

# GHOULASH: A QUICK GUIDE

Look at **GHOULASH** as a compact RPG or dungeon crawl. Each player serves as the other's dungeon master, setting items and obstacles before the game and announcing to the player what has been encountered.

Once you've learned the **Basic Rules** of **GHOULASH** — found at **GHOULASH.com** or in any **Scenario Pack**, you're ready to play one of the exciting scenarios. All the information you need to play the scenario is on the **Scenario Chart**. Let's take a tour of a typical chart:

**1.** The players' first stop is at the **Briefing**. Here are listed all the items and obstacles to be placed, the goal of the scenario and any special conditions or notes. The scenario's special "twist" is found here.

**2.** Before the game begins, each player enters the items, obstacles and **Ghouls**, as described in the **Briefing**, on the **Obstacle Grid**. The object is to place them in a way that best delays and confounds the opponent.

**3.** When the game begins, players take turns moving through their **Movement Grid**, simply announcing their moves to their opponent. ("I'm moving north three squares, then turning west for two squares," etc.) The opponent follows along on his or her **Obstacle Grid**, indicating to the player what items and obstacles have been encountered.

**3a.** A compass rose is provided to aid players' movement.

**3b.** Grid coordinates also help players keep track of their location.

**4.** During a **Ghoul Battle**, the opponent first indicates the **Ghoul's** weak spot by circling an area, 1 to 6, on one of the **Ghoul** graphics. The player doing battle then "shoots" at the **Ghoul** by trying to guess the weak spot. A correct guess destroys the **Ghoul**, but for every missed "shot," the player receives a wound.

GHOULASH™

**A TASTE OF GHOULASH**

Scenario: Mike Suchcicki — The Last Game on Earth lives at GHOULASH.COM

**MOVEMENT GRID** Track your moves here

**BRIEFING**

On the Obstacle Grid, place:

- 12 Ghouls (G), in buildings (shaded areas) only, no more than 3 per building.
- 5 First-Aid Kits (+), anywhere except Safe Zone (center circle).
- 10 Holes (O), anywhere except Safe Zone (center circle).
- 5 Debris Zones (X), anywhere except Safe Zone (center circle).
- 1 Victim (V), anywhere except Safe Zone (center circle).

**Start:** Safe Zone (center circle).  
**Goal:** To be the first to rescue the Victim and return to the Safe Zone.  
**Note:** Player "rescues" Victim by ending turn in Victim square. Next turn, movement is as usual.

**3b.** **OBSTACLE GRID** Hide items, obstacles, Ghouls here

**GHOUL BATTLES**

**WOUND METERS**

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Learn more about the game at  
**GHOULASH.COM**

**5.** Wounds are recorded on the **Wound Meters**. A player can bandage wounds by encountering a **First-Aid Kit**. But a player who receives 15 unbandaged wounds immediately loses the game.