Halloween

Rulebook

It's Halloween; time to haunt those poor, unfortunate humans who think the holiday is all fun and games. Just wait until you unleash your Ghosts upon this small town! Use your wits and knowledge to summon Ghosts, move them around town, scare people, and even fight other Ghosts, because only one of you can claim the title of the scariest Demon Lord of all ...

GAME MATERIALS

25 Ghosts

These are the very heart of the game. You will play with Ghosts of all different Levels and colours; they are not tied to specific players. You will move them around the board, summon other Ghosts with them, haunt the different buildings on the board, and much more ...



5x Level 1 | 5x Level 2 | 5x Level 3 | 5x Level 4 | 5x Level 5

1 Game Board

Oh, trust me, it's way bigger than it looks here. This is where all the action takes place.



60 Ghost Tokens

You will collect Ghost Tokens during the game; these represent bonuses for performing bad deeds. Ghost Tokens allow you to access Action Cards (more on these on page 14), but they're limited. If the supply runs out of a certain colour of tokens, that colour will be unavailable until the supply is replenished through in-game spending.



12 x Level 1 | 12 x Level 2 | 12 x Level 3 | 12 x Level 4 | 12 x Level 5

24 Bonus Tokens

When you move Ghosts around the board, you will occasionally receive these as treats. Curious? So am I!



1 Start Player Marker

To keep track of who started the game. It's important.



5 Ghost Dice

During battles (Yes, Ghosts do fight amongst themselves. Their tempers get really bad on Halloween!), you will use the die matching the colour of your chosen Ghost. More on that on page 11.



1 x Level 1 | 1 x Level 2 | 1 x Level 3 | 1 x Level 4 | 1 x Level 5

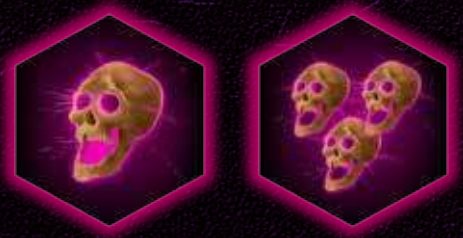
52 Action Cards

There are so many cards, but you will only use 8 of them in any game. They might provide you with really nice in-game advantages, or they may help you out in the final scoring. What are you waiting for? Collect Ghost Tokens and claim some cards!



60 Scare Point Tokens

In the game, it's all about scaring the ... *pants* off of those pesky humans. Whenever you do so, you will get Scare Points. The more powerful the Ghost you scare them with, the more Scare Points you will get.



40x value 1 | 20x value 3

PERSONAL GAME MATERIALS

Each player receives the following items in their player colour:

1 Player Board

This is a pretty big deal, oh Dark Lord. On this board you will control all the different Ghosts on the board; you will Summon, Scare, Upgrade, Move, Fight And Haunt. Sounds like quite the program, doesn't it?



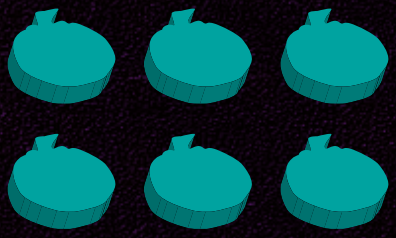
Master side



Standard side

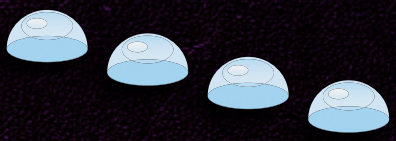
6 Haunt Tokens

As you haunt the town, you'll score Haunt Points by placing these on buildings.



4 Glass Advancement Spheres

These shiny little orbs will help you track your "Ghost Level" on each section of your Player Board. As you can see, there are three sections on your Player Board (or four, on the Master side). You start the game by placing one sphere on each Blue Ghost (Level 1). As you progress through the game, you will be able to Improve these in order to control more powerful Ghosts.



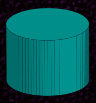
1 Player Aid

Your handy little guide, to serve as a reminder for what you can do in the game.



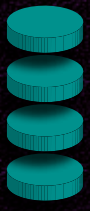
1 Haunt Point Marker

This keeps track of your score. It will let you know which player is the most evil of all the Dark Lords.



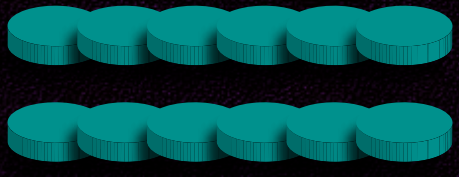
4 Tracking Markers

These help to keep track of which sections of your board you've already used on your turn. Nifty, right?



