



# 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) One player should share the screen with the rest of the group, so that everyone can see the map. This person should also make marks of positions and claimed rooms.
- 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 go first.

### GHOSTS

Fill entire mansion with ectoplasm!

### HUNTERS

Exterminate all ghosts!

# HOW TO PLAY

Stage 1 : The hunters all type in the room they want to go in at the same time. No discussion allowed. Assign one hunter to do the countdown so all positions are confirmed at the same time.

Stage 2 : Their positions are marked on the map and events/clashes occur

Stage 3: The ghosts all type in the room they want to go in at the same time. No discussion allowed. Assign one ghost to do the countdown so all positions are confirmed at the same time

Stage 4: Their positions are marked on the map and events/clashes occur

(Stage 1 to 4 is repeated until there is a winner or loser)

## CLASHES

### Ghosts:

### Hunters:

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

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

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

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

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

\*A claimed room: a room, where ghosts have been staying without dying. **Everyone can stay and 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**



# ROUNDS

GHOSTS

HUNTERS

