

Ghost School

“Just when you thought it was safe to go back to school...”

Objective

Ghost School is a card game that involves playing cards and keeping your fear meter in check. 2-5 players explore a haunted school with the goal of being the last one standing. The more frightened you become the more difficult the game gets.

Each turn a player explores the school by drawing a card. The card might be a helpful item or action to keep spirits away or it could be a ghost waiting to jump out. Play cards to keep your fear meter low. If you become too scared your fears affect your decisions forcing you to draw 2 cards. If your turn ends and your fear meter is too high, you are out of the game.

Components

30 Fear cards.

40 Action cards.

1 Rule book

Action cards have Yellow characters at the top. Some reduce your Fear Meter while others have different effects. Most of the cards are discarded after use but some read Bury, these are removed from the game. Bury will be explained further in a later section.



Fears have Red characters at the top and all read: Increase your Fear Meter. Some Fear cards also have additional rules once they are discarded.



Setup

1. Separate the Fear cards from the Action cards.
2. Shuffle the Action cards and deal each player 3 cards.
3. Shuffle all remaining Action and Fear cards together into one pile. This pile is known as the “School”
4. Place the School face down in the middle of the table.
5. Choose who goes first.

The Fear Meter

Your fear meter is where Fear cards “Ghost cards” are set while you are exploring the school. The Fear Meter is an imaginary gauge you build by putting cards face up. If your fear meter contains 5 or more cards when your turn ends, you are out of the game.

When a Fear card is drawn it goes face up in the lowest open position: this is increasing your Fear Meter. You cannot rearrange the order of your Fear cards. If you reduce your Fear Meter or move any Fears you must take the cards in the highest position first.



Game Flow

Players take turns drawing a card and then

playing a card if they choose. Once their turn is over the next player draws and plays a card. If your turn ends and you have 5 or more Fears you are out of the game. Continue going in clockwise order until only 1 player remains.

Game Play

1. On a player turn they draw 1 card and play 1 card.
2. Players must always draw a card.
3. Players are not required to play a card. Players cannot play more than 1 card on their turn. To play a card follow the printed directions and put it face up in the discard pile.
4. If a player draws a Fear, the card automatically goes into their fear meter in the first open position. This is not considered playing a card.
5. If a player draws an Action, it goes directly into their hand.
6. Players may play a card before they draw. If your Fear Meter has 4 or more Fears when you decide to draw cards, you must draw 2 instead of 1.
7. If your turn ends and your Fear Meter has 5 or more Fears in it you are out of the game.
8. Last player remaining wins

School, Discard, and Bury

As you play Ghost School you will create 3 piles of cards. The first is the School that you are drawing from. The second is the discard pile, all Fears are put there after being discarded and most Action cards are put in the discard after you play them. The third pile is for Action cards that read Bury After use. Some cards are more powerful and get removed from the game these cards have bury after use printed on them. Once all of the cards in the school have been drawn shuffle the discard pile and place it face down in the middle of the table. The bury pile stays on the table and is not shuffled back in.

Tips

1. Moving a card from your Fear Meter to another players Fear Meter does not trigger discard effects printed on the Fear card.
2. If you have 4 Fear when your turn starts you

have a chance to reduce you Fear before drawing, this will keep you from drawing 2 cards.

3. If a card makes players draw cards, draw in order starting with the person who triggered the effect.

An Example of two turns.

Ray and Jake are playing Ghost School. Ray separates actions and fears and deals 3 actions to each player. Ray shuffles the cards back together and puts the school face down in the middle of the table. Jake starts by drawing a card, it is the fear card Twins. Jake places the fear into the first open position on his fear meter. Jake decides not to play a card and passes his turn. Ray draws a card, it is the action card Séance. Ray decides to play the card. Ray draws 2 cards and are both are the fears Black Cat both go directly into his fear meter in the order he drew them. Jake draws the action card Coffee. Ray has drawn and played cards so his turn is over. Jake draws a card, it is the fear card Nurse. Jake now has 2 fears and plays the card Ofuda which reduces 2 fears. Ofuda goes into the bury pile and Nurse and Twins are discarded. Since the card Twins has special rules when it is discarded Ray and Jake both choose a card and discard it. Ray draws the action card Salt Lines. Ray puts the card Salt Lines face up into the lowest open position in his Fear Meter and ends his turn.

Credits

Created by Scott Petersen

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