

Good & Bad Ghosts

A game of WIT, Strategy and Bluff

by Alex Randolph.

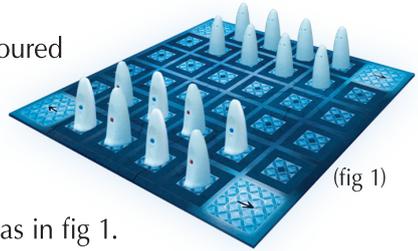
A witty game of bluff and strategy for 2 players ages 10 and up.

preparations:

Before starting the first game, insert a coloured marker in the back of each ghost.

Each player receives eight ghosts, four good ones (blue markers) and four bad ones (red markers) and sets them up as in fig 1.

You may distribute your ghosts as you please – but opponent must of course not know which are you good ones and which your bad ones. Draw lots for the first move.



(fig 1)

Moves:

Play alternately by moving one ghost to an adjacent square- forwards, backwards or sideways (but not diagonally- fig 2).



(fig 2)

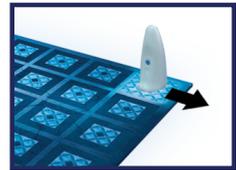
Captures:

If you move a ghost to a square occupied by an opponent's ghost, 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 four good ghosts –
- or
2. Induce opponent to capture your four bad ghosts-
- or
3. Have one of your own good ghosts escape through an opponent's corner square (fig 3).



(fig 3)