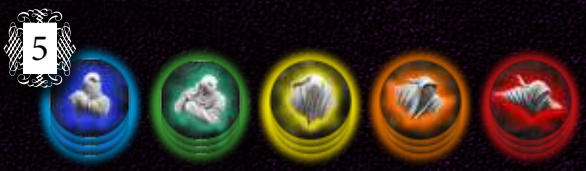
12 Action Discs

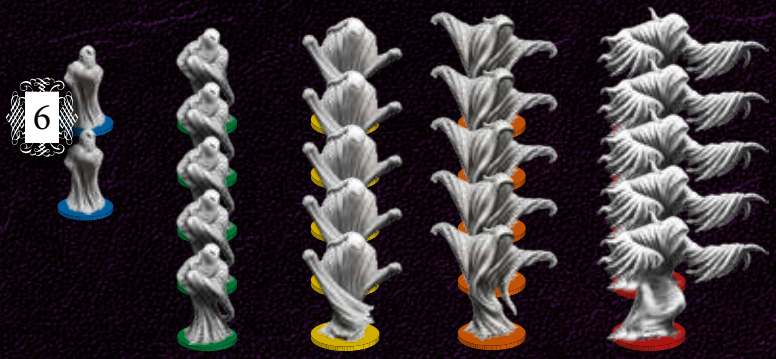
Whenever you perform an action on your board, you must place one of these Discs on an available action. You can also use them to claim Action Cards. They're limited, so use them wisely!



SETUP

1. Place the Game Board in the middle of the table.
2. Place each player's scoring marker on the '0' space of the Haunt Points track.
3. Place three blue Ghosts on the police station.
4. Shuffle the 24 Bonus Tokens. Place 1 Bonus Token face up on the marked spaces of each building. Form a general supply on the board with the remaining Tokens.
5. Form a Ghost Token supply next to the board (separate these Tokens by colour).
6. Form a Ghost supply next to the board (5 in each of the 5 colours).
7. Form a general supply of Scare Point Tokens next to the board.







