

# GHOULASH

## A game for two players

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### Alone ...

... you are one of the last humans on Earth. You live in an impregnable shelter in the heart of a barren, desolate City.

Food in the City is scarce, but it is out there. Your task is to leave your Shelter, armed with only a knife and pistol, and scour the City for something to eat.

In the City, every day is an adventure. As you roam through the streets and buildings in search of food, you will discover deep, dark holes; you will meet villainous scavengers; you will discover the hiding places of the savage, deadly ghouls. You must overcome these obstacles and return to the Shelter as quickly as you can with your food.

In GHOULASH, each player travels alone through his own hostile City, encountering hazards hidden by his opponent. The winner is the first player to return to the Shelter with an adequate supply of food.

GHOULASH is played entirely on paper, using specially designed charts. No dice, spinners, combat tables or movable pieces of any kind are used.

### OBJECT

The object of the game is to be the first player to acquire at least 30 pounds of food from around the City and return to the Shelter.

### MATERIALS

To play GHOULASH, each player needs the following:

**Two (2) City Charts** — This chart features the playing field, a 35-by-45 grid of squares. Each square on the grid is a unit of movement. The shaded areas, bordered by bold lines, are the buildings of the City. Note that most of the buildings are divided into two or more rooms. Doorways into buildings and rooms are indicated by gaps in the bold lines.

The Shelter is the one-room building in the center of the City. Inside the Shelter is a white square. This is the players' starting point.

The rows of numbers down the left side and along the bottom are used, when necessary, to indicate a player's exact location (see COORDINATES).

On the opposite side of the City Chart is a condensed version of the rules for easy reference.

**One (1) Tally Chart** — This chart is used to keep track of bullets, supplies, wounds and food. There is also a diagram of a ghoulish used to resolve combat (see GHOULS). The 12 boxes in the lower left represent pockets on the player's clothing.

**A pencil with a good eraser.** A pen with erasable ink will do.

Recommended, but not required, is a clipboard to keep the charts organized.

### PREPARATION

Before play begins, the City and Tally Charts are prepared by each player.

One of the player's City Charts is designated the Movement Chart and is set aside. This is the "board" on which the player will move. The other City Chart is designated the Obstacle Chart, where food, hazards and other items will be hidden from the opponent. This is the player's version of his

opponent's Movement Chart. To hide something on the Obstacle Chart, enter its symbol within one of the authorized squares.

Hide the following:

**Ten (10) caches of food** — Place these in any buildings except the Shelter, one cache of food per square. Indicate the 10 caches with the numerals 1 through 10. Food may not be placed on hole-squares.

**Fifteen (15) holes** — Place holes anywhere in the City, except in the Shelter, one hole per square. Indicate each hole with a circle (O).

**One (1) pack of scavengers** — Place scavengers in any building except the Shelter. Scavengers occupy no particular square or squares. Indicate their presence by entering a large "S" in the selected building.

**Three (3) boxes each of ammunition, first-aid kits and flares** — These supplies are placed in any buildings except the Shelter, one box of supplies per square. Indicate first-aid kits with a small cross (+), ammunition with an "X" and flares with an asterisk (\*). Supplies may not be placed on hole-squares.

**Ghouls** — Once food and supplies are hidden (Fig. 1), indicate where ghouls will attack by placing three (3) Ghoul Attack Spots (GASs) in **every** building except the Shelter, and five (5) GASs in any street squares. Indicate each GAS by entering an exclamation point (!) in the desired square.

GASs may be placed in any arrangement, but only one GAS per square. GASs may be placed in hole-squares and in squares with food or supplies (Fig. 1).

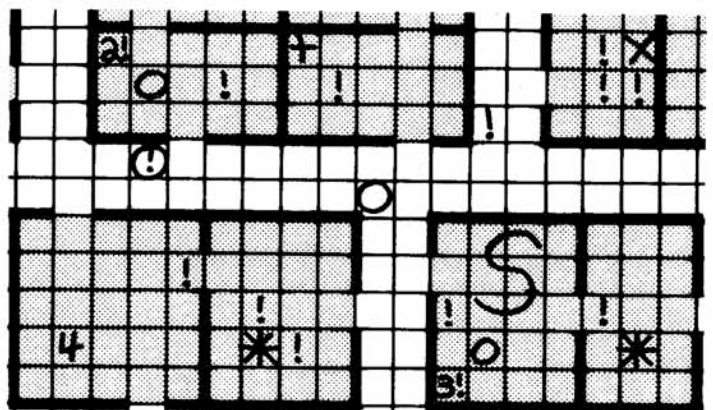


Fig. 1 — Food, supplies, holes, scavengers and GASs, "hidden" on the Obstacle Chart.

The prepared Obstacle Chart is kept from the opponent's view at all times.

The Tally Chart is prepared by filling the 12 boxes ("pockets") with the 12 items available to the player at the beginning of the game: six flares, three extra ammo clips and three first-aid kits. These items are entered in the boxes on the Tally Chart, one item per box (Fig. 2).

