

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. Vendor moves at the end of every complete round in ascending order. Dog spots are **not tiles**.
5. Roll the d4. Highest number starts. Then continue clockwise.



THIS IS HOW EVERY TURN GOES:

1. If you are a ghost with **NO limbs**, get a new card. In the game **only cards are secret** from others and can be used any time.
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** anywhere on the map (except dog tiles) to continue building it the way it suits you.

AS A GHOST WITH NO LIMBS:

- Move:** can cross any tile&limb.
- 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:

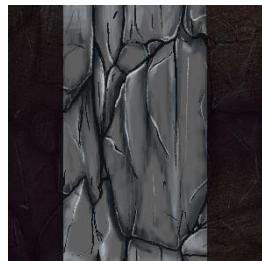
- Move:** can cross tiles that only your limbs allow
+ ground tiles/chests/limbs.
- Cards:** can only get new cards from vendor, if you stand on the same spot with him. Get 2 cards.
- Limb:** to pick up a limb, land on it/closed chest.
If you can't pass the tile under it, you can't have this limb.
To 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.

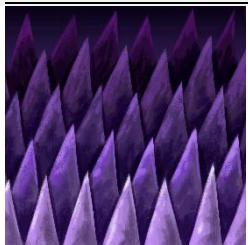
NOTE: breaks after being passed by a ghost with limbs. Discard back in tiles pile after breaking.



Rope.

Who can pass: ghost with no limbs

OR ghost with "rope" arm.



Spikes.

Who can pass: ghost with no limbs

OR ghost with "spikes" leg.



Water.

Who can pass: ghost with no limbs

OR ghost with "water" leg.



Ice.

Who can pass: ghost with no limbs

OR ghost with "ice" arm.

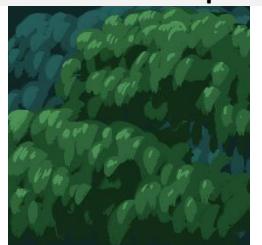
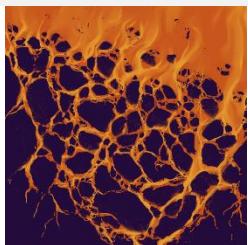


Chest. Contains limb inside (left). Empty (right).

Who can pass: anyone.

How to pick a limb: land on closed chest.

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 "scissor" arm.

TILES & LIMBS.



"Ice" arm.

Allows to pass: ice.



"Rope" arm.

Allows to pass: rope.



"Scissor" arm.

Allows to pass: bush.



"Fast" leg.

Gives: +1 step every turn.



"Water" leg.

Allows to pass: water.



"Spikes" leg.

Allows to pass: spikes.

We encourage you to sabotage others during the gameplay! 😊