



GHO...GHO...GHOSTY

GB

So exciting it's scary! A fast-paced reaction game about ghost trains

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Who hasn't dreamed of running their own ghost train?

In this game, the challenge is to build the longest ghost trains by collecting as many carriages as possible with maximum passengers. With a bit of luck, courage and a good feel for what the other players are thinking you can succeed. Prepare for an exciting ride that will provide plenty of ghoulish fun!

Contents:

- 5 Ghost Train cards (in five colours)



- 75 Carriage cards (five colours, 15 cards per colour)



- 1 wooden figure "Mr. Ghosty"



- 20 Boss cards (four sets of 5 cards with 1 boss per colour)



- 4 Overview cards



- 1 rule

Aim of the Game:

The aim of the game is to score points by building your own ghost trains with as many carriages as possible, if the carriages contain passengers you score extra points. Whoever scores the most points wins the game.



Game Setup:

- Place the 5 ghost train cards on the table.
- The youngest player begins the game and places "Mr. Ghosty" in front of himself to signal it is his turn.
- Shuffle all carriage cards and place the pile face down. Depending on the number of players **a certain amount of carriage cards must be withdrawn from the game:**
 - with 2 players: 12 carriage cards
 - with 3 players: 8 carriage cards
 - with 4 players: 6 carriage cards
- Now 7 carriage cards are uncovered from the pile and placed in the centre face up.

***Note:** In the rare event that all 7 cards bear the same colour, continue to uncover cards until there are at least 2 different colours on display.*
- Now every player draws 1 carriage card each placing it directly in front of themselves face up.
- Finally, every player gets a set of 5 Boss cards and 1 overview card sorted by colour. Put the set of 5 boss cards in your hand and place the overview card face up in front of you, it is used to determine the score at the end of the game.

Order of Play:

- Play takes place over several rounds. When a round begins the player with the wooden figure gets to be "Mr. Ghosty".
- A round consists of the following 4 phases:

1. Betting Phase:

All other players bet on which colour of carriage card „Mr. Ghosty“ will go for by **secretly choosing 1 single Boss card** and placing it face down in front of themselves.

2. Mr. Ghosty picks 2 carriage cards from the selection:

As soon as all other players have placed their bet by choosing a boss card, "Mr. Ghosty" reveals his choice **by picking up any 2 carriage cards** and placing them in front of himself.

3. Evaluation of Bets:

Beginning with the player to "Mr. Ghosty's" left the Boss cards are revealed one by one in a clockwise direction. Then they are compared with "Mr. Ghosty's" selection.



→ Correct bet!

If you guessed correctly, you get to collect a carriage card. You can take a card from the remaining selection of carriage cards on view, or you can draw the top card from the pile with the hidden carriage cards.

Note: If "Mr. Ghosty" chooses 2 cards of the same colour all players that betted correctly are rewarded with 2 carriage cards!

→ Wrong bet!

If you guessed incorrectly and the colour of your boss card does not match any of "Mr. Ghosty's" chosen carriage cards, you do not get to collect any cards this time.

4. Connect Carriage Card(s):

During the game players arrange their carriage cards in rows sorted by colour. You can only build one row (i.e. train) per colour so 5 rows is the maximum. Make sure the table or playing surface is large enough to allow space for your growing trains!



Next Round:

- The wooden "Mr. Ghosty" figure is passed clockwise to the next player. All players retrieve their Boss cards.
- Now replenish the card stock in the centre of the table until 7 cards are once again on display.

Note: If all 7 cards bear the same colour, continue to uncover cards until there are at least 2 different colours on display.

- Now a new round begins.

Ghost Train cards:

- As soon as you have collected **3 carriage cards of the same colour** you receive a Ghost Train card which you place at the beginning of your 3 matching carriage cards.
- If at some stage of the game another player happens to have collected more carriage cards of the same colour than you, you must give up your matching Ghost Train card to that player.
- When players have an equal number of same colour carriage cards, the amount of passengers determines who receives the Ghost Train card. The player who has the most passengers seated in his carriages gets to keep the Ghost Train card.



End of the game and points scoring:

The game ends as soon as there are no longer enough carriage cards available to replenish the card stock in the centre of the table up to 7. Now everyone adds up his or her points on a piece of paper.

- Depending on the number of carriage cards in the same colour every ghost train collects points as follows:

0, 1 or 2 carriage cards = 0 points
 3 or 4 carriage cards = 3 points
 5 or 6 carriage cards = 5 points
 7 or more carriage cards = 6 points

- Extra points are scored for carriage cards with passengers **if the row begins with a Ghost Train card:**

Every passenger (including the driver) seated in a carriage scores 1 point.

The player with the highest score wins the game. In the event of equal scores, the player with the most Ghost Train cards wins. If the scores are still equal both players share the victory!



Example:

Simon has collected the following cards:



Simon has scored 31 points in total.

Warning! Not suitable for children under 36 months. Contains small parts. Danger of suffocation. Please keep address for further reference.

If you have any questions or suggestions regarding "GHO... GHO... GHOSTY" please contact:

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