NOTE: Each player is "supplied" with these imaginary items at the beginning of the game: a set of clothes with 12 pockets; an automatic pistol loaded with a full clip (seven shots); a knife; and a backpack to transport food (the backpack is reserved for food; no supplies may be carried in it). These items cannot be lost or stolen.

The three charts are arranged in front of the player in a convenient fashion. It is suggested that the charts be stacked in this order: Movement Chart on top, Obstacle Chart in the middle, Tally Chart on the bottom.

Each player designs a symbol to represent his "playing piece" and enters it in the white square within the Shelter (Fig. 3). This symbol is erased every time it is placed in a new location.

## Available in Shelter:

6 flares

3 extra ammo clips

3 first-aid kits



Fig. 2 — Filling the pockets on the Tally Chart.

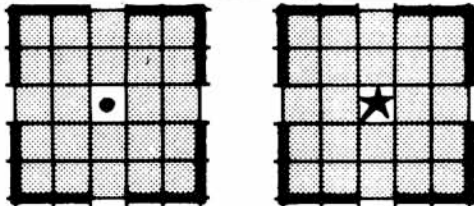


Fig. 3 — Two examples of player's symbols.

## MOVEMENT

Players may move in any direction or combination of directions — horizontally, vertically or diagonally (Fig. 4).

Buildings and rooms may only be entered through doorways.

"Healthy" players (with no unbandaged wounds) may move up to **three** squares per turn.

Players with unbandaged wounds may only move up to **two** squares per turn until the wounds are bandaged (Fig. 4).

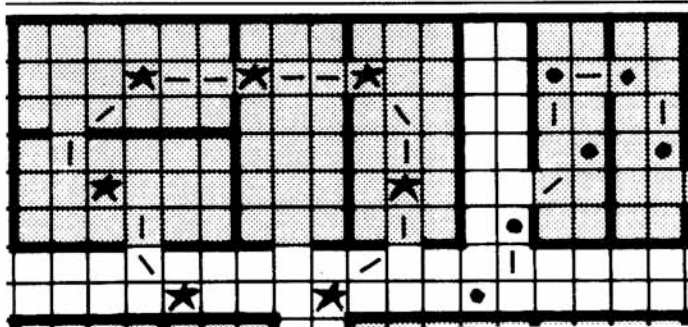


Fig. 4 — Typical moves of a "healthy" player (star) and a player with unbandaged wounds (dot).

Players may not move outside the boundaries of the City.

## PLAY BEGINS

A player is chosen to move first. This player announces his move, using compass directions to detail the move to his opponent (a compass is provided at the upper right corner of the City Chart for easy reference).

For instance, the player might say, "I'm moving two squares north and one square northeast," or, "I'm moving one square southeast, one square south and one square west."

The player marks his new location on his Movement Chart, erasing the previous location. His opponent then records the player's new location on his Obstacle Chart and informs the player of any obstacles encountered.

For instance, the opponent might say, "You are now in a building with scavengers," or, "That last square contained a hole." The player makes note of this information on his Movement Chart.

The players then switch roles and repeat the above procedure. Play alternates in this manner until one player wins.

## COORDINATES

Players will find the rows of numbers down the left side and along the bottom of the City Chart helpful when indicating location in the City.

To determine location, start at the dot in the lower left. Read upward (north) to horizontal row position. This is the north coordinate. Then, read to the right (east) to the vertical row position. This is the east coordinate.

A typical position might be indicated as "13 north, 7 east," or, perhaps, simply "13-7."

## RECUPERATION TURNS

When a player wishes to bandage his wounds, he must remain stationary for one full turn while bandaging. This turn at rest is called a Recuperation Turn.

While a player may not move during a Recuperation Turn, he may perform other actions, such as lighting flares or reloading weapons.

## SUPPLIES

Each player is supplied with 12 items at the beginning of the game: six flares, three extra ammo clips and three first-aid kits. There are, however, extra supplies of these items hidden throughout the City. Upon finding these caches, players may replenish their supplies, provided that they carry no more than 12 items at a time, one item per pocket (each individual flare, ammo clip or first-aid kit is one item).

Here is a description of each type of supply:

**Flares** — There is no available light in buildings. For players to see into rooms, they must use flares. A player may ignite a flare at any time after entering a building, even during a move. As a player lights a flare, he erases that flare from its pocket on the Tally Chart.

Once ignited, a flare continues to shine until the player leaves the building.

A flare lights up an entire room, but only the room in which the player is standing. When in a room with a lighted flare, the player can "see" all food and supplies in the room, but not holes or Ghoul Attack Spots (Fig. 5). The opponent must identify the exact location of all food and supplies in the room as soon as the player lights a flare or enters a room with a flare (NOTE: A player must enter a square with a food cache before learning its weight).

If a player has no flares, he remains "in the dark." He can still explore buildings, but can only find items by entering occupied squares.

