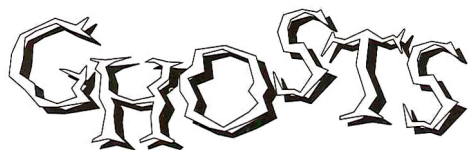


Alex Randolph

good and bad



witty game of bluff and strategy
for 2 players

Contents

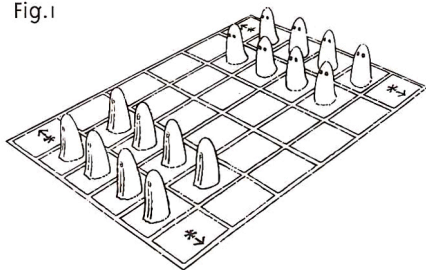
1 board,
16 ghosts,
8 blue markers,
8 purple markers.

Preparations

- Before starting the first game, insert a coloured marker in the back of each ghost.
- Each player receives 8 ghosts, 4 good ones (blue markings) and 4 bad ones (purple markings) and sets them up as shown in Fig. 1. You may distribute them as you please - but opponent must of

course **not** know which are good and which are bad.

Fig.1



Venice Connection game 2.1
series giochi d'autore
2 players ages 8 & up

author: Alex Randolph
design: Johann Rüttinger / CompuService

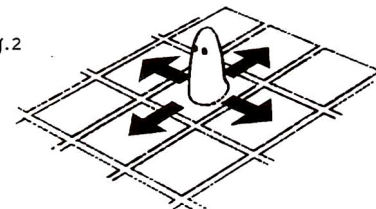
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Moves

Play alternately by moving 1 ghost to an adjacent square - forwards, backwards or sideways (but not diagonally) - as in illustration.

Fig.2



Captures

If you move to a square occupied by an opponent's ghost, the opponent's ghost is captured and removed from the board.

Objective

To win you need reach only ONE of the following objectives:

- 1) Capture opponent's 4 good ghosts - or
- 2) Induce opponent to capture your 4 bad ghosts - or
- 3) Have one of your own good ones escape through an opponent's corner square (marked by arrows).