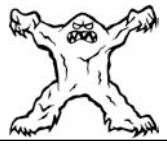
GHOULASH THE LAST GAME ON EARTH RULES



OBJECT

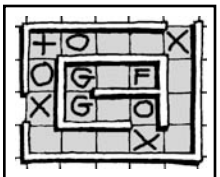
You win the game if either one of the following happens:

1. You are the first to achieve the goal of the scenario (indicated in the scenario Briefing).

2. Your opponent receives 15 wounds before finding a First-Aid Kit.

PREPARATION

Each player takes a Scenario Chart (make sure both players are using the same scenario) and enters the icons for items, obstacles and Ghouls in the Obstacle Grid, as indicated in the Briefing. To enter an icon, simply draw it in the square using pen or pencil. Some icons have restrictions; for instance, Ghouls might be placed only in shaded squares, and only a certain number per area.



Examples of icons entered into squares, including Ghouls (G), holes (O), debris (X), First-Aid Kits (+) and food (F).

Some scenarios will require that certain exits be blocked. To block an exit, simply fill in the doorway with a bold line.

IMPORTANT: While items and obstacles can be "stacked" in a square (a hole in the same square as debris and a Ghoul, etc.), only **ONE** of each item can be placed in the square.

Be sure to keep the Obstacle Grid hidden from your opponent at all times.

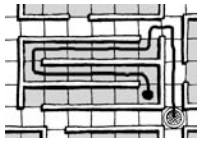
Select a player to move first.

MOVEMENT

Use the Movement Grid on the Scenario Chart to plot your moves. Movement is **always vertical** or **horizontal, never diagonal.**

On your turn, simply describe your movement to your opponent:

"I'm moving north out of the shelter, heading up the street and then turning right into the first building. I then follow the corridor through the building ..."



Player, represented by dot, traces route from starting point to first encounter.

As you move, your opponent will follow your course on his or her Obstacle Grid, and tell you what items, obstacles or Ghouls you encounter:

"As you turn that last corner, you fall into a hole."

A compass rose is provided at the top of the charts for easy reference. Also, use the coordinate markers on the sides of each grid: *"I'm moving south, into square 10-J." "At 12-O, there's a First-Aid Kit."*

Your move continues until you have an **encounter** with an **item, obstacle** or **Ghoul,** at which time your movement stops and you resolve the encounter. After the resolution of the encounter, your turn is over. Your opponent then describes his or her movement as you follow along on your Obstacle Grid.

ENCOUNTERS

Items – Items are non-hazardous things hidden within the grid, and usually are the object of your search in that scenario – food, treasure, other humans, etc. To acquire an item, simply end your movement in that square and announce that you have acquired it

Special items in almost every scenario are **First-Aid Kits.** Encountering a First-Aid Kit (entering the square) allows you to "heal" any wounds received to that point. Simply cross through the active Wound Meter and begin afresh on the next one. If you wish, you can leave a First-Aid Kit where it is, unused, and return to it later. You cannot "pick it up" and take it with you. Once used, however, a kit cannot be reused.

Obstacles – For the most part, there are two main obstacles in the game of **GHOULASH:**

Holes are cavities hidden by a thin crust of earth; the only way to find one is to step on it. If you encounter a hole, you lose your next turn. On the turn following the lost turn, you can exit and move as usual.

Debris indicates chunks of the surroundings that can fall on you at a moment's notice. If you enter a debris square, you receive one wound.

Holes and debris remain intact throughout the game. If you should re-enter a hole or debris square voluntarily, you still suffer the effects of that obstacle (wound or loss of turn).

Ghouls – Each scenario has a specific number of Ghouls that are scattered throughout the grid (often with certain restrictions) before the game. When you encounter a Ghoul, you must fight it. Here's how:

1. When you enter a Ghoul square, your opponent announces "Ghoul Attack!"

2. Your opponent secretly selects the Ghoul's "weak spot" by circling a numbered area on one of the Ghoul figures on the Scenario Chart.

This ghoul's weak spot is its left arm, area No. 3.

3. You begin "firing" at the Ghoul by guessing a number, 1 through 6. If you "hit" the Ghoul's "weak spot," you have destroyed the Ghoul and the encounter is over. If you miss, however, you are wounded by the Ghoul, and you indicate the wound by marking the next box on your current Wound Meter.

4. Continue "firing" at the Ghoul, taking a wound for each miss, until you have destroyed it. On your next turn, you can move as before.

Once a Ghoul has been defeated, that square is "Ghoul-free" for the remainder of the game. Other obstacles in the square still are effective.

Timing – In cases where items and/or obstacles and/or Ghouls are placed in the same square, encounters are resolved in this order:

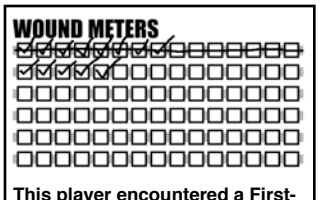
1. Items. You pick up the item first. In scenarios where the victory condition is merely **finding** an item, then the game is over at this point. If you must return the item to a starting point, you must resolve the other encounters in the square before proceeding.

2. Ghouls. Battle the Ghoul and take all wounds. If you reach 15 wounds on your Wound Meter at this point, the game is over.

3. Obstacles. Resolve the effects of the obstacle (lose a turn; receive a wound).

WOUNDS

In the lower right corner of the scenario chart are your Wound Meters. Every time you receive a wound, through Ghoul battles, debris or other means (other scenarios may contain obstacles not mentioned in these rules; these will be explained in the scenario Briefing), indicate the wound by marking a box on the current Wound Meter.



This player encountered a First-Aid Kit after receiving eight wounds. He crossed out the first Wound Meter and moved to the next, where he has five wounds.

If you receive all 15 wounds on a Wound Meter before finding a First-Aid Kit, then the game is over and your opponent has won.

If you encounter a First-Aid Kit before you receive 15 wounds, however, then you are "healed"; simply cross out the current Wound Meter and move onto the next one.

Note: Some scenarios have alternate methods of healing wounds.

SCENARIOS

These rules cover the Basic Game of **GHOULASH.** Most scenarios will have special conditions, items or obstacles not covered in these rules; these will be explained in the Briefing. In these cases, the Briefing supersedes the rules where appropriate.

MORE

To order scenarios or to learn more about Ghouls and the world of **GHOULASH,** go to **www.ghoulash.com.**

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