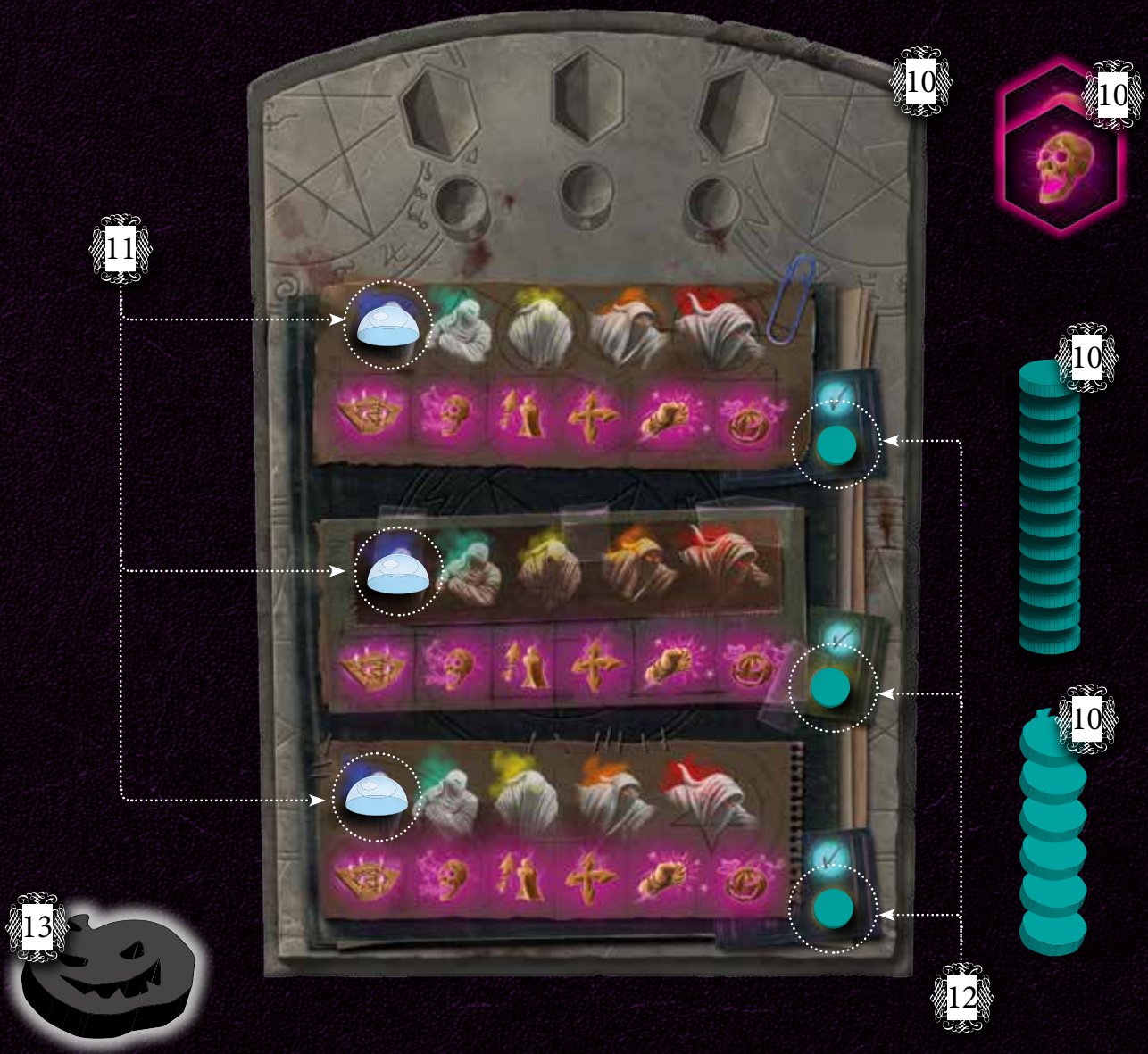






8. Place the Dice within easy reach. Each Die is different:
   - a 4-sided blue Die
   - a 6-sided green Die
   - a 8-sided yellow Die
   - a 10-sided orange Die
   - a 12-sided red Die
9. Shuffle the 52 Action Cards (each with a unique special power), randomly draw 8, and place them on the Game Board on the spaces indicated.
10. Each player receives a Player Board, a Player Aid, 3 advancement spheres, 3 Tracking Markers (4 in the Master version), 6 Haunt Tokens, 2 Scare Points, and 12 Action Discs in their chosen colour.
11. Place one advancement sphere on the blue Ghost of each section of your Player Board.
12. Place one Tracking Marker on each "X" of your Player Board.
13. The First Player Marker is assigned to the player who most recently saw a Ghost (documented proof is required).

Attention: for your first game we recommend using the side of the Player Board with three Ghost Sections. The other side is used for the Master version (see page 13).



GAME OVERVIEW

During each player's turn, that player will perform three of the actions available on their Player Board. Each player can activate any Ghost on the main board, provided that its requirements are met. Players can also, at any time during their turn, occupy one or more Action Cards. These greatly enhance players' options in the game. The game proceeds clockwise from the first player until the end of the game is triggered; this will happen when a player has completely run out of Haunt Tokens or if they occupy five Action Cards. A final scoring then happens, and the player with the most Haunt Points (HP) wins.

Play carefully! You may earn more points if you wait to spend your Haunt Tokens, but you may also lose your chance to play them!

Note: the next few pages explain the rules for the standard game. For information on what changes occur when you play the Master version, see page 13. However, we recommend that you play the standard game first. But if you want to get crazy and go for it, what's the worst thing that could happen?

THE PLAYER BOARD

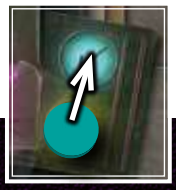
This is a crucial element of the game, and it's very important to understand how it works. If you don't, your haunting days will seem pretty miserable. The Player Board is divided into three identical sections, each providing one action per turn.

Let's have a look at a single section in detail: the upper track shows the five different kinds of Ghosts. A Glass Sphere is always placed on one specific Ghost, representing your **Ghost Level** in that section. Your Ghost Level is important because it determines which Ghosts you may use to perform actions: in each section you are able to perform actions **at or below** that section's Ghost Level.



On your turn you will place an Action Disc on **one available** action space in **each** of the three sections of your Player Board, for a **total of three actions**.

Important: you may choose the order in which you perform these actions. Whenever you take an action in a given section, move that section's Tracking Marker to the 'done' position. That section of your board will be unavailable until your next turn. You may not repeat a particular action in a given section until you have rested.



Resting is an important action: This action is mentioned NOT on your Player Board, but on your Player Aid. Instead of performing one of the 6 normal actions, resting allows you to retrieve all Action Discs from one section of your Player Board so that you may use them again in the future. When resting, you must still move your Tracking Marker to the 'done' space.

Performing a selected action is **mandatory**: if you are unable to perform an action (because you've run out of Action Discs or the action is otherwise impossible to perform), you MUST Rest.





Example 1: I have just placed an Action Disc on the Move action; I have reached Level 3 on this section, so I can move any blue, green, or yellow Ghost on the board.





Example 2:

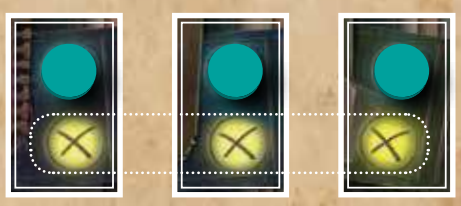
1. In this section, the sphere is on the blue Level (1) and I have already performed an action here last turn, so I take an Action Disc from my personal supply and choose an action from among those not already selected: these actions will then not be available again until I rest. I then move my Tracking Marker up in order to show that I've used this section of my board on this turn.



2. New turn: I perform an Upgrade action on my second section, improving this section from Level 2 to Level 3 (see Upgrade action), and I can now move the sphere to the yellow Level (3). From now on, I can use this section of my Player Board to perform actions with blue, green, or yellow Ghosts. Again, I move my Tracking Marker up.



3. I still have some Action Discs available, but this section is nearly full. Since I don't want to choose the Move action, I decide to Rest. I take back all five Action Discs and this section will be fully available again on my next turn. As before, I move my Tracking Marker up. All three Tracking Markers have been moved to the 'done' position, so my turn is over.



ACTIONS

IMPORTANT RULE: should the main board run out of blue Ghosts at any given moment, the player that caused this to happen must take 3 blue Ghosts and place them all together in one building of his choice.



