

Ghosts!

A VERY SNEAKY ESCAPE AND CAPTURE GAME FOR TWO PLAYERS

OBJECT

There are three different ways to win:

- (1) Be first to get one of your good-spirited ghosts out the door.
- (2) Or be first to capture four of your opponent's good-spirited ghosts.
- (3) Or have four of your bad-spirited ghosts captured by your opponent.

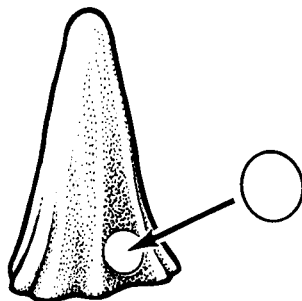
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- 1 gameboard
- 16 plastic ghost pawns that glow in the dark
- 1 label sheet
- 1 instruction sheet

GAME SET-UP

1. Peel off a colored dot from the label sheet and attach it to the back of one of the ghost pawns. Apply it to the indented area, as shown in Figure 1. Label all the ghosts in the same way, applying one dot per pawn, so eight ghosts have yellow dots and eight ghosts have blue dots.
2. Each player is given eight pawns—four with blue dots and four with yellow dots. Blue dot pawns are good-spirited ghosts; yellow dot pawns are bad-spirited ghosts.
3. Open up the gameboard and put it on a flat surface between you and

FIGURE 1



your opponent so that the name *Ghosts!* faces each of you.

Each room is a game space. Position your eight ghosts in the two front rows on your side of the gameboard; your opponent does the same. Position one ghost per space.

NOTE: where you position your good or bad ghosts at the start of the game is entirely up to you and the strategy you choose to fake-out your opponent. Put your good ghosts in the more well-protected back row, or in

and some in the back rows—you make the decision!

The starting set-up for the ghosts is shown in Figure 2. The gameboard is a dungeon made up of 36 rooms.

FIGURE 2



1. Youngest player moves first. On your turn, move only one of your ghosts. Alternate turns after each move. Players can **never** move an opponent's ghost.
2. HOW TO MOVE
Basic rules of movement are:
 - a. a ghost can only be moved forward, backward or sideways one space on a turn. A ghost can **never** be moved diagonally.
 - b. a ghost can only be moved to an adjacent unoccupied space.
EXCEPTION: when capturing, a ghost is moved into an adjacent space occupied by an opposing ghost. See Rule 3 for details on capturing.
 - c. two or more pawns can **never** be on the same space at the same time.See Figure 3 for some legal moves of a ghost.

If you're the first player to move one of your good-spirited (blue dot) ghosts out an opponent's door, you win. You can also win by capturing—if you are the first player to capture your opponent's four good-spirited ghosts, you

A diagram showing a particle (represented by a circle) in the center of a square box. Four forces are applied to the particle: Force A points to the left, Force B points upwards, Force C points to the right, and Force D points downwards. The forces are represented by arrows of equal length.

This ghost pawn can move into Space A, B, C or D.

When two opposing ghosts occupy adjacent spaces, a capture situation exists. Capturing is **always** optional. If you wish to capture on your turn, move your pawn into the occupied adjacent space and remove your opponent's pawn from the space. Keep all of your captured pawns together in an area off the gameboard. Capturing is considered one move. Your turn is over when you make a capture.

When you make a capture, take a look at the captured ghosts' identity. Were you lucky enough to capture an opponent's good-spirited ghost? Remember, you can win if you are the first to capture four of your opponent's blue dot ghosts. If you're the

first to capture four of your opponent's bad-spirited ghosts (yellow dot ones), you lose the game!

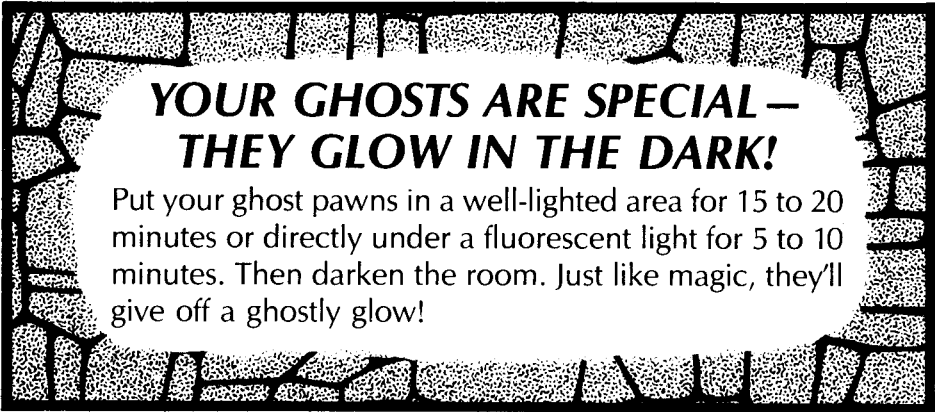
One way to win is to move one of your good-spirited ghosts out of a door on your opponent's side of the gameboard. The doors are the four corner spaces on the gameboard marked with four small black arrows. See Figure 2 for their locations.

To win by moving out a door, one of your good-spirited pawns must be sitting in one of your opponent's two corner spaces at the beginning of your turn. On your turn, move your door-sitting ghost out of the door and out of the dungeon to win!

STRATEGY HINTS

Observing how and where an opponent's ghost is moved might help to reveal its identity to you. One player may always move good-spirited pawns aggressively; one player may always set up pawns at the start of the game in a similar manner; another

player may always try for the same win situation every time. Watch carefully, observe your opponent's moves and be sneaky in your own style of play, and you could be a big *Ghosts!* winner.



YOUR GHOSTS ARE SPECIAL – THEY GLOW IN THE DARK!

Put your ghost pawns in a well-lighted area for 15 to 20 minutes or directly under a fluorescent light for 5 to 10 minutes. Then darken the room. Just like magic, they'll give off a ghostly glow!