

Quick start guide:

**Collect 2 arms and 2 legs and return to the gatekeeper in the middle to win.**

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 when not carrying a limb. 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 itself). You can also drop your limbs where you are if you desire.

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.

Every turn that you start as a ghost (holding no limbs), Draw a card.

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.

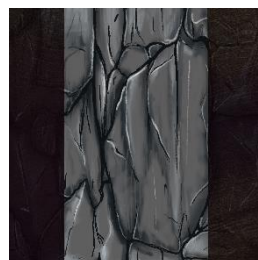
Throw the die to determine how far you can move. You can move less than the amount if you desire.

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 (Press F in Tabletop) tile so the chest looks empty.

Tiles:



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



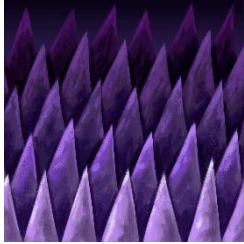
**Ground with walls, can only move in the direction of the tile.**



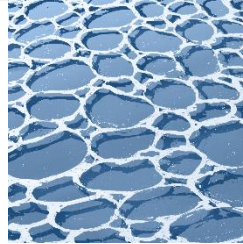
**Cracked Ground, Is destroyed after passing over it, or when the last player standing on it moves off it. When destroyed, put it back into the tile bag.**



**Rope, Requires a limb that can grab it to go across.**



**Spikes, Requires a limb that can cross it safely.**



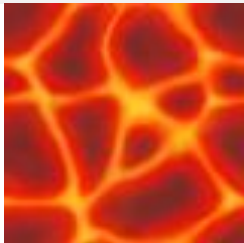
**Water, Requires a limb that can let you swim through it.**



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



**Chest, Has a Limb inside it! Land on it to grab a body part.**



**Lava, Can only be crossed when not holding a limb.**