SUMMON

If you want to scare the bejeezus out of the townsfolk, you'll need more Ghosts! So, it's time to summon these demons back to ... "life."

When at least 2 Ghosts of the same colour are on the same building you may use this action to add another Ghost of that colour to that building. When you do so, you obtain a Ghost Token of the appropriate colour.



In the school, we see a couple of beautiful orange Ghosts: we sure could use some more, so you select the Summon action in a section of your Player Board that has reached Level 4 or higher (wherever available and of your choice) and immediately put a cute (ahem) little orange Ghost on the school. Finally, you take an orange Ghost Token. Reminder: You could have performed the same action with a section that had reached the red Ghost Level.

IMPORTANT RULE: If 5 Ghosts of the same colour are already in the city, you cannot add any more. Why only 5? Simply because this is not a zombie movie ...



SCARE

Is there anything better than scaring stupid humans who don't believe in Ghosts, just by screaming "BOO!?"

With this action, you will receive a number of Scare Points based on the Ghost with which you performed the action (Blue: 1, Green: 2, Yellow: 3, Orange: 4, Red: 5). These will be needed later on in order to Upgrade your Ghosts to more powerful ones.





You choose the Scare action on a section with a Ghost of Level 3 (yellow). If there is at least one yellow Ghost in the city, you obtain 3 Scare Points. The more evil a Ghost gets, the more negative energy he absorbs. Simple, isn't it?



UPGRADE

When a Ghost is finally happy with the number of people he has scared, he can Upgrade himself to the next Level.

Let's review the Levels:


Level 1


Level 2


Level 3


Level 4


Level 5

Upon selecting this action, choose a Ghost in the city of a Level equal to or lower than that of the section you're using to perform the action and pay as many Scare Points as indicated on your Player Aid (Upgrade to Green: 2 Scare Points, Upgrade to Yellow: 3 Scare Points, Upgrade to Orange: 4 Scare Points, Upgrade to Red: 5 Scare Points).



Important: you may only Upgrade a Ghost ONE Level each time you use this action. For instance, you may not Upgrade a green Ghost to an orange one by paying 4 Scare Points.

Once you've paid the cost, simply exchange the Ghost on the board with the higher-valued one from the Ghost reserve and immediately take from the supply a Ghost Token of the colour you've just Upgraded to.

Finally, you may also improve one of your Ghost Sections to that of the newly-upgraded Ghost **(it does not have to be the section you used to perform the action)**. If you have at least one section whose glass marker is of a lower value than that of the Upgraded Ghost, move that section's sphere onto the Ghost of the Upgraded colour. You may immediately select the actions in that section while also being able to use any Ghost of that colour or a lower one.

Tip: try to use this action wisely, possibly upgrading a section where you haven't yet performed an action this turn. You could then immediately select an action with the new colour.

We know this may sound complicated, but these examples will make everything so clear that even a blue Ghost would understand:



I place an Action Disc on the Upgrade action space of my second board section. 1 There are no yellow Ghosts on the map; I can thus Upgrade either the blue or the green Ghost.

I choose to Upgrade a green Ghost to a yellow one, so I pay 3 Scare Points and transform my Ghost as described. I also receive a yellow Ghost Token 2. Because I now have a yellow Ghost, I can now improve ANY of my Ghost Sections to yellow. Yes, even the third one, which right now is at Level 1!

Since I have 2 sections at a Level lower than yellow (3), I can choose either of them. I choose to improve my third section, so I slide my Tracking Marker directly to Level 3. 3 Neat, huh?



I slide my tracking marker in the second section to remind me that I've already taken an action here this turn (1).

I now want to Upgrade the yellow Ghost (the one I just Upgraded) to an orange one. I can, because my third Ghost Section is now at Level 3. I place an Action Disc on the Upgrade action of that section (2), and pay 4 Scare Points (3). My yellow Ghost is transformed to an orange one, and I can now move the glass marker of my FIRST section directly to the orange Level (Level 4) (4). I again receive a Ghost Token; this time it's an orange one (5).



Using the first section of my Player Board (1), I can now perform an action with my newly-created orange Ghost. So, as my final action for the turn I choose to haunt the church (2). I place an Action Disc on the Haunt space of my first board section and place a haunt marker on the church at Level 4 (orange), scoring 8 points (3)! My Tracking Markers indicate that I've used every section of my Player Board, so it's on to the next player. I slide my Tracking Markers back on the yellow crosses.



A few turns later, the situation on the board is as shown. If I now decide to Upgrade the blue or green Ghosts, I cannot improve any section of my Player Board: I'm already at a minimum of Level 3 (yellow) on all of them. If I wanted to improve any of my Ghost Sections, I would have to Upgrade one of the orange Ghosts on the board, but that would cost me 5 Scare Points and I only have two.

So, I choose to Upgrade the blue Ghost (1) (by placing an Action Disc on my second Ghost Section). I pay 2 Scare Points, but I don't improve any sections on my Player Board. I receive a green Ghost Token.

