

Ghostland: The Board Game Rulebook

A Game by Jon Cohn and Duncan Ralson

1-4 players, 45-60 mins, Ages 13+

Learn the game fast by watching this how to play video! [▶ Learn How to Play Ghostland!](#)

Overview

It's opening day at Ghostland, a theme park created by horror mastermind Rex Garrote, where guests can see actual ghosts! Of course, everything has gone horribly wrong, and now the ghosts are murdering all the guests. What's worse, the electric Recurrence Field Generators, which keep the ghosts contained, have all broken down. If someone doesn't get them fixed soon, it could spell the end of the park...or even the end of the world!

Goal

The objective of the game is to build 3 Recurrence Field Generators, then defeat the ghost of evil park mastermind Rex Garrote, before the ghosts kill all the park's guests and escape to wreak havoc on the rest of the world. This game is fully cooperative, so players either win together, or lose together.

Setup

Refer to the board and key below for setup rules:



1. Each player chooses from one of the eight character boards, an affiliated standee, then collects a number of custom dice based on player count. For a 2 player game, each player grabs 10 dice. In a 3 player game, each player grabs 7 dice. For a 4 player game, each player grabs 5 dice. Finally, place each character's standee in the Garrote House attraction. *Note: for a 3 player game each player collects all 5 blue, green, or purple dice, then grabs 2 red dice for a total of 7.*
2. Shuffle the Items deck, and lay out 4 item cards face-up within reach of all players. *Note: for a 4 player game, additionally randomly deal out 1 Item to each player.*
3. Shuffle each of the 3 Event decks separately, and place one for each number face-down along the top of the board. Place the rest of the Event cards in the box, you won't need them during the game.
4. Gather the Recurrence Field Generator tokens, and checkmark token, and place them near the board. Additionally, grab the Rex Garrote Token and place it at the 100% Guest population spot on the Park Health Tracker on the bottom of the board.
5. Shuffle the Ghost deck. Then, deal one card face-up onto each of the five Attractions (Labelled 6) on the board.

Playing the Game

Each round of Ghostland is broken up into 4 Phases. If the game is not over at the end of Phase 4, start a new round by going back to Phase 1.

Phase 1: Populate Phase

During this Phase of the game, players first check to see if there are any Attractions that are empty of both Ghosts and Field Recurrence Generators. If there are, draw Ghost cards from the Ghost deck, placing one face-up in each empty Attraction.

Then, check each Ghost on the board, following any card abilities that trigger "During the Populate Phase."

Phase 2: Rolling Phase

During this Phase, players simultaneously roll all dice that are currently in their dice pool, to the left of their player board. If a player does not like the dice they have rolled, they may choose to discard one die, moving it to the right side of their player board, and re-roll all remaining dice in their pool. There is no limit to the number of times a player may perform this action during the Rolling Phase, as long as they have a die to discard.

Phase 3: Activation Phase

The Activation Phase is where the majority of play happens. First, players choose the order in which their characters will activate. Because the game is fully cooperative, there is no set order

of character Activation from round to round. However, once a character begins their Activation, they must complete their Activation before the next player can begin theirs.

There are a number of things a player can do during their Activation, depending on the dice they rolled, their Character Actions, equipped Items, and Special Abilities. During this time, players will be moving around the board, fighting ghosts, and attempting to build Recurrence Field Generators.

Dice

Let's start by looking at the different dice faces, and seeing what they do.



Shock stick. This is your primary form of attacking ghosts, and due to its importance it's the only icon that appears on each die twice. Players will be placing these dice directly onto ghost cards to try to defeat them.



Keeper Suit. This icon functions similarly to shock stick, however it is a more rare occurrence, as it only appears once on each die.



Hammer. This icon is used primarily to build Recurrence Field Generators, however it may sometimes be required to defeat ghosts.



Hand. During the game, ghosts will kill guests in the park. Once per Activation, a player may discard a single Hand to restore 5% of the Guest population in the park. Additionally, Hands may be required to complete a number of other tasks.



Ghost Tram. This is the primary form of **Movement** throughout the park. By discarding a Ghost Tram, players may move from one Attraction to an adjacent Attraction.

