

# Ghosts



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A spirited game by Reiner Knizia  
With art by Roberto Freire

Players: 2-6  
Ages: 8 and up  
Playing Time: about 20 minutes

Seven don't exceed this night  
Lest the ghosts fill you with fright.  
Mist will hide you from their gaze,  
And matching colors turn their ways.

## The Goal of the Game

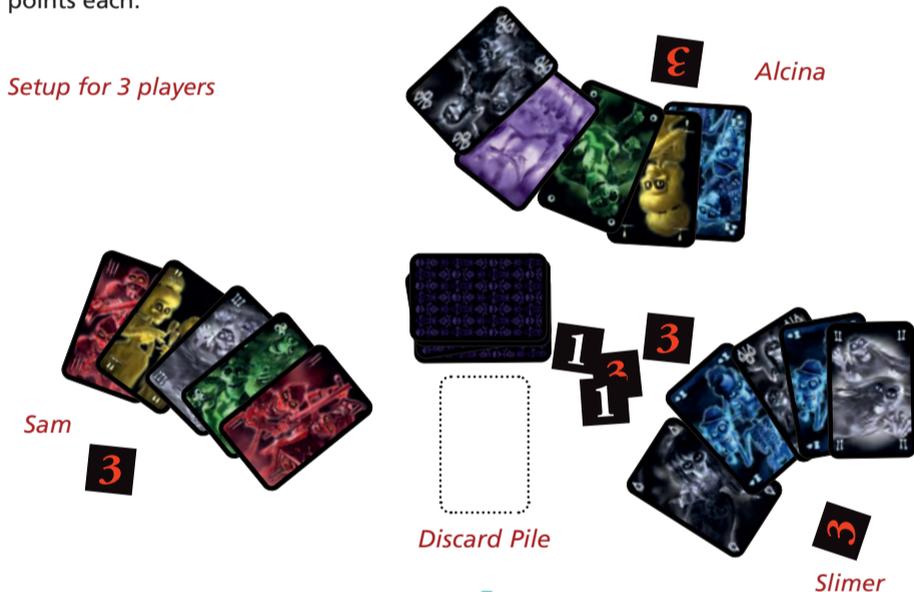
Take turns playing ghost cards and avoid escalating the fright level past seven. Trick the ghosts by playing cards of the same color or mist cards. If you face too many ghosts, you must take fright points!  
After three rounds, the player with the **fewest** fright points wins.

## Components



## Setup

Shuffle all the cards together and deal **five cards** to each player. Create a face-down draw deck from the remaining cards. Get the fright tokens ready and take three fright points each.



## Playing the Game

The player who can make the spookiest face goes first. On your turn, play any one card from your hand on the face-up discard pile and call out the current fright level. Then, draw a new card and pass the turn to the player on your left.

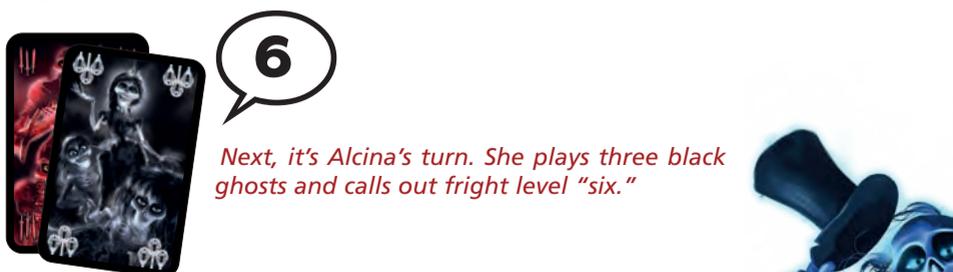
For the first card on the discard pile, the fright level equals the number of ghosts on the card just played.



What you must do when you play a card depends on its color compared to the card on top of the discard pile:

### • A Different Color

If you play a card that's a **different color** than the top card on the discard pile, **add** the number of ghosts on your card to the current fright level and call out the new fright level total.



## • The Same Color

If you play a card that's the same color as the current top card on the discard pile, the **fright level doesn't change**. Simply repeat the current fright level. This action also changes the **direction of play**: If you've played in a clockwise direction up to now, continue counter-clockwise, and vice versa. So, after you've taken your turn, the turn passes to the last player who played a card before you.



*After Alcina's turn, Slimer plays another black ghost. The fright level stays the same, so they repeat "six." Now, the turn order changes direction and it's Alcina's turn again.*

## • Mist Cards

If you play a mist card, stick it under the discard pile. Since there are no ghosts on it, neither the fright level nor the direction of play changes. Repeat the current fright level.



*Alcina plays a mist card and repeats the current fright level: "six." The direction of play stays the same, so it's Sam's turn next.*

After you play a card and call out the fright level, draw a card. Your turn ends and it's the next player's turn.

## Taking Fright Points

The fright level can never be any **higher than seven**. If you can't play a card without pushing the fright level past seven, or if you don't want to play a card for any reason, take the complete discard pile instead and put it face down in front of you. In addition, you must take **one fright point**.

**Note:** You can swap three 1-point fright tokens for a 3-point fright token at any time.



*The current fright level is six and Sam can't play a card without pushing it past seven. He takes a fright point and puts the discard pile in front of him, face down.*

If you take a fright point, start a new discard pile with one of the cards from your hand in the same way as at the start of the round. As usual, call out the new fright level and draw a card. However, the direction of play stays as it was last.

## The End of a Round

When the draw deck runs out, **don't** create a new one. Simply skip the step where you'd draw cards and continue playing with fewer cards in your hand. The round ends when a player has no cards and needs to play one.

If any players have no face down cards in front of them at this point, they've passed the round **unafraid** and may **return up to three fright points** to the common pool.

Shuffle all the cards back together again for the next round and deal five cards to each player. The player who ended the last round by not being able to play a card starts the new round and plays first.

## The End of the Game

The game ends after three rounds. The player with the fewest fright points wins. If there is a tie for first place, victory is shared between all the intrepid players concerned.



You have purchased a quality product. Should you have any reason for complaint, please do not hesitate to contact us directly.

Do you have any questions? We would be happy to help:

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