Note: You can never Upgrade a red Ghost. However, you can still place an Action Disc on the Upgrade action of that section in order to Upgrade ANY Ghost on the board.

MOVE

Well, Ghosts don't just apparate; they do have to hover around once in a while. Apparently, hovering is good for Ghosts. It's like hiking for humans. At least, I read that in a magazine once.

With this action you may move a Ghost from one building to another, but only orthogonally. You may not move diagonally: it's really too strenuous ...

Attention: you may not have more than 6 Ghosts in the same building. In the Master variant (with 4 sections on your Player Board) this limit goes down to 4.



Bonus Token

When moving a Ghost into a building with a Bonus Token, immediately take that Token and place it on an available Bonus Token spot on your Player Board. You may keep up to 3 Bonus Tokens, and you may use as many of them as you like during your turn. This doesn't count as one of your 3 main actions. For details, see page 18.

FIGHT

Ghosts aren't always the best of friends. The big ones tend to bully the smaller ones (they're very territorial sometimes), but some brave Ghosts can always try and tackle the big boys... I mean Ghosts.

With this action, you can attack another Ghost in the same building. It's the better way to trigger a scuffle around the table! To fight, take the Die associated with the Ghost you have chosen. Decide whether you want to act as a vandal against a weaker Ghost or struggle (if you're brave enough!) against a stronger one. Choose an opponent to roll for the opposing Ghost. Players roll at the same time.

If the value of your Die is higher than that of the defending Ghost, you win the battle. Remove the losing Ghost from the board and get a Token of that Ghost's colour. If you tie or lose, nothing happens. We're Ghosts, we were simply simply joking (ahem)!

Important: you may only fight Ghosts of another colour: Ghosts of the same colour really love their brothers too much to get into a fight. They apparently prefer to cuddle. True story.



I decide to use the green Ghost to attack the yellow one; I can't use the yellow or red Ghosts, because I haven't improved my board to be able to use them (I'm only at Level 2) ... I win the fight and receive a yellow Ghost Token. Remember: If I had tied or lost, nothing would have happened.

Remember: If there are no blue Ghosts on the board after a given action, the active player must immediately place three blue Ghosts in a single building of his choice. If there isn't enough space (remember the limit of 6 Ghosts per building. In the Master variant, the limit is 4), place as many as you can.

HAUNT

You are gonna love this. With this action, you can use all your energy to definitively haunt a building! From now on, real-estate agents will have a really hard time finding a buyer, but they could certainly use it as the set of a horror movie!

Each player may only haunt each building once: the more powerful the Ghost you use to haunt the building, the more Haunt Points you'll gain.

Each player has 6 Haunt Tokens, one for each of the 6 buildings on the Game Board. When used, a Token stays on the board until the end of the game. If a player runs out of his Haunt Tokens, the game is over (See: End of the game).



There are five numbered spaces on each building, each containing a different number in the colour of a Ghost. Are you surprised? What does it mean? Simple! If you haunt the building with a blue Ghost, you'll get 2 Haunt Points. Haunting with a green one will give you 4 points, and so on.

In order to haunt a building, you just need a Ghost of that colour on the building. Obviously, the space you are interested in must be free of any other Haunt Tokens.



I select the Haunt action and put one of my Haunt Tokens on the orange haunt space: I immediately receive 8 Haunt Points. If there hadn't been an orange Ghost on this building I would have had to choose a weaker Ghost, earning me fewer HP.

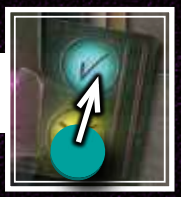


Important: Always remember that each player may only haunt each building ONCE. So, if you haunt a building with a blue Ghost you will only gain 2 Haunt Points, whereas another player could haunt the same building with a red Ghost and earn 10 points. At the same time, don't wait too long to use the Haunt action; if a player uses his last Haunt Token, the game is over.

REST

Well, they may be dead but Ghosts need to rest, too! Now, where's that Bloody Mary ...

If you run out of Action Discs, you must rest in a Ghost Section in which you are unable or don't wish to perform actions. Simply take all Action Discs from that section; recovered Action Discs are immediately available to use on Ghost Sections not yet used this turn. You may also Rest if you wish to clear out a Ghost section of your choice.



Important: Resting counts as an action, so move the active Token to the 'done' position.

END OF THE GAME

- The game proceeds clockwise until a player places his last Haunt Token on the board or occupies five Action Cards. When this happens play continues until the end of the round, thus ensuring that all players have had an equal number of turns.
- Players now add any bonus Haunt Points from their Action Cards to their current scores.
- The player with the most Haunt Points wins the game and the title of UDL (Ultimate Dark Lord). In the case of a tie, the player with the most Ghost Tokens remaining is the winner.

