

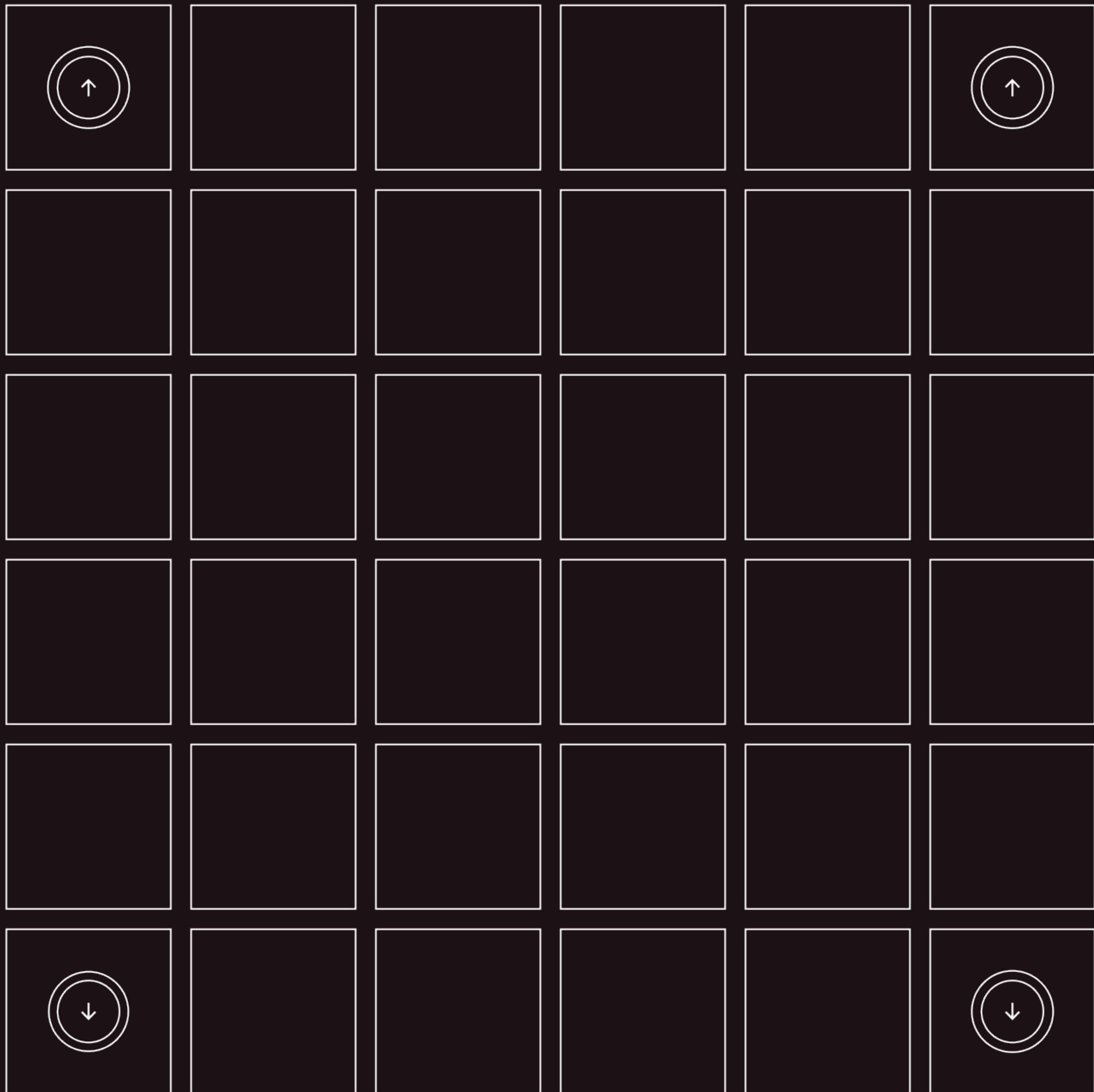
The Ghoulish Guide To

ghosts

& ghouls

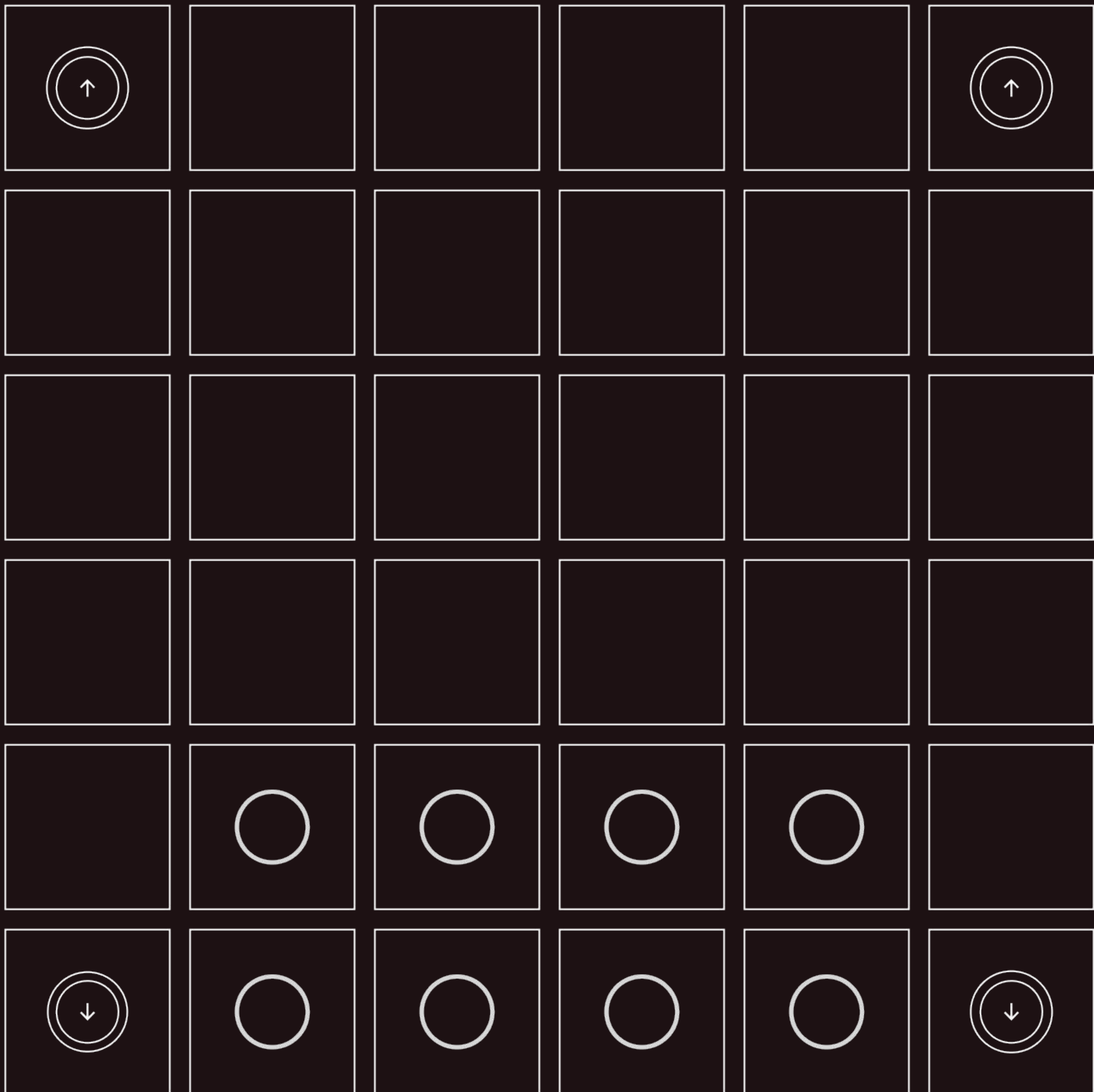


