



GOAL OF THE GAME:

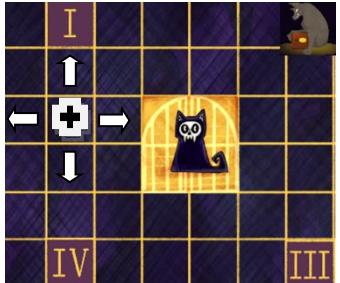
Collect 4 limbs: 2 arms and 2 legs and return to the gatekeeper in the middle to win.

GAME SET UP:



1. Put the players in the centre of the board by the **gatekeeper (cat)**. Each player starts as a **ghost with no limbs**.
2. Each player must draw 5 tiles. 5 is the **limit of pieces** (tiles + limbs) each player can hold **for the rest of the game**.
3. Each player then must put at least 1 of their tiles anywhere on the board. Advice: place several tiles around the start point to be able to move on the map in the next round (see example on the left).
4. Throw a d4 and place the **vendor (dog)** on the spot corresponding to the number in d4.

THIS IS HOW EVERY TURN GOES:



1. If you are a ghost with NO limbs, get a new card.
2. Throw a d4. You can move **up to that number** of steps for this turn in "+" shape (see example on the left). Once you land, stop moving.
3. Draw new tiles to fill up your **5 pieces** inventory (if it's not full already). Inventory is tiles + limbs, **not cards**!
4. Place **as many tiles as you want** on the map to continue building it the way it suits you.
5. Move vendor to the next spot **if the round is over**.



AS A GHOST WITH NO LIMBS:

- Move:** can cross any tile.
- Cards:** 1 new card every turn.
- Limb:** to pick up a limb, land on it/closed chest.
To drop a limb, place it on the tile you are standing on.

AS A GHOST WITH LIMBS:

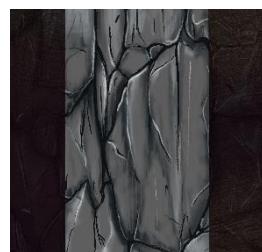
- Move:** can cross tiles that only your limbs allow
+ ground tiles.
- Cards:** can only get card from vendor when you stand on the same spot with him.
- Limb:** to pick up a limb, land on it/closed chest.
If you can't pass the tile under it, you can't have this limb.
To drop a limb, place it on the tile you are standing on.
- If you land on vendor spot before him:** allowed both card and movement.

TILES & LIMBS.



Regular Ground.

Who can pass: anyone.



Direction Ground.

Who can pass: anyone, but follow the direction.



Cracked Ground.

Who can pass: anyone.

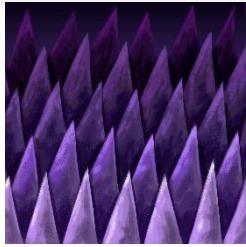
NOTE: breaks after being passed by a ghost with limbs. Discard back in tiles pile after breaking.



Rope.

Who can pass: ghost with no limbs

OR ghost with "rope" limb.



Spikes.

Who can pass: ghost with no limbs

OR ghost with "spikes" limb.



Water.

Who can pass: ghost with no limbs

OR ghost with "water" limb.



Ice.

Who can pass: ghost with no limbs

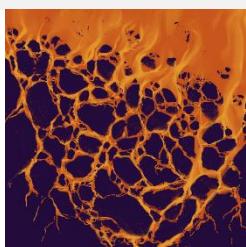
OR ghost with "ice" limb.



Chest. Contains limb inside (left). Empty (right).

Who can pass: anyone.

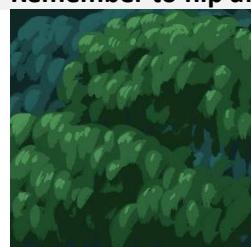
Remember to flip after emptying! (press F).



Lava.

Who can pass: ghost with no

limbs.



Bush.

Who can pass: ghost with no limbs

OR ghost with "scion" limb.

TILES & LIMBS.



"Ice" limb.
Allows to pass: ice.



"Rope" limb.
Allows to pass: rope.



"Scissor" limb.
Allows to pass: bush.



"Fast" limb.
Gives: +1 step every turn.



"Water" limb.
Allows to pass: water.



"Spikes" limb.
Allows to pass: spikes.

We encourage you to sabotage others during the gameplay! 😊