RULES FOR TWO PLAYERS

- At the start of the game, each player gets a set of Haunt Tokens in his colour AND two of a single, unused colour set, for a total of 8 Haunt Tokens per player. Note: this means that you may Haunt a single building TWICE, each time with a differently-coloured Haunt Token.
- The end of the game is triggered as soon as a player places his last Haunt Token (8 in this case) or occupies his FIFTH Action Card, as usual.
- When you occupy an Action Card that's already occupied by your opponent, he receives 2 Haunt Points (instead of 1, see page 14), OR he can take back all the Action Discs from 2 sections of his Player Board (instead of 1).
- Other rules remain unchanged.

MASTER VARIANT

If you're up for a more fascinating challenge, experienced players might want to try the master variant of Halloween. Yes indeed, this variant will test your Demon Lord skills even more than in the standard game. If think you can handle this, here's how to play:

- Use the other side of the Player Board; You now use 4 Ghost Sections instead of 3.
- Do not use the Bonus Tokens.
- Do NOT use Action Cards in this variant. Leave the spaces on the board empty.
- The Ghost Dice are not used. When you fight, stronger Ghosts automatically defeat weaker ones. Therefore, you can't attack stronger Ghosts on the board. It also means red Ghosts can never be attacked.
- When all 5 red Ghosts are on buildings, remove them from the board.
- It's impossible to have more than **four** Ghosts in the same building, so be mindful of how you summon or move Ghosts!
- The game ends whenever a player places their last Haunt Token on the board, or if two of the Ghost Token stacks are depleted. When this happens play continues until the end of the round, thus ensuring that all players have had an equal number of turns.
- At the end of the game, each set of 3 different Ghost Tokens you own are worth 5 HP.



ACTION CARDS

Every time you play Halloween, 8 Action Cards are placed on the board. There are so many of them that no two games will ever be the same (well ... never say never, but you know what I mean).

At **any time during your turn** you may occupy any number of Action Cards; their effects are immediately available upon occupation. Each card costs 3 Ghost Tokens to occupy; a grey icon means that you can use any combination of colours (even three identical ones), whereas the coloured icon means you must pay with three **different** colours.

After spending the appropriate Ghost Tokens, place one of your Action Discs on the card. This disc may be taken from your supply or from your Player Board (in which case you get to free up an action space). Placing a disc on an Action Card locks it to that card; for the rest of the game you'll play with one fewer Action Disc.

Cards are available to all players, so multiple players can enjoy the advantages of a single Action Card. You are allowed to occupy any card, but if your opponents' Action Discs are already on that card, those opponents gain a bonus: each other player with an Action Disc on the card may choose to either to receive one Haunt Point or retrieve all Action Discs from a single section of their Player Board.

Action Cards give unique privileges to the players who place Action Discs on them. There are 3 different categories of cards:



1. Cards with an action symbol: you can activate them only after performing that particular action.



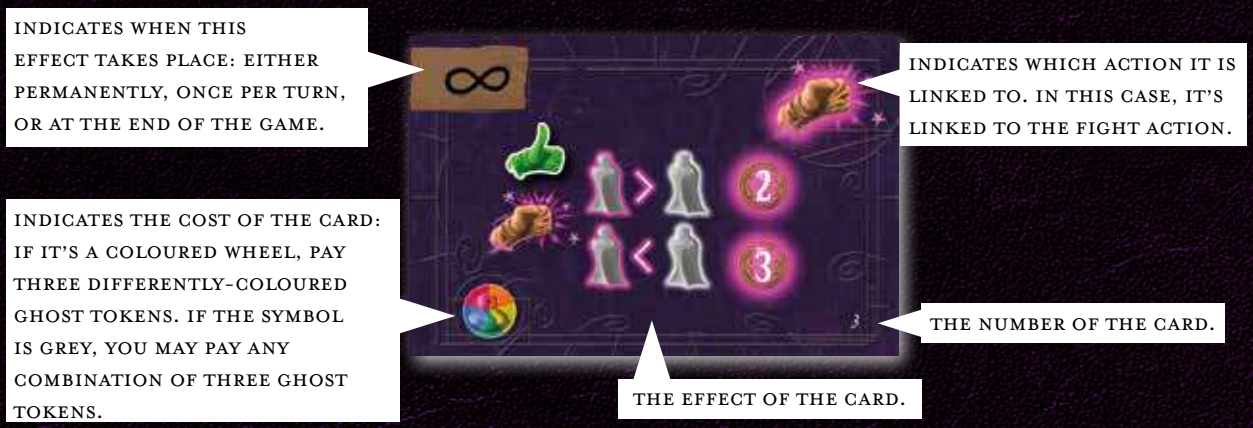
2. Cards with a Halloween symbol: they have special abilities and you don't need to perform a particular action in order to use them.



3. HP cards that give Haunt Points at the end of the game, upon fulfilling certain requirements.

Upon occupying a card, you immediately get 3 Haunt Points. Some cards also give additional points (during and at the end of the game).

If a player occupies his fifth card, the end of the game is triggered.





1 Once per turn, if 2 Ghosts of the same colour are in a given building, you can haunt an adjacent building with that specific colour.



2 You can move Ghosts to any building on the board.



3 Every time you win a fight against a weaker Ghost, gain 2 HP. If you beat a stronger Ghost, gain 3HP.



4 Once per turn, you can perform an action in one Ghost Section as if you had reached the next Level (for instance, an orange Scare action even though that section is only at yellow Level).



