



GHOSTS VS HUNTERS

Play time: 15 min.

Number of players: 6 - 10

YOU WILL NEED:

- Mansion map
- A conference tool device (Skype, Zoom, Discord)
- Pen and paper

For hundreds of years ghosts have been living in the attic of an old mansion, bearing up with its inhabitants. But today their patience has come to an end. They want to take over the whole building. Will a brave team of ghost hunters be skillfull enough and kick out all the ghosts? Or will ghosts eventually claim all the rooms and live happily ever after? Check it out with friends in this quick and fun strategic game!

SET UP

- 1) Gather friends in a conference call or video chat, and have the mansion map ready.
- 2) Share your screen with the rest of the group, so that you have the map up for all to see.
- 3) Distribute the roles. Teams should be roughly equal size. Having one team slightly larger is fine.

Ghosts

You're just doing your ghost job. Haunting, scarring and having fun. But no ghost wants to be homeless, right? Fight for your right to claim the mansion and turn it into a ghost paradise.

Start position: Attic

Movement: can move around mansion freely and haunt any room



Hunters

You're a trained and devoted ghost hunter, working for Exterminate.gh. With colleagues, you're happy to get rid of annoying underworld dwellers. For a reasonable fee.

Start position: Entrance

Movement: can move only to one connected room per turn

Hunters always start first

GHOSTS

Fill entire mansion with ectoplasm!

HUNTERS

Exterminate all ghosts!

HOW TO PLAY

Stage 1: Set the turn order according to the following scheme: hunter - ghost - hunter - ghost etc.

Stage 2: Each player announces their position by turn till a clash happens. It is suggested to note, what rooms have been claimed.

Stage 3: CLASH

Ghosts:

If the room is empty/ fellow ghost inside - the room is filled with ectoplasm and is considered as **CLAIMED***

If ghosts outnumber the hunters - ghosts claim the room and kick off hunters in that room from the game

If the amount is equal - all ghosts in the room are out of the game

Hunters:

If the room is empty/ fellow hunter inside - nothing happens, continue the game.

If the amount of hunters is equal or bigger than the amount of ghosts - all ghosts in the room get killed.

*A claimed room: a room, where ghosts have been staying without dying. Everyone can pass through it as hunters have protecting masks. But when the whole house is filled, the amount of ectoplasm becomes too much to handle and hunters loose.

END OF GAME

Rounds proceed until either side wins. It means either

A) All ghosts are dead

or

B) All rooms are claimed