Board Layout



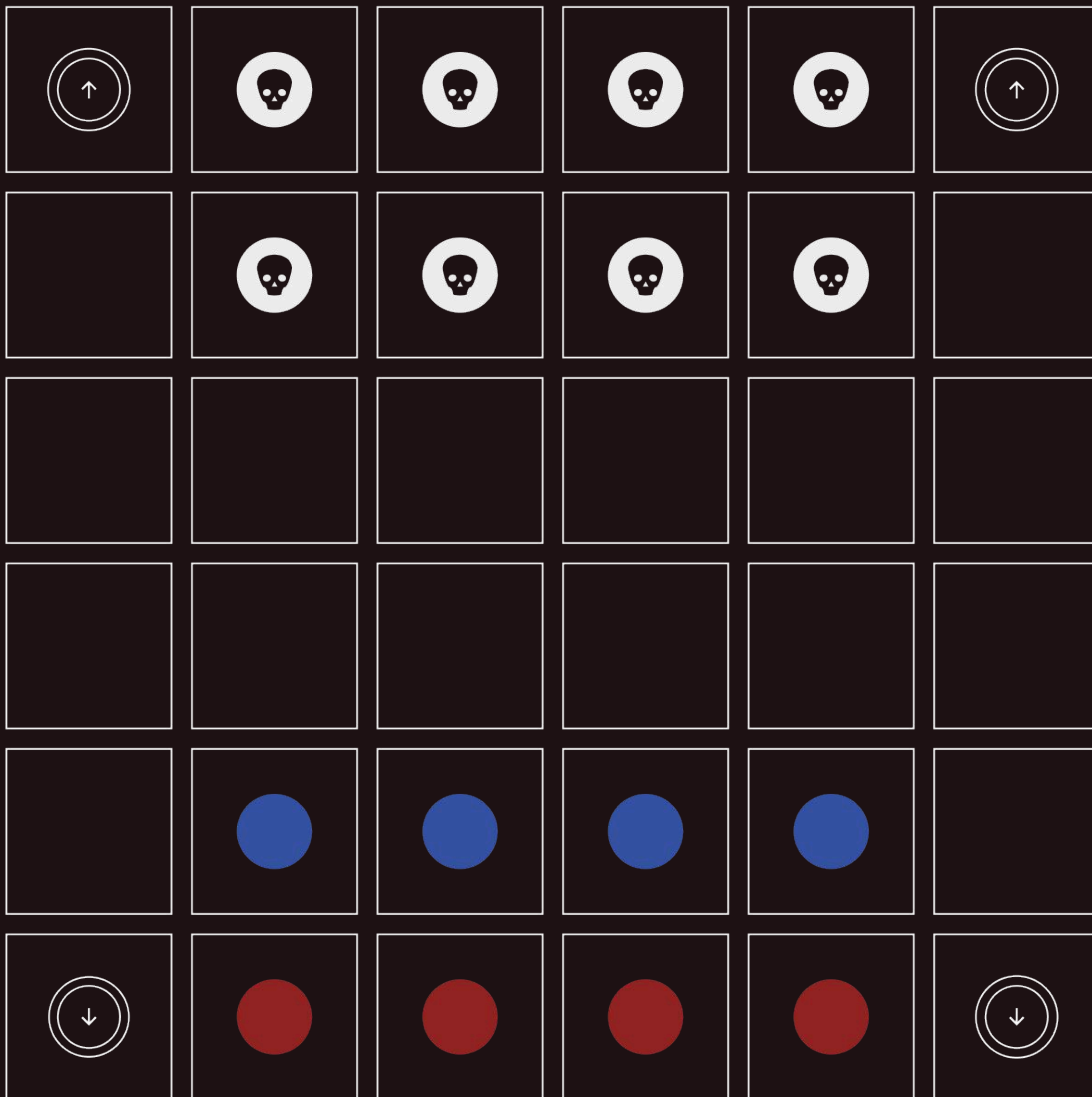
The game board is a 6×6 grid of tiles with goal posts in each corner.

Player Setup 1



Players start in the bottom 4 tiles not including the goal posts and the 4 spaces right above them.

