

Quick start guide:

Put the players in the centre of the board by the gatekeeper.

Players use a d4 die to move around. Players can only move onto a ground-tile that has been placed down on the board.

Ghosts can move freely through every tile. If you pick up a limb-tile, you must respect the rules of the ground-tiles. Some limb-tiles help you cross the ground-tiles (Indicated by the icons on the limb-tile itself). You can also drop your limbs where you are if you desire. Some limbs also give you an additional free movement every turn.

The Dog spends their time roaming the map, throw a d4 to determine where it starts. At the beginning of the first player's turn it moves to the next spot in ascending order. When you visit the dog, get a card that you can play during your turn.

Collect 2 arms and 2 legs and return to the gatekeeper to win.

Before the game starts, roll a dice and whoever rolls highest starts.

At the start of your turn, draw tiles to fill your hand and keep them. You can place tiles from your hand **after** you have moved during your turn. You can hold a maximum of 5 pieces.

Throw the die to determine how far you can move. You can move less than the amount if you desire.

Move on top of treasure chest tiles to find a limb, pull one out of the bag that contains limbs and flip the treasure chest tile so the chest looks empty.

Tiles:



Regular ground, can move in any direction in a + shape.



Ground with walls, can only move in the direction of the tile.

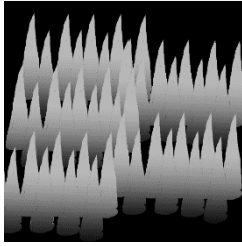


Cracked Ground, Is destroyed after passing over it, or when the last player standing on it moves



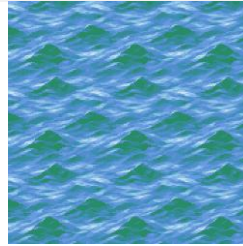
Rope, Requires a limb that can grab it to go

off it. When destroyed, put it back into the tile bag.



Spikes, Requires a limb that can cross it safely.

across.



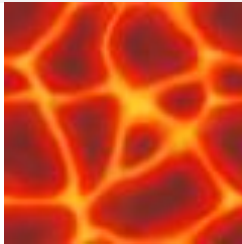
Water, Requires a limb that can let you swim through it.



Ice, Requires a limb that can help you smash through it.



Chest, Has a Limb inside it! Grab it to assemble your body.



Lava.