

GHOST BLITZ

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| 2010 | 2-8 Players (5) | 20 Mins. | Children's Game / Dexterity / Real-Time |
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Object

Five objects are placed in the middle of the table. A card is turned over in each round. Players must look at the illustration on the card and determine which object is either represented correctly or not represented at all. Players then try to grab that item as fast as possible. The winner of each round keeps the card. The player who has the most cards by the end is the winner!

Setup

- Place the 5 game pieces in a circle in the middle of the table where all players can reach them.
- Shuffle the cards and place them in a face-down deck where everyone can see them.
- The player who was last in a dark cellar goes first.

Rules of Play

- Each round, one player is chosen to flip a card. As fast as they can, they flip the top card from the deck so everyone can see the illustration.
- Each card shows an illustration of two objects from the five objects in the game. Players are looking for one of two things:
- --- 1) Players should determine if one of the objects on the card are coloured correctly. (For example, the picture of the book is blue.) If so, players as fast as they can try to grab the correctly coloured object.
- --- 2) If both objects on the card are mis-coloured, players then try as fast as they can to grab the object which isn't represented on the card in either form or colour. (For example, a card showing a blue ghost and red mouse. Players should try to grab the green bottle as it isn't represented either by its form or its colour.)
- The player who first grabs the correct object takes the card into their reward pile.
- Any player who grabs an incorrect piece must give the player who grabbed the correct piece one of their cards from their reward pile (if they have any). You can only grab one item per round.
- Finally, all pieces are returned back to the centre of the table for the next round.

Game end and Scoring

- The game ends when all the cards in the deck have been taken. Everyone counts their cards in their reward pile. The player with the most cards in their reward pile is the winner!

See pages 4-6 for the "Shout" variant.

Uploaded by "freechinanow" to boardgamegeek.com – August 2017