where Ghosts are played.

Mansions are the individual draw piles that players must empty. They may not look at these ghosts. When a player empties his Mansion and has no ghosts left in Hand, he is one of the winners.

The Crypt is the common ghost draw pile, made of all the ghosts remaining after the Mansions have been created and 4 cards have been dealt to each player.

The discard pile is where ghosts that are permanently removed from the game are put.



SETUP

- Set the box as shown on the illustration.
- Shuffle the ghost deck and deal 4 ghosts face-down to each player. The players then take the cards in their Hands and look at them.
- Set a pile of face down ghost cards in front of each player player to act as his Mansion. The number of cards per Mansion depends on the number of players:

Number of players	*Mansion*
2 players	12 cards
3 players	10 cards
4 players	8 cards
5 players	6 cards
6 players	4 cards

No player may peek to see which ghosts are in his Mansion!

- The remaining ghosts are returned to the box face-down to become



HOW TO PLAY?

The player who lost the last game starts this one. If this is your first game, the player who has most recently been spooked by something starts.

Turns are played clockwise.

When it is a player's turn, he may either play ghosts face-up in the Cemetery, or collect all the ghosts from the Cemetery into his Hand.

Beware: in order to play a ghost, the action must be valid, i.e. the Ghostly Value of the ghost(s) you play must be equal to or higher than the Ghostly value of the ghost on which they are played.

Example: you can play one or more 5s on a 5 or 4, but not on a 7.

When the Cemetery is empty (even if Kitty is next to it), consider it as having 0 Ghostly value: You can play any ghost (except Miss Copy alone — see later).

The game is played in two periods:

BEFORE MIDNIGHT



Before midnight, you never use the cards in your Mansion.

When it is your turn to play, you must carry out one of the following actions:

- **Play one or more identical ghosts** from your Hand onto the Cemetery. Their Ghostly value must be equal to or higher than the Ghostly value of the ghost on the top of the Cemetery pile.
- **Try your luck** by drawing and playing the first ghost from the Crypt. If the action is valid, it is the next player's turn to play. Otherwise, collect all the ghosts from the Cemetery into your Hand.
- **Collect all the ghosts** from the Cemetery into your Hand.

Note: Even if you have valid ghosts in Hand, you do not have to play them as it may be more advantageous to collect the ghosts from the Cemetery for later use instead of playing good ghosts.

It is then the next player's turn, unless a special ghost or a combination has been played.

Before midnight, whatever action you opted for, **if you have fewer than four cards in Hand, draw cards from the Crypt until you have four.**

As soon as the last ghost in the Crypt has been drawn, the clock strikes twelve.



AFTER MIDNIGHT

Midnight is struck when the Crypt is empty.

When it is your turn to play, you must now carry out one of the following actions:

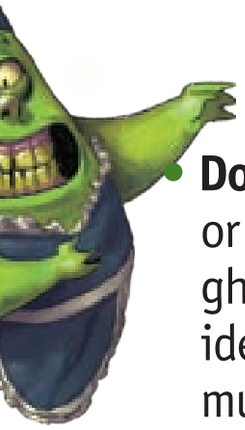
- **Play one or more identical ghosts** from your Hand onto the Cemetery in the same way you did in the first period.
- **Collect all the ghosts** from the Cemetery into your Hand.

Note: you now have to do so if none of the ghosts in your hand are valid.

- **Empty your Mansion:** Only if you have no ghosts in Hand, you may draw and play the first card in your Mansion. If the action is valid, it

is the next player's turn to play. Otherwise, collect all the ghosts from the Cemetery into your Hand.

It is then the next player's turn, unless a special ghost or a combination has been played.



COMBINATIONS

- **Double Ghooost!** (2 identical ghosts) or **Triple Ghooost!** (3 identical ghosts): If you play two or three identical ghosts from your Hand, you must immediately take another turn.

Note: Any time you have a combination or an effect that makes you play a new turn, if it is still **BEFORE MIDNIGHT** and you have fewer than four ghosts in your Hand, you have to draw ghosts from the Crypt before playing again.

- **Ghooost Quartet!** (at least 4 identical ghosts): You can always play 4 or more identical ghosts, whatever their Ghostly value; the action is always valid. You can also compose a Ghooost Quartet! with the Cemetery by playing one or more



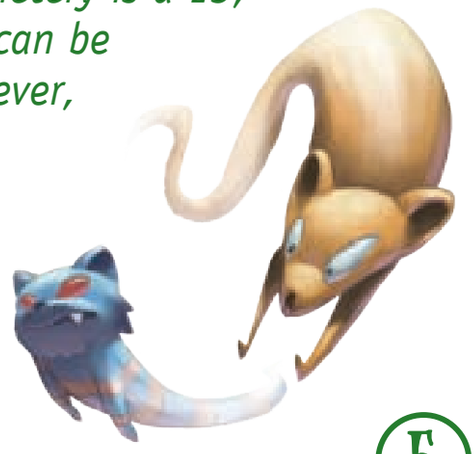
identical ghosts with a Ghostly value equal to the Ghostly value of one or more ghosts above the Cemetery.