Player Setup 2

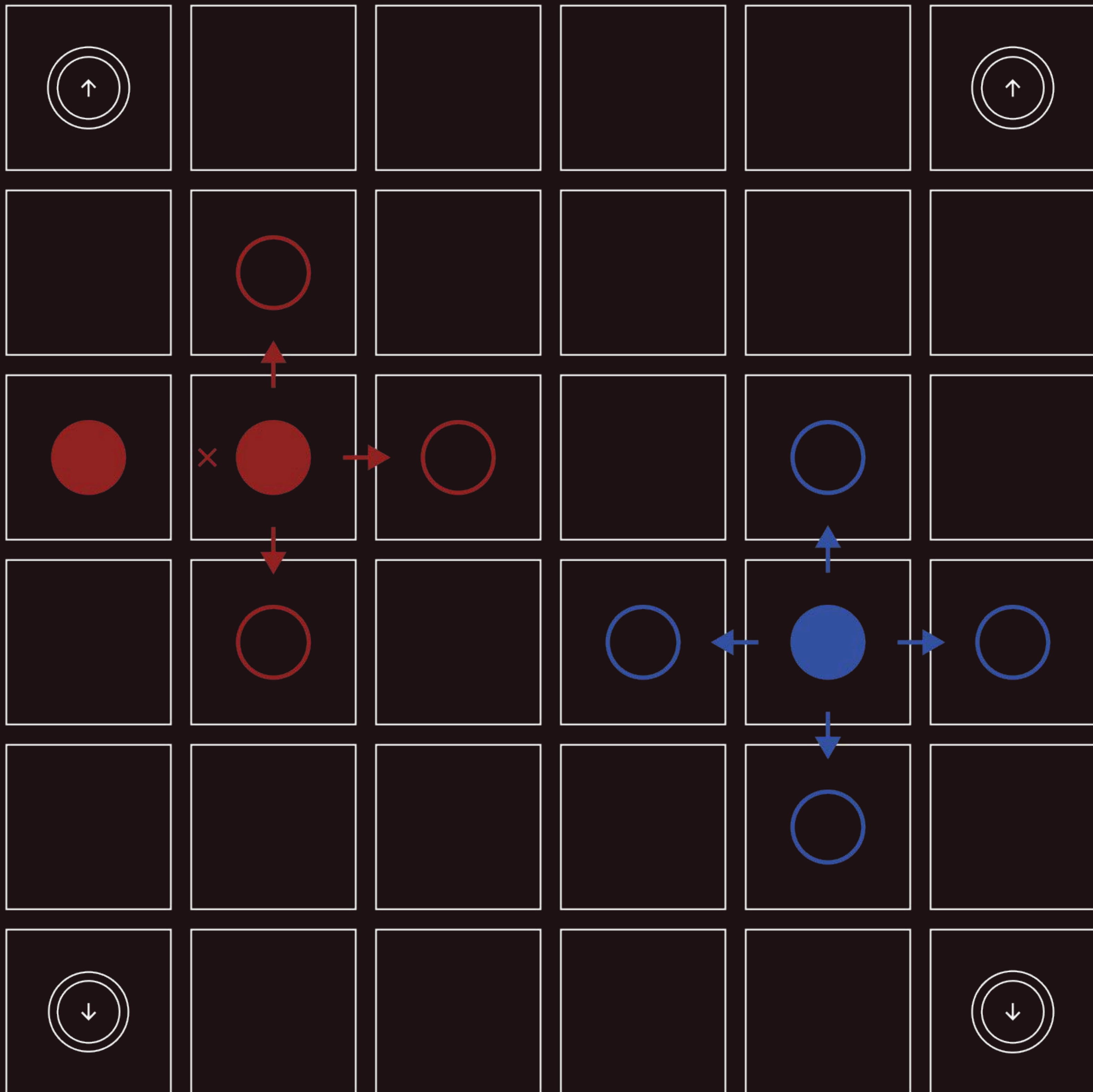


Each player has 8 pieces, 4 red (or bad) pieces and 4 blue (or good) pieces.

These pieces are to be placed in any layout within the aforementioned tiles.