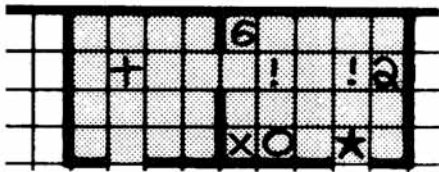


Fig. 5 — Player (star), carrying a lighted flare, can "see" the food (2 and 6) and ammunition (X) in the room, but not the hole (O) or the GASs (!). Nor can he see the first-aid kits (+) in the next room.

**First-aid kits** — Each first-aid kit contains enough medicine and dressings (bandages) to cover five wounds. Use each row of the Tally Chart section marked "Wounds-Wounds Bandaged" to represent a first-aid kit (Fig. 6). After all five bandages of a kit have been used, the player "discards" the kit and erases it from its pocket on the Tally Chart. A new first-aid kit can be "opened" immediately after the old one is depleted, if a new kit is available.

### Wounds-Wounds Bandaged



Fig. 6 — Player has depleted two first-aid kits and has three bandages left in his third.

**Ammunition** — Bullets are loaded into a player's automatic pistol within clips, seven bullets per clip. There is an area on the Tally Chart to mark off bullets as they are used, arranged in rows of seven (Fig. 7). A player may reload his pistol at any time, even during a move, except when fighting ghouls. A pistol does not have to be empty to be reloaded, but discarded bullets may not be retrieved. When a player reloads his pistol, he erases a clip from its pocket on the Tally Chart. The player leaves the Shelter at the beginning of the game with a full clip already in the pistol.

### Bullets

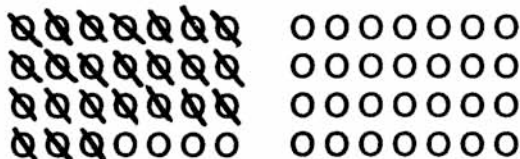


Fig. 7 — Player has emptied three clips and has four bullets left in his fourth.

To acquire supplies, the player must enter and **stop** in the square containing the desired item. He then enters as many items as he wants or can carry into the pockets on the Tally Chart, one item per pocket. Players may not acquire supplies "on the run"; in other words, while moving through a square. The square may be revisited for more items throughout the game. Boxes of items may not be moved.

Players may arrange items in their 12 pockets in any order and in any ratio. For instance, if a player wishes to carry 11 flares and one first-aid kit, he may do so.

As long as a player remains in the same square as a supply box, he has access to the items in the box without having to use those in his pockets. For instance, if a player is attacked by a ghoul after entering a square with a box of first-aid kits, he may cover any resulting wounds with bandages from the box, saving the kits in his pockets for later.

In addition, a player with an immediate need for a particu-

lar item may take "freebies" before filling his pockets. For instance, if a player with unbandaged wounds comes across a supply of first-aid kits, he may bandage his wounds first (taking a Recuperation Turn), then fill his pockets with kits. The "free" bandages used are not marked off on the Tally Chart.

Players with a surplus of a particular item in their pockets may discard (erase) any or all of them to make room for a more desirable supply. For instance, if a player has three first-aid kits and nine flares and wants to make room for ammo clips, he may discard some of the flares. Once discarded, supplies may not be retrieved.

### FOOD

Food is scattered throughout the City in caches of different sizes. There are 10 caches in all, ranging in weight from one pound to 10 pounds (indicated by the numerals 1 through 10) (Fig. 8).

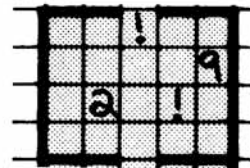


Fig. 8 — This room contains 11 pounds of food — one two-pound cache and one nine-pound cache.

When a player with a flare enters a room containing one or more caches of food, the opponent identifies the exact location of each cache. The player can only ascertain the weight of a cache by entering its square.

To acquire a cache of food, the player must enter and **stop** in the square containing the cache. He may not acquire food "on the run"; in other words, while moving through the square.

Players enter the weight of the acquired food in the section marked "Food" on the Tally Chart.

If a cache of food is stolen by scavengers, erase it from the Tally Chart.

Players may, if they choose, secure acquired food in the Shelter at any time, by returning to the Shelter and entering the weight of the secured food anywhere in the building (Fig. 9). This protects the food from theft by scavengers. Each time a player decides to secure food, he must secure **all** the food in his possession at the time. Food may only be secured in the Shelter. It may not be "set down" anywhere else on the board. Once food is secured in the Shelter, it may not be moved again.

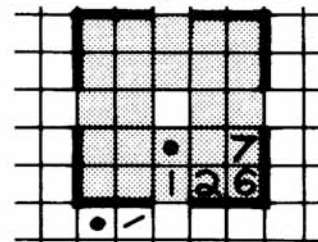


Fig. 9 — Player (dot), carrying two-pound, six-pound and seven-pound caches, enters the Shelter and secures all 15 pounds.

### GHOULS

When a player enters a square designated as a Ghoul Attack Spot, he is immediately attacked and must spend the rest of that turn fighting the ghoul. He may move no further until the fight is over.

A ghoul can only be killed by a bullet or knife wound in its weak spot which, because of its strange mutations, can be in any of six different locations on its body.



# GHOULASH

# CITY

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