

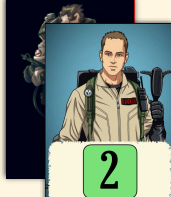




GHOSTS

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Ghost hunting is a tedious, hard job. The pay is minimal, the competition fierce and the hours long... Trapping all these ghosts takes a lot of skill and knowledge, and you are great at it! As long as no dangerous ghosts show up... But at the end of the day, you are a hero for these poor people, and you can become a truly legendary Ghost Hunter!

Components

- 12 Dice, in 4 colors 
- 36 Trap cards 
- 25 Ally cards 
- 5 turn order tokens 
- 25 Fame tokens 
- 1 Pouch

Setup

1. Place all 12 dice in the pouch
2. Shuffle the Traps into a face down deck and place it on the middle of the table. Give to each player a Trap, then draw and reveal 5 Traps next to the deck.
3. Set all the Fame tokens as a pile next to the Traps' deck.
4. Shuffle the Allies into a face down deck and place it above the Traps' deck. Draw and reveal one fewer Ally than the number of players. For example, in a 4 player game reveal 3 cards, placing them next to the deck.
5. The player who most recently saw a ghost becomes the 1st player taking the turn order token with the number "1". Give the rest of the tokens to the other players in clockwise order and return any unused tokens to the game's box.

The game is played in 5 rounds. In each round, players will try to outsmart their opponents by pushing their luck. Staying in the round as much as possible, you will collect more Ghosts to fill your Traps with and earn the most Fame. The numbers represent how scary are the Ghosts, so try to leave before the Dangerous Ghosts show up!

Round order

At the beginning of the round, the first player draws and rolls 2 dice from the pouch, placing them on the centre of the table. If 2 **Dangerous Ghosts ("5" or "6" on the dice)** are ever rolled on the first roll, re-roll the corresponding dice until you have a maximum of only one Dangerous Ghost.

Give all players just a few moments to think if they want to push their luck further and then count to "3". On "3" all players must show with a thumbs up (stay) or thumbs down (pass), their decision. If one or more players passed (thumbs down) each of them do the following steps, in the order shown by their turn order tokens, starting with the player with the lowest number:

1. If you were the only player that passed, you immediately choose to take any one of the face up Ally cards.
2. Select one of the available Traps from the middle, and add it to your collection. Traps you take are kept in front of you and are scored each round, so try to combine them.
3. Finally score all the completed Traps you have in front of you. Keep all Fame tokens you earned this round face-up.

Players that passed at the same time must now exchange their turn order tokens. If 3 players passed together, exchange only the lowest number with the highest. If 4 players passed together, exchange the lowest number with the highest and the middle numbers between them.

After all the players that passed are done, the round continues for the players that stayed. The first player now rolls 2 dice, repeating the previous process.

If at any time there are 3 or more Dangerous Ghosts rolled, all players still in the round bust. When players bust, follow the normal steps as Passing, but you will get to score only one of your Traps.

If only one player remains in the round, they will have one last turn but get to choose to roll 2, 3 or 4 dice. If they manage not to bust they selects an Ally, as they were the only one that passed this turn.

Allies

You can use these cards at any point of your turn, and you can use as many of them as you want. All of them are one time use only, so discard them after use.

End of round

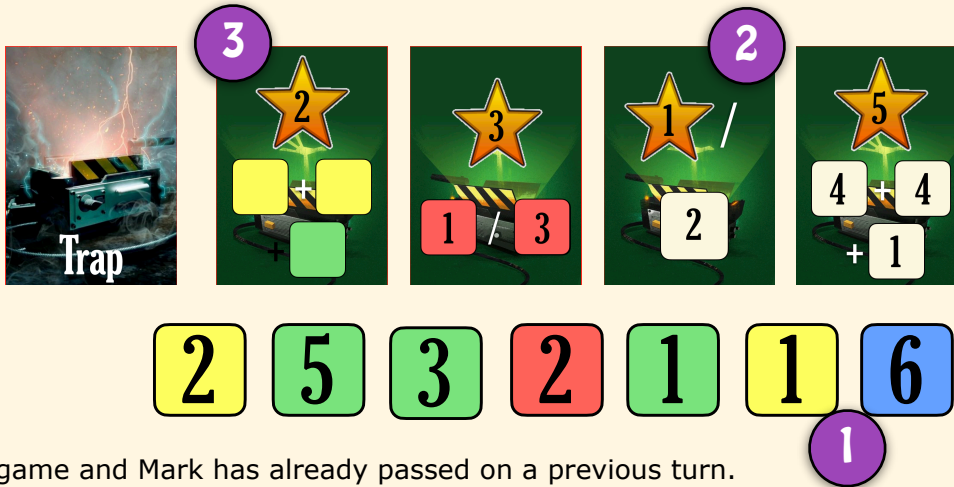
When all players have passed or bust, the round ends. The player that earned the fewest Fame this round draws an Ally card. In case of a tie, all tied players draw an Ally card. All players must now turn face-down all the Fame tokens they earned in this round and the first player must do the following steps (skip if this was the 5th round):

1. Remove any leftover Traps that weren't selected this round, and reveal 5 new ones from the deck.
2. Reveal new Allies, according to the number of players.
3. Return all the dice to the pouch.
4. Start a new round by rolling 2 dice.

End of game

After 5 rounds, all players count their total Fame and the player with the most becomes the new best Ghost Hunter! In case of the tie, all tied players share the victory. Maybe you should team up and create your own ghost hunting group!

Example



This is a 4 player game and Mark has already passed on a previous turn.

1. The first player (Kate) draws and rolls 2 new dice from the pouch and rolls a "1" and a "6", meaning a Dangerous Ghost! Players make their decision and because there are already 2 Dangerous Ghost on the main board (a "5" and a "6"), Joan and Stuart decide to pass. Neither player gets an Ally, as they didn't pass alone. Stuart has a lower turn order token so he does his pass sequence first.
2. He chooses to take the Trap that gives Fame for the "2s" since there are two "2s" in the middle. He scores 7 Fame from his Traps, keeping the tokens face-up.
3. Now it's Joan's turn to do her pass sequence. She gets this Trap, earning 6 Fame from her recipes.
4. The game continues for Kate, who has stayed in the round. Since she is the only player left she has to decide if she will roll 2, 3 or 4 dice for her last roll. She decides to push her luck a bit and chooses to roll 4 dice. Unfortunately 2 of the dice come up "6s", for a total of 4 Dangerous Ghosts, so she busts. She picks this Trap and gets to score only one of her Traps, getting 3 Fame.

Kate earned the fewest Fame this round so she draws an Ally. Joan and Stuart exchange their turn order tokens. All players turn their Fame tokens face down, reveal new Traps and Allies, and begin a new round.

Glossary



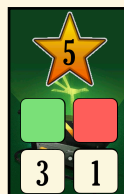
= If there aren't any rolled Dangerous Ghosts AND there is at least one rolled "2" will get 4 Fame.



= You will get 3 Fame if there is at least one green "1" or at least one green "4".



= You will get 5 Fame if there are at least two "1s" and a "3" of any color.



= You will get 5 Fame if there is a "1", a "3", a green die and a red die. You can combine Ghosts.



= You can't exchange a Trap you scored this round.



= Get an extra red "4" die, only for you, in addition to the rolled dice in the middle.