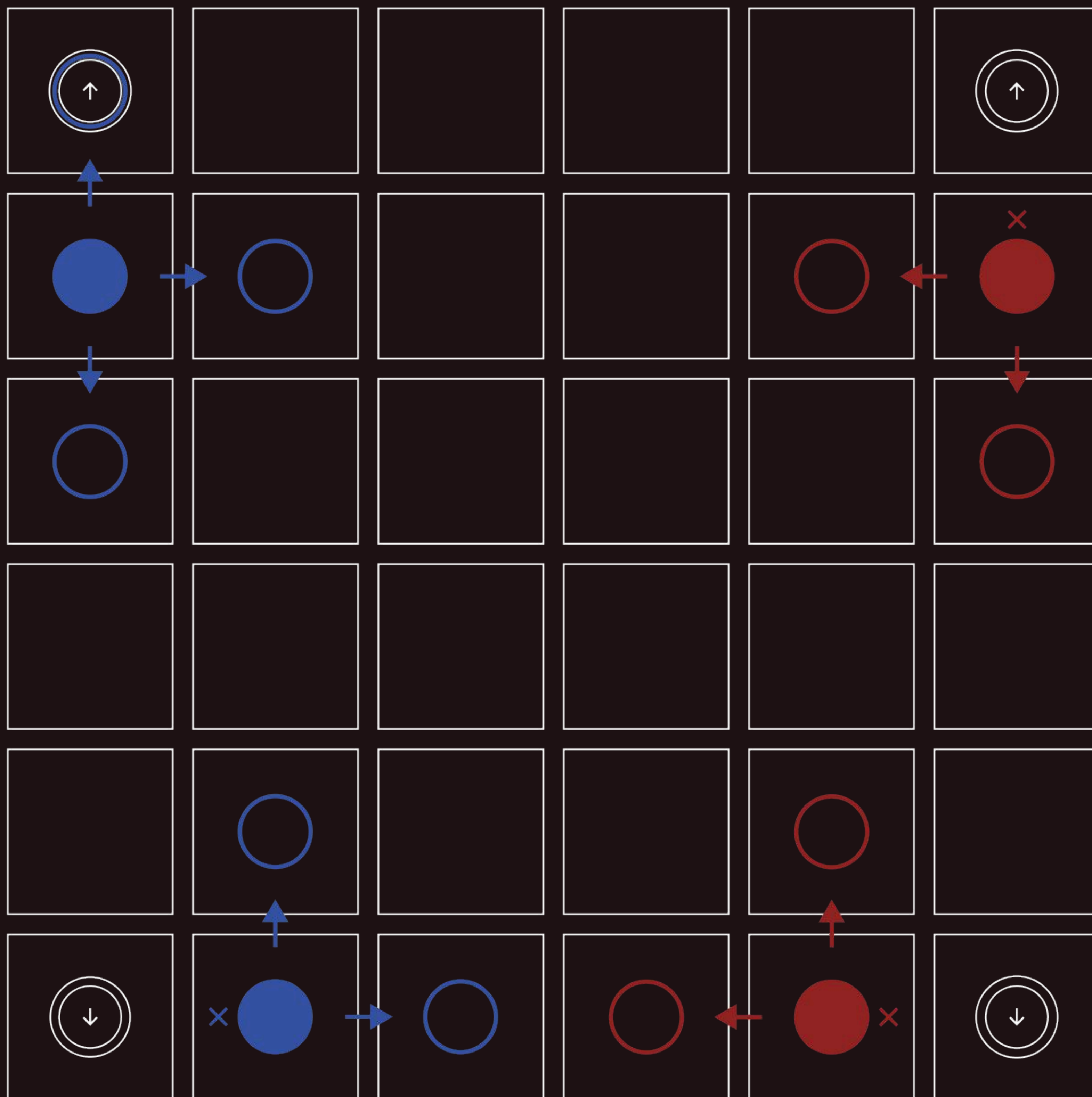
While a player can see whether one of their own pieces is good or bad, the opponents pieces are unknown to the player.

Basic Piece Movement



All pieces can move to one of the 4 adjacent tiles in any direction.

