

<div>GREY</div> <div>Scrooge</div> <div>> from Charles Dickens' A Christmas Carol <</div> <div>CONDITION</div> <div><div>Humbug: You have no Christmas Spirit.</div><div>humbug condition is forever cured when you card share with all 3 Ghosts Of X-Mas</div><div>Haunted: You must accept card shares with Ghosts.</div></div> <div>HOW TO WIN</div> <div>You win if you have the Humbug condition at the end of the game.</div>	<div>GREY</div> <div>Ghostbuster</div> <div>> from Ghostbusters (1984) <</div> <div>POWER</div> <div><div>Proton-Share: Card Reveal with a player and say "Proton-Share". That player must card share with you. If you card share with a Ghost, then you keep their card for the remainder of the game.</div><div>You can only use this power once per round.</div></div> <div>HOW TO WIN</div> <div>You win if you capture all the Ghosts by the end of the game.</div>	<div>GREY</div> <div>Jacob Marley</div> <div>> from Charles Dickens' A Christmas Carol <</div> <div>HOW TO WIN</div> <div>You win if Scrooge has the Humbug condition at the end of the game.</div>
<div>GREY</div> <div>Ghost X-Mas Past</div> <div>> from Charles Dickens' A Christmas Carol <</div> <div>CONDITION</div> <div><div>Ghost: If you card reveal to someone with the Haunted condition, they must card share with you.</div><div>If card share with Ghostbuster, you lose your character card the remainder of the game.</div></div> <div>HOW TO WIN</div> <div>You win if you card share with Scrooge and Scrooge doesn't gain the humbug condition.</div>	<div>GREY</div> <div>Ghost X-Mas Pres</div> <div>> from Charles Dickens' A Christmas Carol <</div> <div>CONDITION</div> <div><div>Ghost: If you card reveal to someone with the Haunted condition, they must card share with you.</div><div>If card share with Ghostbuster, you lose your character card the remainder of the game.</div></div> <div>HOW TO WIN</div> <div>You win if you card share with Scrooge and Scrooge doesn't gain the humbug condition.</div>	<div>GREY</div> <div>Ghost X-Mas Futr</div> <div>> from Charles Dickens' A Christmas Carol <</div> <div>CONDITION</div> <div><div>Ghost: If you card reveal to someone with the Haunted condition, they must card share with you.</div><div>If card share with Ghostbuster, you lose your character card the remainder of the game.</div></div> <div>HOW TO WIN</div> <div>You win if you card share with Scrooge and Scrooge doesn't gain the humbug condition.</div>
<div>GREY</div> <div>Bill Murray</div> <div>> the actor <</div> <div>DESCRIPTION</div> <div>Every round is like waking up on Ground Hogs Day over and over again. Only gaining the Existential Self condition will save you from insanity.</div> <div>POWER</div> <div><div>You gain the Existential Self condition if you card share with both Scrooge and Ghostbuster which were movies you starred in.</div></div> <div>HOW TO WIN</div> <div>You win if you gain the Existential Self condition.</div>	<div>GREY</div> <div>Jim Carrey</div> <div>> the actor <</div> <div>POWER</div> <div><div>You gain the Existential Self condition if you card share with both Scrooge and the Grinch which were movies you starred in.</div></div> <div>HOW TO WIN</div> <div>You win if you gain the Existential Self condition.</div>	<div>GREY</div> <div>Nephew Fred</div> <div>> from Charles Dickens' A Christmas Carol <</div> <div>CONDITION</div> <div><div>Yes/No: You like the game "Yes and No". So the only words you can say is "yes" and "no".</div><div>Condition is removed when someone makes a correct guess. Roll Dice. Your answer to that question is the correct guess. Question) Last <#> you <#>. 1=tvshow,watched 2=movie,watched 3=snack,ate 4=grocery,bought 5=book,read 6=store,visited</div></div> <div>HOW TO WIN</div> <div>You win if you don't have the Yes/No condition at the end of the game.</div>