5 You receive a +1 bonus on all attacks. You may fight against Ghosts of the same type as yours.



6 Once per turn, you may remove a Ghost from the board and place it back in the supply. If you do so, gain a Ghost Token matching that Ghost's colour.



7 Once per turn, you can take 2 Action Discs back from a section without resting.



8 Once per turn, you can lower a Ghost Level on your Player Board by one step in order to gain 2 Ghost Tokens of the lower colour.



9 When performing the Summon action, gain two Ghost Tokens instead of one.



10 When you take a bonus token, you also receive a ghost token matching the colour of the ghost you used to take the bonus.



11 Every time you win a fight, you also get as many Scare Points as the Level of the losing Ghost.



12 At the end of the game, each coloured Action Card you occupy, including this one, is worth an additional 3 HP.



13 Pay 2 fewer Scare Points whenever you perform the Upgrade action. Blue Ghosts may be Upgraded to green at no cost.



14 Once per turn, you can perform an already chosen action without resting.



15 When performing the Move action, you can move a second Ghost (as per the usual rules).



16 You can reroll a Die whenever you want and as many tmes as you want by paying one Scare Point per roll.



17 When you win a fight, you may immediately move the winning Ghost to any one building of your choice.



18 After performing the Haunt action, you may roll a Die corresponding to the Ghost you just Haunted with. Receive a number of Tokens equal to the result.



19 Every time you rest, gain 2 Scare Points.



20 Once per turn, choose a Ghost you want to fight with, and you may fight all of the other Ghosts in the same building. Roll the Dice separately for each battle.



21 At the end of the game, add up the value of all of your Scare Points. Score 2 HP for every 3 Scare Points you own.



22 At the end of the game, depending on the level or your lowest ghost section you receive the indicated amount of HP:
Green: 1 HP / Yellow: 2 HP / Orange: 5HP / Red: 8 HP.



23 After moving a Ghost, you may say a number. Roll the Die matching that Ghost's colour; if the result is equal to or greater than the spoken number, gain the spoken number in Scare Points. Otherwise, gain only one Token.



24 Once per turn, when you move a Ghost into a building where another Ghost of the same colour is present you may immediately perform a Summon action with those Ghosts.



25 When you fight against a weaker Ghost, you automatically win without rolling the dice.



26 At the end of the game, every set of two Ghost Tokens you own is worth 3 HP.



27 At the end of the game, each red Ghost Token you own is worth 4 HP.



28 When you win a fight, gain 2 Ghost Tokens instead of one.



29 When performing the Upgrade action, gain 2 HP.



30 Once per turn, you may pay Scare Points equal to the Level of a Ghost on the Board: immediately gain the matching Ghost Token.



31 At the end of the game, gain 4 HP for each of your own unused haunting Token.



32 When performing the Summon action, gain 1 HP.



33 Once per turn, you may swap one Ghost Token you own for two of a lower Level, or vice versa: two Ghost Tokens for one of one higher Level.



34 When you summon the fifth Ghost of any given colour, gain one Haunt action of that colour in a building you have not yet haunted.



35 When performing the Fight action, you can fight against any Ghost you desire, no matter where it is on the board.



36 Once per turn, when performing the Fight action, gain Scare Points equal to the difference of the numbers on the Dice regardless of whether you win or lose.



37 Gain 1 HP whenever you earn at least 2 scare points from a single action (or by using a bonus token, action card, etc.)



38 Once per turn, after performing the Scare action, you can move the Ghost you just used to any other building on the board.



39 Once per turn, you may swap the positions of any Ghosts on the board.



40 At the end of the game, gain 12 HP for each set you own of 5 differently-coloured Ghost Tokens.



41 At the end of the game, gain one additional HP for every 10 HP you've already gained. Score this after any other Action Cards.



42 Gain 2 HP every time you get an orange Ghost Token.



43 Once you occupy this card, you may, for all purposes, treat all coloured cards as grey cards.



44 Every time you occupy an Action Card (including this one), gain 1 Ghost Token of your choice.



45 You may summon a ghost with two differently-coloured ghosts. Roll those ghosts' dice and place the ghost whose colour matches the lower die result. In the event of a tie, place a ghost of the lower colour. If this ghost is not available, no ghost is placed.



46 When performing the Haunt action you may, instead of Haunting a new building, retrieve one of your already-placed Haunt Tokens (a matching Ghost still has to be present). Lose half of the points gained when you originally placed that token.



47 Whenever you occupy a grey Action Card, pay one fewer Ghost Token. If you already occupy all of the grey Action Cards, instead pay one fewer Ghost Token to occupy coloured Action Cards.



48 Once per turn you may improve one Ghost Section on your Player Board by a single step by paying Scare Points equal to the new Ghost Level. The matching Ghost doesn't have to be on the board.



49 Whenever you perform the Haunt action, you may also improve one Ghost Section on your Player Board by a single step.



50 Once per turn you may place a Ghost in a building of your choice by paying a single Ghost Token matching that Ghost's colour.