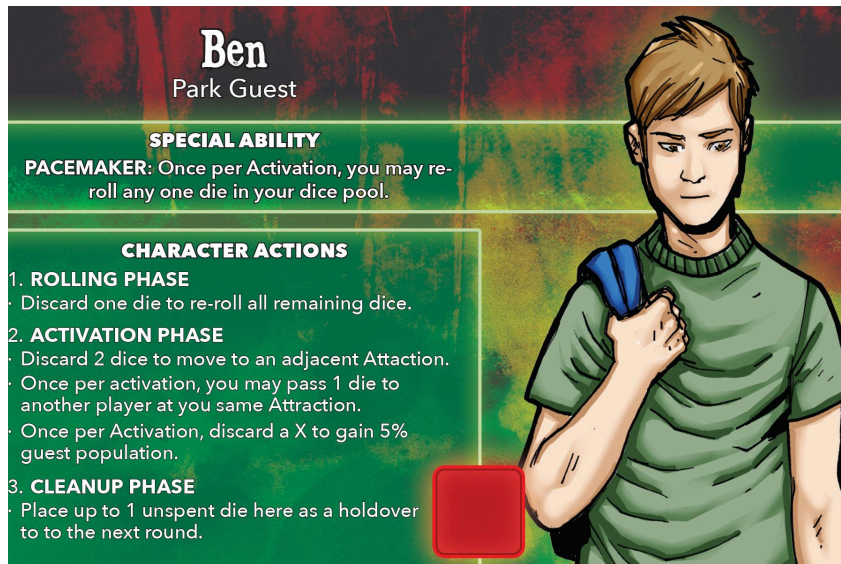
Character Actions and Special Abilities

Aside from the actions that can be performed with dice, there are a few more abilities that each character can do. Character Actions are printed on each character card. Along with each character's unique Special Ability, players can:

- Discard 2 dice from their dice pool to move to an adjacent Attraction.
- Pass a single die from their pool to another player located in the same Attraction. This may only be performed once per Activation.

- Discard a Hand Die from their pool to regain 5% of the park's population. This may only be performed once per Activation

Additionally, during the Cleanup Phase, players may choose to bank a single unused die from their pool, and save it for another turn. During the next rolling phase, the player would simply add the die to their pool after rolling their other dice.



Battling Ghosts

In order to better understand how dice work in action against ghosts, let's look at a sample card.



This is the ghost of Harry Winslow. On the sides of his card, he has three boxes; two Shock Sticks, and a Keeper Suit. In order to be defeated, players must place matching dice onto these spaces on the card. If all of the spots on a ghost are filled, it is instantly defeated, sent to the ghost discard pile, and the dice used to defeat it move to the player's discarded dice area on the right side of their character board.

However, if a ghost is not defeated during a round, all dice remain on that ghost, and the player will not be able to have them returned to them until the ghost is defeated.

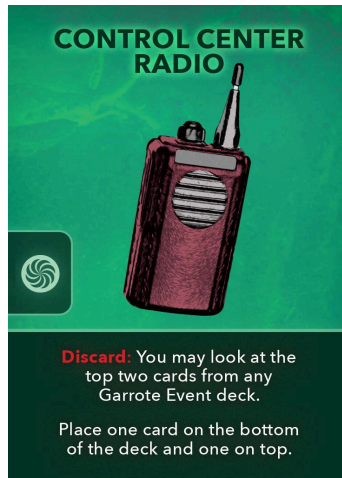
Finally, at the bottom of the card the ghost has an ability. This one states that it will kill 5% of the park's guests during the Population phase.

Purchasing Items

Item cards will help players as they battle against the evil Rex Garrote and his army of murderous spirits. Players can purchase and use Items at any time during their Activation unless otherwise specified. In order to purchase Items, players must discard dice from their

pool. An Item with a swirl symbol on their cost means a die of any type may be placed there to pay for it. As soon as an Item is purchased, draw a new item in its place. Players may own up to 3 Items at any time. If they buy a fourth, they may discard one equipped Item.

There are two types of Items:



Single use Items are defined by the red text that says "Discard." A player may discard this card at any time during their Activation to use its power.

Note: Some cards specify different Phases items are usable. Unless otherwise noted, items can only be played during the current player's Activation.



Permanent Items are usually more expensive to purchase, but can be used once per Activation for the rest of the game.

Phase 4: The Cleanup Phase

Once all players have finished their Activations, move on to The Cleanup Phase. The first thing to do during the Cleanup Phase is check to see if any Recurrence Field Generators have been built this round. If they have, reveal an Event Card.

Now comes the time for the ghosts to activate! During this time, all ghosts on the board will have a chance to kill some guests at Ghostland. There are two ways that ghosts can kill guests.

1. Some ghost cards specifically say that they kill an amount of guests during Cleanup. When this happens, move the Garrote token down the population track based on this number.
2. Some ghosts don't have text about killing guests, but that doesn't mean they aren't dangerous! If a ghost is at an Attraction at the end of a round, it automatically kills 5% of

guests. Because Garrote House is so dangerous, ghosts surviving in that location kill 10% of guests instead!

Any dice left on ghosts, Events, or unpurchased Items at the end of a round remain in place until those cards are fully resolved. However, any dice left on an Attraction in a failed attempt to build a Recurrence Field Generator are returned to their owners.

At the end of each Cleanup Phase, all dice in players discard piles go back into their normal dice pools to the left of their player board. If a player had given any dice to another player during the previous round, they reclaim their lost dice.

