|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| A yellow bird with orange beak and eyes  Description automatically generated | A red cartoon character with a face  Description automatically generated | A green ghost with a face and a line  Description automatically generated with medium confidence | A blue ghost with a sad face  Description automatically generated | A pink ghost with eyes and mouth  Description automatically generated |

**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. A cartoon of a wolf sitting on a box

   Description automatically generatedThrow 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.**

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| 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.**

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| 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. | A close up of a chest  Description automatically generatedA wooden chest with gold trim  Description automatically generated  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 “scior” 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**. |

|  |  |
| --- | --- |
| A cartoon of a hand and a snowflake  Description automatically generated  “Water” limb.  Allows to pass: water. | “Spikes” limb.  Allows to pass: spikes. |

We encourage you to sabotage others during the gameplay! 😉