51 When performing the Scare action, gain one additional Scare Point.



52 Once per turn, receive 1 random Bonus Token from the supply.

ACTION CARD SETS

There are a LOT of Action Cards in the game, and even though it's always fun to let yourself be surprised when you draw 8 Action Cards at the beginning of the game, here are some suggestions for sets of Cards to push your game in a certain direction:

Casper (7, 12, 16, 27, 28, 29, 37, 51)

This set of cards is ideal for apprentice Demon Lords, as they don't change the rules much.



Jacob Marley (3, 11, 20, 24, 26, 32, 34, 45)

If you're up for some fighting, this set is for you. Battles are guaranteed!



The Brown Lady (12, 18, 19, 21, 23, 30, 51, 52)

You do like to scare humans more than anything else? It IS Halloween after all, so let's terrorise them like never before!



Bloody Mary (3, 8, 13, 29, 33, 40, 41, 42)

If you like to be covered in HP, this set is for you. You will obtain higher scores than usual.



The Amityville Ghosts (1, 4, 6, 15, 22, 23, 31, 46)

You want to prove how clever you REALLY are? Then try this set, which will test your skills to their limit.



BONUS TOKENS



Bonus Tokens are exactly what you think they are: they provide one-time bonuses during the game. To obtain these, simply move a Ghost onto a building that contains a Bonus Token.

You may collect up to 3 Bonus Tokens on your Player Board, and you can use them whenever you want during your turn. If you already have one or more unused Bonus Tokens on your Player Board and you take another, you may exchange one of them with the new one and discard the other.

In order to use a Bonus Token, you must put 1 Action Disc from your reserve on the space below the Bonus Token. You must then discard the Bonus Token into the discard pile (off the board). If you don't have an Action Disc available, you can't use the Bonus Token.



This space becomes locked until you use your third bonus. This means that you can't place a Bonus Token on a space that already has a locked Action Disc beneath it. At the end of the turn in which you used the third bonus, take back all 3 Action Discs. This will make it possible to place new Bonus Tokens in your next turn.

When the last Bonus Token has been removed from the game board, immediately refill all designated spaces with Bonus tokens from the supply (place them face-up on the board). If the supply is empty, shuffle all discarded Bonus Tokens face down into a new draw pile.

There are 12 kinds of Bonus Tokens, each appearing twice. If you have 2 identical Bonus Tokens you may use them in combos; there are no restrictions.

Here's the list of all Bonus Tokens:



Perform the Summon action with any two Ghosts on the board, regardless of your level



Receive a green Ghost Token



Take back a total of 3 Action Discs from Ghost Sections on your Player Board



Receive 2 Scare Points



Receive a yellow Ghost Token



Use a Die of one Level higher than that of your Ghost Level



Receive 1 Haunt Point



Reroll one die



Perform a Rest action



Receive a blue Ghost Token



Add 3 to your Die result, after the roll



Move one Ghost to any building on the board

EASILY FORGOTTEN RULES

We have played the game many times, and each time it has played very differently. This is because the strategies of the game change based on the Action Cards drawn during setup. Because of this, sometimes your focus will be on fighting (because there are cards that make fighting very interesting), sometimes everyone will focus on summoning, and so on ...

- Remember to **always take a Ghost Token** when you summon a Ghost, when you win a fight, **and** when you Upgrade a Ghost.
- Remember to immediately **take 3 Haunt Points when you occupy an Action Card**.
- Remember to **put 3 new blue Ghosts** together in a single building (chosen by the active player) when the last blue Ghost is removed from the board (no matter the reason).
- Remember that when you Upgrade a Ghost, **you can only Upgrade it to the next colour**. This means, for instance, that you can Upgrade a blue Ghost into a green one but not directly into a yellow one.
- Remember that **when you Upgrade a Ghost, you may also Improve any other section than the one you used to perform the Upgrade action**, meaning that you obtain an Improvement on one section of your Player Board up to the colour you've Upgraded to. For example, if you Upgrade a yellow Ghost into an orange one you get an Improvement to the orange Ghost Level on one section of your choice of your Player Board. It means you could move 1 sphere from a green Ghost Level directly to an orange Ghost Level. Pretty neat, huh?
- Remember that when you have to perform an action in a section with a certain Ghost Level, you can use ANY Ghost of a colour that is **equal to or lower** than that line. For example: if you have a section that's reached the yellow Ghost Level, you can control any blue, green, or yellow Ghost.
- The Ghosts portrayed on your Player Board and the Ghosts on the Game Board **are two different things**. So, you cannot take 5 Scare Points when you use the Scare action with a Ghost Section at Level 5 if there are no red Ghosts on the gameboard. You can, however, **use any Ghost of a lower Level**.
- If any Action Card contradicts the rules, **the card always take precedence**.
- When you occupy a card you get to enjoy its special power **for the rest of the game**.
- You only get back the 3 Action Discs that are blocked in the Bonus Token spaces **at the end of the turn** in which you've used your third Bonus Token.

CREDITS

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