Building Recurrence Field Generators and Triggering Events

When a ghost is defeated, it leaves behind an empty space with some icons, as shown below:



In order to place a Recurrence Field Generator at this attraction, this area must be filled with the corresponding dice. After the ghost in this Attraction is defeated, players must place two Hammers and a Hand in this space to build a Recurrence Field Generator.

If they are able to successfully accomplish this before the round ends, they may place a recurrence Field token over the Attraction, and move all their dice to their discard area. If players are unable to finish building by the end of the Activation Phase, all dice in this Attraction are returned to players.

Note: There is a blank spot in each Attraction box. At the beginning of the game, it can be ignored. However, As Events get played, new requirements will appear, adding to the cost of a Recurrence Field Generator.

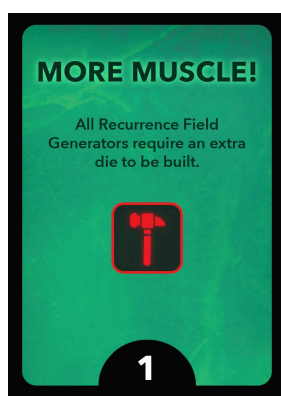


When a Recurrence Field Generator is placed in an Attraction, two things happen:

1. This Attraction is cleansed, and in future rounds during the Population Phase, no ghosts will be placed in this Attraction.
2. During the Cleanup Phase, players will flip over the corresponding top card from the Event Deck. For instance, if this is the first Recurrence Field placed, flip over the Event card labeled 1. If it's the second, players will flip over Event 2.

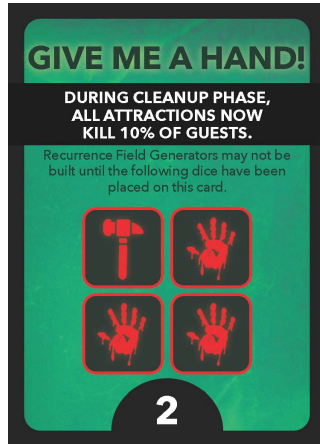
Note: The center Attraction, Garrote House, has no icons. It cannot be cleansed until the end of the game.

Event 1



This is a sample Level 1 Event. Once this card is flipped, players will need to place an additional die in order to build Recurrence Field Generators in any Attractions. In the case of this card, that additional die would need to be a Hammer.

Event 2



Event 2 requires a number of dice to be placed on it before players may resume building Recurrence Field Generators. When completed, remove dice from the card and place a checkmark token on it.

Do not discard the card. Ghosts at all Attractions will continue to kill 10% of the population each round for the rest of the game.

The Final Encounter

During the Cleanup Phase after players have built their third Recurrence Field Generator, grab the Rex Garrote ghost card and place him in the Garrote House Attraction, replacing any ghosts that might be there. In addition to placing dice on Garrote, he has additional health in the form of the requirements on the Event card. Once the appropriate number of dice have been placed on the Event card, discard it.

Note: There will still be one attraction active on the board when Garrote appears. Any ghosts at that Attraction will still behave normally.



Normal Mode Victory

In order to win the game, players must defeat Rex, and clear the Event 3 card. If the players are able to defeat Rex before the park is destroyed, the players win!

Hard Mode Victory

In addition to the objectives from Normal mode, players must also defeat all remaining ghosts on the board.

Impossible Mode Victory

In addition to the objectives from Hard mode, players must also erect a fourth Recurrence Field Generator on the board before finishing off Garrote.

Tips for First Time Players

Saving Ghostland can be tough! It's meant to be. However, there are a few tips that can help players along during their first game.

- Communication is key! During the Dice rolling phase, once everyone has seen their dice, it's important to talk about turn order, and set goals for the round. Some character abilities or items are much more useful earlier in the round than later!
- Try to erect a Recurrence Field Generator in the first round, if possible. While it's tempting to go on a ghost killing spree, getting a location locked down on the first turn often helps players get off on the right foot, giving them a leg up for future rounds.
- Garrote House is a vital location, especially in the early game. Even though Recurrence Fields cannot be erected in this zone, leaving a ghost standing there can wreak havoc

on the board if left alone. Since all players start at this attraction, it's generally a good idea to knock out whatever specter is haunting that location before splitting up. Garrote House is also a great place to try to end a player's activation. You never know what will pop up next round, and being in a central location keeps players ready to move wherever needed to take out threats.

- Remember that any dice left on a ghost at the end of a round are not refunded to a player's dice pool during the next round. If possible, try to finish off any ghosts that have dice already placed on them each round.
- Choose your characters wisely! While all Characters have useful Special Abilities, some are more effective at certain player counts. For example, Sarah Jane's ability to help build Recurrence Field Generators, and Lillian's ability to filter out future threats are extremely useful in a 2-player game, while Demont and Stan's abilities to help other characters tend to shine more in a game with 3 or 4 players.