Advanced Piece Movement

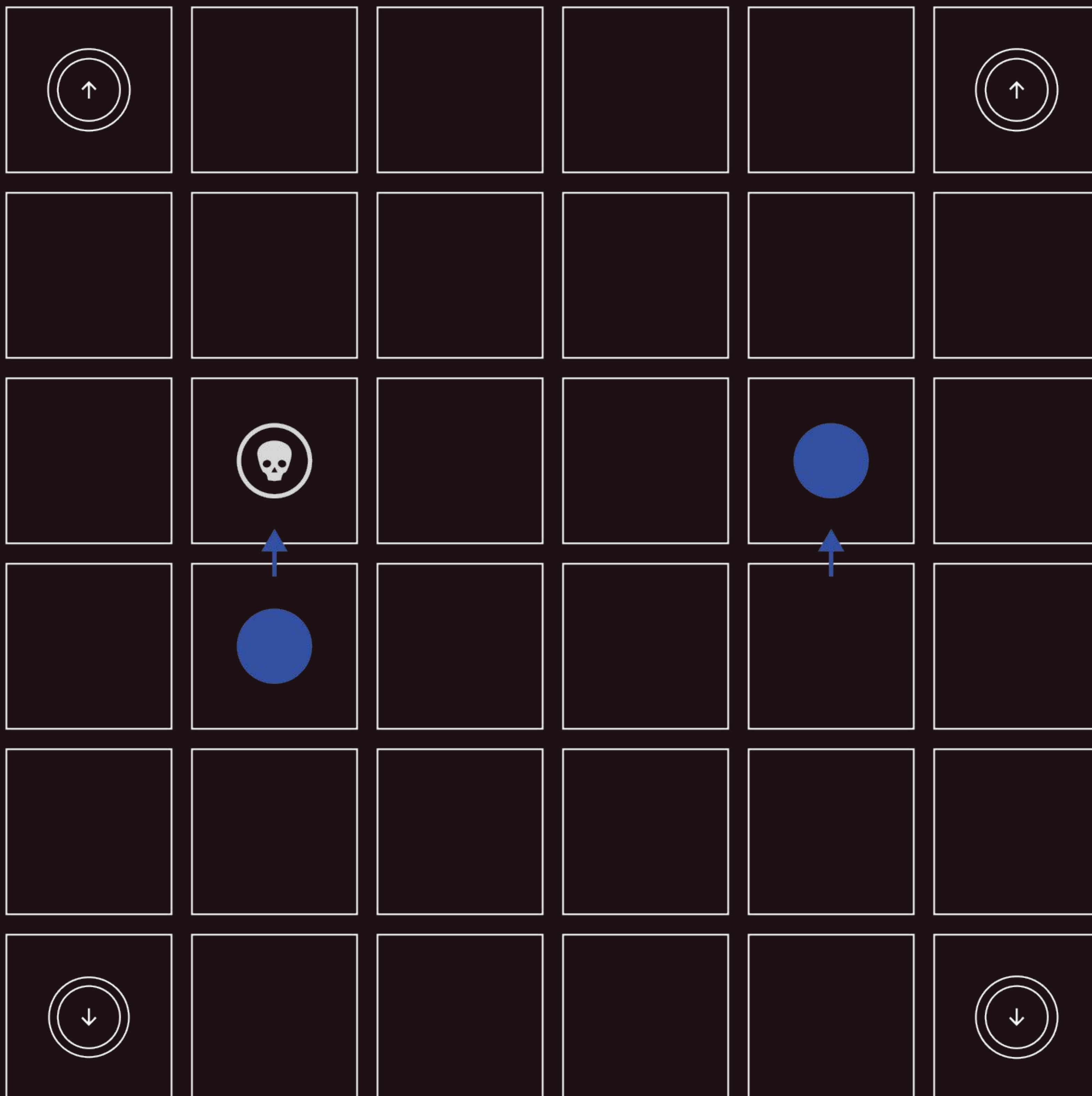


Pieces are contained to the tiles on the board. Pieces may not move into a tile that has another one of their pieces.

Red (or Bad) pieces may not move into the goal posts.

