







Ghost Selection

Each round, two of the four ghosts will move. To determine which ghosts will move, roll the die and consult the following table:

Die	Ghost 1	Ghost 2
	Alice (red)	Bob (yellow)
	Alice (red)	Clyde (green)
	Alice (red)	Daryl (blue)
	Bob (yellow)	Clyde (green)
	Bob (yellow)	Daryl (blue)
	Clyde (green)	Daryl (blue)

Ghost Movement

The movement rules for the ghosts are:

- If a ghost is at the same flower as the player, then they take one step towards the player via the shortest route. In the case of a tie, the ghost steps in the clockwise direction.
- If a ghost is at a different flower than the player, then they will jump. Each ghost jumps differently.

Alice (red): Move to the flower that matches Alice’s hex number and the hex that matches the player’s flower number.

Bob (yellow): Move to the flower that matches Bob’s hex number and the hex that matches the player’s hex number.

Clyde (green): Move to the flower that matches the player’s flower number and the hex that matches Clyde’s hex number.

Daryl (blue): Move to the flower that matches the player’s hex number and the hex that matches Daryl’s hex number.