Bonus
RULES FOR AGES
6 AND UP
RUN, GHOST, RUN!
Hide, humans are coming!
Rulebook

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- Bonus - RULES FOR AGES 6 AND UP

Rulebook

These '**Bonus**' rules allow young players (ages 6 and up) to also play the game. Once they've mastered the bonus rules, feel free to add more tactics to the game by moving on to the standard rules.

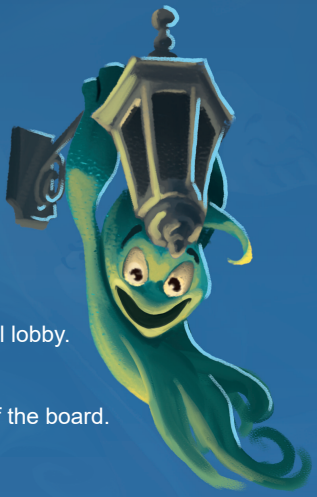
Introduction

You and your ghost friends have crept into a hotel at night, looking to explore it. Once inside, you couldn't resist making mischief... and you've woken up the humans who were sleeping. **You'd better hide quickly to avoid being spotted !**

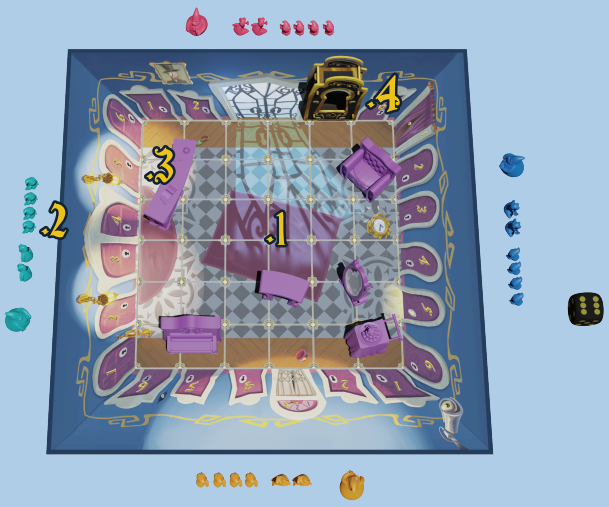
Goal of the game

Hide as many of your ghosts in the lobby as possible.

Components and setup



1. Place the board in the middle of the table.
2. Each player chooses a color.
   Place the ghosts of your color on your side of the board.
3. Place the 6 furnishings on the board to create a cozy hotel lobby.
4. The last person to see a ghost starts the game,
   by placing the keyhole on one of the doors on their side of the board.
5. Leave all the cards in the box



Round overview

First, players take turns moving furnishings around in order to create hiding spots.
Next, they hide their ghosts wherever they want. Finally, they place the keyhole on one of the doors and look through it...
All ghosts that are visible now flee !
Move the keyhole to the next side of the board, and start a new round.

1. Placing furnishings

Starting with the player who has the keyhole in front of them and continuing in clockwise order, each player may move 1 furnishing to create a hiding spot.

The furnishings...

- May be placed anywhere inside the hotel lobby, regardless of the spaces on the board.
- May be placed on their side, upright or at an angle, and even balanced on top of each other or on a ghost...
- May not be moved more than once per round.

2. Moving ghosts

Once the furnishings were moved, it's the ghosts' turn to act !
Starting with the player who has the keyhole in front of them and continuing in clockwise order, each player must choose either their large ghost or 2 other ghosts, and hide them in the hotel lobby.

The ghosts...

- Must always be placed upright
- May pass through furnishings, rest on top of them, or even hide inside them. If any of the furnishings move, the ghosts don't move with them. Instead, they stay on their current spot.

3. Placing the keyhole

Are the ghosts properly hidden? Let's find out !
The player who has the keyhole in front of them throws the die, and places the keyhole on the door that corresponds to the number that was rolled, on their side of the board.
The players look through the keyhole, into the hotel lobby. All visible ghosts are scared off and flee! Return them to the box.

Example :

The marks on the keyhole's base must be aligned with the borders of the space

In this example, the orange and red ghosts are visible, and are returned to the box.

Finally, place the keyhole on a door on the next side of the board, going clockwise.
A new round starts. Players repeat the 3 steps mentioned above, but the player to the left of the player who started last round may now move a furnishing first.

End of the game

After the keyhole was placed on each of the 4 sides of the board, the players have placed all their ghosts and the game is over. All players now count their points: each ghost that's still present in the lobby is worth 1 point.

The player with the most points is the winner !

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