

GHOSTLY ESTATES™ INSTRUCTIONS

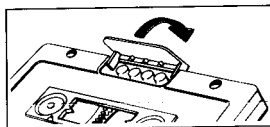
FOR 2 PLAYERS

CONTENTS:

- 1 Flipsider Game Unit
- 4 Magnetic Playing Pieces

OBJECT: Collect 4 objects in the haunted house, and be first to return to START with them.

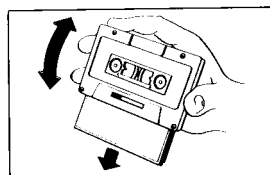
SET-UP:



1
Figure

1. REMOVING THE MAGNETIC PLAYING PIECES:

Using your thumb, slide the cover back as shown, and shake the pieces out. Slide the cover forward to close.



2
Figure

2. OPENING THE GAMEBOARD:

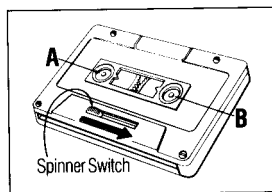
Flip the gameboard out with a few quick shakes, as shown in Figure 2.

3. SETTING UP THE PLAYING PIECES:

PLAYER MARKERS: Choose a red or blue playing piece, and place it on the matching-colored START circle on the porch. Your opponent does the same. These are the markers you'll move through the house.

GHOST MARKER: Place the green playing piece on the ghost. This is the ghost's marker.

SCORING MARKER: Place the yellow playing piece on the yellow "S" square on the scoring grid. This marker will keep track of the objects you and your opponent collect.



3
Figure

4. SPINNING THE DUAL SPINNER:

To spin Spinner A and Spinner B, slide the spinner switch over as far as it will go and release it, as shown in Figure 3.

NOTE: Whenever a spinner arrow points to a line, spin again.

GAME PLAY:

The Red player goes first. Next, the Blue player takes a turn. After both player markers are moved, the Blue player *always* moves the ghost marker. Follow this turn order throughout the game.

MOVING THE PLAYER MARKERS:

ON YOUR TURN: Spin the spinner. Then move your marker the number of spaces shown on Spinner A, counting each room as one space. After you move your marker, your turn is over.

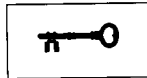
Your goal is to collect 4 objects by moving your marker into the rooms they occupy. Collect the objects in this order:



1. The Candle



2. The Map



3. The Key

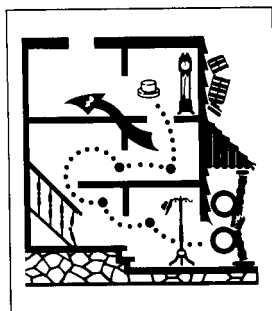


4. The Gold

MOVEMENT RULES:

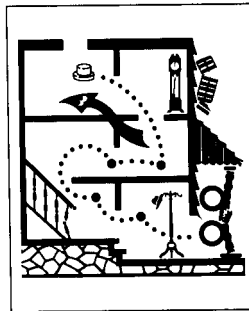
- Move from one room to any connected room through the opening in the wall, as shown in Figure 4. Ignore the room numbers; only the ghost uses them.
- Player markers can share the same room.

SLIDING: If you land in a room where an arrow starts, slide your marker to the room the arrow points to. Figure 5 shows how to slide.



4
Figure

On a spin of 5, move your marker 5 rooms as shown.



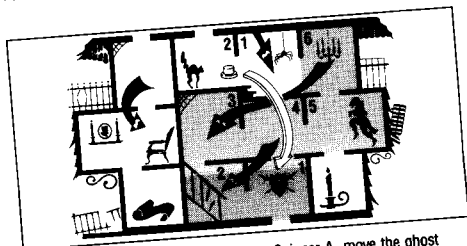
5
Figure

On a spin of 4, slide your marker up to the room the arrow points to.

MOVING THE GHOST MARKER: After the player markers are moved, the ghost marker must be moved. The ghost's goal is to move through the house, trying to scare players into dropping their objects!

The Blue player spins the spinner, then moves the ghost marker to the *area* that matches the *color* shown on Spinner B, and the *room* that matches the *number* shown on Spinner A. See Figure 6.

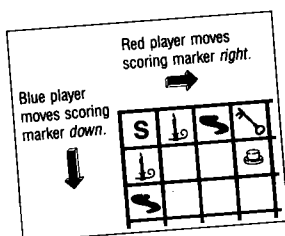
SLIDING: If the ghost marker lands in a room where an arrow starts, slide it to the room the arrow points to.



6
Figure

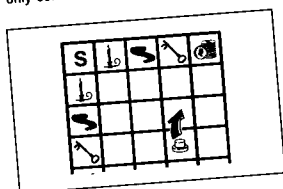
If you spin PINK on Spinner B and 1 on Spinner A, move the ghost marker to room 1 in the PINK area.

COLLECTING OBJECTS: When you move your player marker into the room occupied by an object, you collect it. (You don't have to land there by exact count.) Then move the yellow scoring marker to show that you've collected the object. Once you've collected *all 4 objects*, your goal is to return to your **START** circle with them.



7
Figure

In this example, the Red player has collected the candle, map and key. The Blue player has only collected the candle.



After dropping the key, the Blue player must move the scoring marker up one space, then collect the key again on another turn.

8
Figure

MOVING THE SCORING MARKER: The yellow scoring marker is moved by *both* players as they collect objects. The Red player moves the marker to the *right* one space for each object collected; the Blue player moves the marker *down* one space for each object collected. See Figure 7.

DROPPING AN OBJECT: If the ghost marker lands in the same room as *your* marker, the ghost scares you into dropping the *last object you collected!* When you drop an object, move the scoring marker one space in the *opposite direction* on the scoring grid (*left* for the Red player, *up* for the Blue player). See Figure 8. If you have no objects when

the ghost marker lands in your room, move your player marker back to your **START** circle on the porch.

COLLECTING A DROPPED OBJECT: When you drop an object, you must collect it *again*. For example: if you drop the key, you must move back to the room the key occupies to collect it again, *before* you can collect the gold. If you drop the *gold*, you must go back to collect the gold again before you leave the house!

SCARING AWAY THE GHOST: If your marker lands in the same room as the *ghost* marker, you scare the ghost away! Do this by choosing any color area on the gameboard. Then spin the spinner and move the ghost marker to the room in that area that matches the number on Spinner A. If the ghost lands in the same room as either player's marker, that player drops an object! See **DROPPING AN OBJECT**, above.

WINNING THE GAME

Be first to return to your **START** circle on the porch with all 4 objects, and you win! You don't have to land on your **START** circle by exact count.