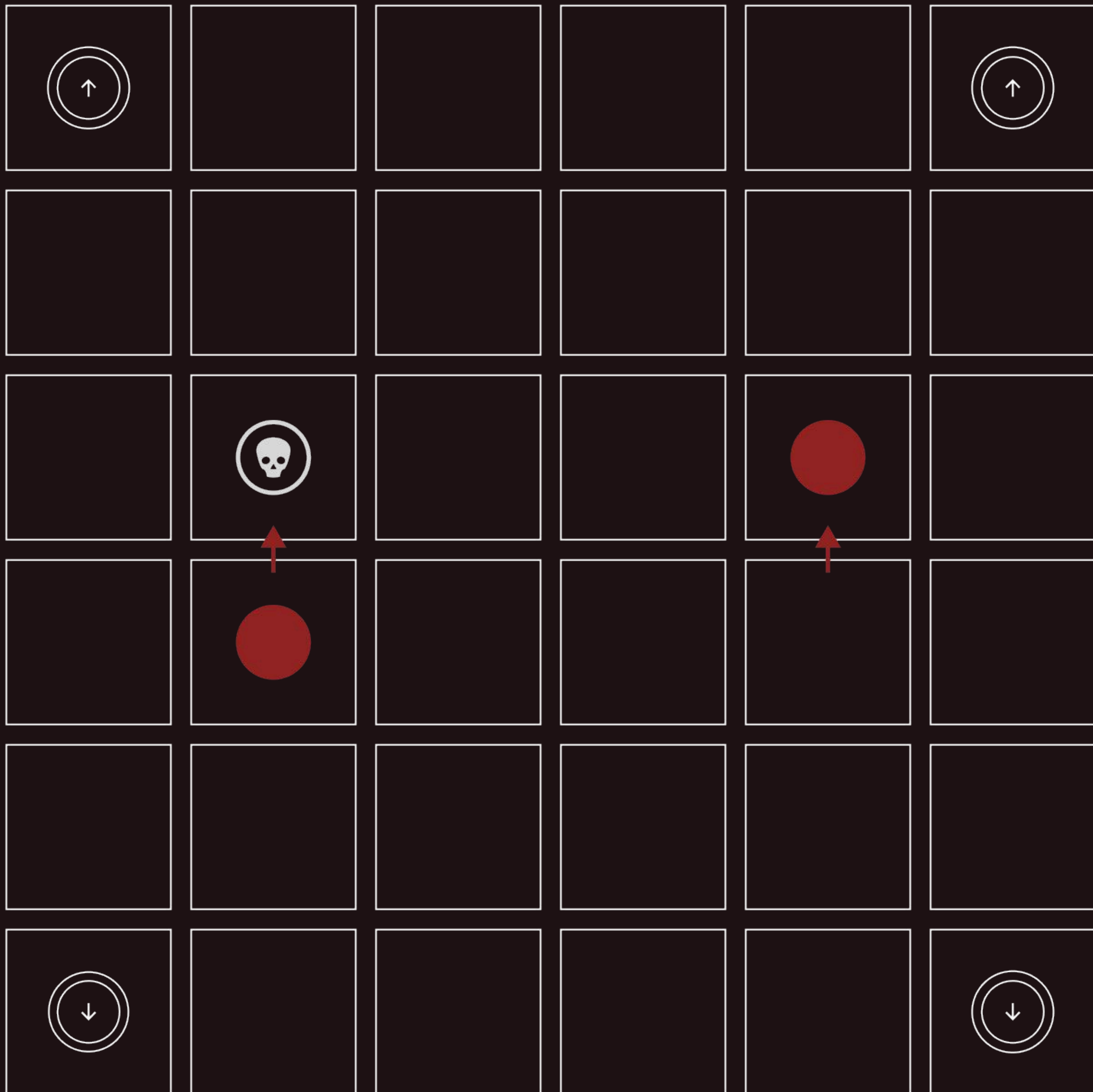
Blue pieces are limited to only entering the opponents goal posts (at the top) and must do so from directly below.

Attacking Opponent Pieces



Pieces attack by moving into a tile. Upon moving into an opponents piece, that piece is eliminated.

Attacking Opponent Pieces



All pieces are able to attack all opponent pieces, regardless of whether they are good or bad. All pieces are eliminated the same regardless of whether they are good or bad.

Winning Criteria

1 A player enters a blue (or good) piece into one of the opponents goal posts.

2 A player eliminates all 4 of their opponents blue (or good) pieces.

3 A player loses all 4 of their own red (or bad) pieces.

Playing The Game

Players need to trick their opponent into eliminating all their bad pieces, eliminate all of their opponents good pieces, or get a good piece into their opponents goal.

In order for a player to win a game they must win the best of 3 (or sometimes 5) matches. Matches continue until one of the players achieves one of the winning criteria.