As soon as a Ghooost Quartet is played or completed, all the ghosts in the Cemetery (including those you've just played) are discarded. You must then take another turn.

Examples:

The ghost on the Cemetery is a 10, Gabriel has three 10s. He can play all three 10s to complete a Ghooost Quartet, and the ghosts in the Cemetery are discarded. Gabriel plays again.

The ghost on the Cemetery is a 13, none of Koni's cards can be played on a 13. However, she has four 5s. She can play his four 5s, the ghosts in the Cemetery are discarded and Koni plays again.

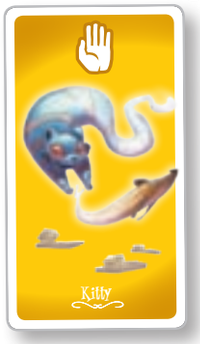


SPECIAL GHOSTS

• **FEARLESS GHOSTS** (yellow background) can always be played, even if their Ghostly value is lower or if the ghost is Scary.



Scooty (1) can always be played and put in the Cemetery normally.



Kitty has no Ghostly value. Play it next to the Cemetery, the next player must play on the same ghost as before. Kitty is considered as being in the Cemetery when all the ghosts from the Cemetery are collected into Hand or discarded.



When playing Kitty, you skip the next player's turn.

You can't play 2 Kitties at the same time or with Miss Copy.



• **SCARY GHOSTS** (red background) are played normally, but only a Scary ghost, a Fearless ghost or a Ghooost Quartet! can be played on them.



Cerberus (3) and **Igor (12)** are the two Scary ghosts, but a 3 cannot be played on a 12.



• **SPECIAL GHOSTS** (blue background) must be played normally but have a special effect:



Miss Copy (x): You can only play Miss Copy along with other ghosts. Her Ghostly value is the same as the Ghostly value of the ghost(s) with which she is played. She can therefore participate in a Double Ghooost, a Triple Ghooost or a Ghooost Quartet. Miss Copy can never be played alone.





Twist (8): When you play Twist, play switches direction.



Skeletum (11): When you play Skeletum, all the ghosts in the Cemetery are discarded (including Skeletum). You must take another turn.



Note: Skeletum must always be played in a valid way, you cannot play Skeletum (11) on a 12, a 13, a 14, or a Scary 3.

Discard pile

Ghosts discarded by a Ghooost Quartet or by Skeletum are permanently removed from the game.

GHOSTS ABILITIES SUMMARY

1	Scooty	Can always be played.
3	Cerberus	Scary. (You can only play a 3, a 12, a 1, Kitty, or a Ghooost Quartet on this ghost).
8	Twist	Play switches direction (clockwise/counterclockwise).
11	Skeletum	Send the ghosts from the Cemetery to the discard pile and play again. (Note: Skeletum must be played on an equal or lower number, as usual!)
12	Igor	Scary. (You can only play a 12, a 1, Kitty, or a Ghooost Quartet on this ghost).
X	Miss Copy	Becomes a copy of the ghosts with which she is played. She cannot be played alone or with the other Miss Copy or with Kitty. So, if you only have Miss Copy in Hand, your only option is to take the ghosts from the Cemetery into your Hand (or to play the first ghost from the Crypt before midnight). If the Cemetery is empty, you just lose your turn.
	Kitty 	Play this ghost next to the Cemetery; the ghost on which the next player must play remains the same. Kitty is considered to be in the Cemetery when you take the ghosts from the Cemetery into your Hand or when they are discarded. The next player skips his turn.

END OF THE GAME

If a player empties his Mansion and has no more ghosts in Hand, he is a winner and it is the next player's turn even if he has just played 2 or more identical ghosts or Skeletum and should have taken another turn.

When there is only one player left, that player has lost and must make a terrifying ghost sound!

• **THREE OR MORE PLAYERS** can also play the game in several rounds. Each round, the player who fails to leave the game gets a ***Boo!***, other players get points as follows:

+1 *for leaving the game*
+1 BONUS *for leaving first*
+2 BONUS *for leaving last*

Example: *In a 4 player game the first to leave gets 2, the second 1, the third 3, and the one who remains gets a Boo!.*

The game is over when a player gets his second *Boo!*, the highest score among the other players wins the game.

If there is a tie, play additional rounds to resolve the tie. Each round the player who got the most recent ghost cannot win, but they can win in future tie breaker rounds.



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