GHOULASH
THE LAST GAME ON EARTH

A Board Game for 2 to 4 Players

Designed by Joe Suchcicki, based upon the Original Game created by Mike Suchcicki

GHOULASH: THE LAST GAME ON EARTH is set in a world infested by a mysterious glowing, green substance known as *Malectoplasm.* When activated by the presence of a living being, Malectoplasm grows and morphs into the soulless, death-dealing creature known as a *Ghoul.* Your task is to journey through the landscape, hunting and destroying the Ghouls before they kill innocent humans.

OBJECT OF THE GAME

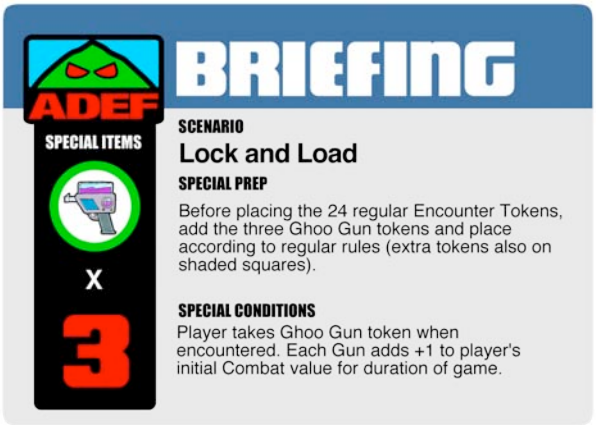
The object is to be the first player to achieve 10 *Victory Points,* which are gained by battling with creatures called *Ghouls.* If a player wins a *Ghoul Battle,* they receive the *Victory Points* indicated on the *Ghoul* token. If they lose the battle, they receive wounds equal to the number of *Victory Points.*

Ghoul Encounter Token

Character Profile Card

PREPARATION

1. Remove the stickers from the backing sheet and apply to the green tokens. **2.** Find the 24 *Core Encounter Tokens*: Six 6-value *Ghoul* tokens (the value is the large white number); six 5-value *Ghoul* tokens; eight 4-value *Ghoul* tokens; two *Hole* tokens; and two *First-Aid* tokens. Separate these tokens from the rest and place them near the board, face (sticker-side) down in a single layer. Set the rest of the tokens aside for now. (Depending on the scenario, other tokens might be added to the initial 24 before placement.) **3.** Separate the cards into four decks according to the characters listed on the card. Locate the four *Character Profile* cards and set aside. Locate the five *Briefing* cards and set aside.



Scenario Briefing Card

SCENARIOS

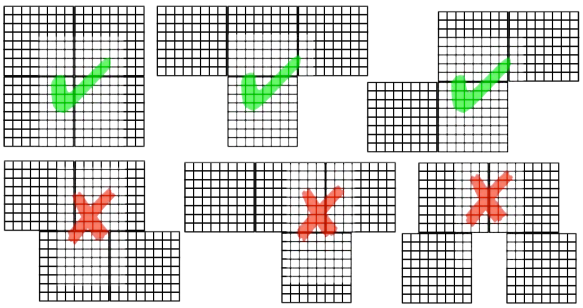
Included in the game are five *Briefing* cards outlining optional scenarios that can be incorporated into standard game play. The scenarios add extra spice to the game by introducing special elements, such as additional firepower, transporter pads or "lucky charms." Players can choose to include in their play any or all of the scenarios. The *Briefings* will explain any special conditions, as well as the items to be

sought by the players; distribute these item tokens as indicated on the *Briefing.* It is not necessary to play using one of the scenarios; in fact, we suggest that newcomers play without scenarios at first.

SET-UP

Determine who will play first. Select characters and distribute the corresponding character cards and *Start* tokens.

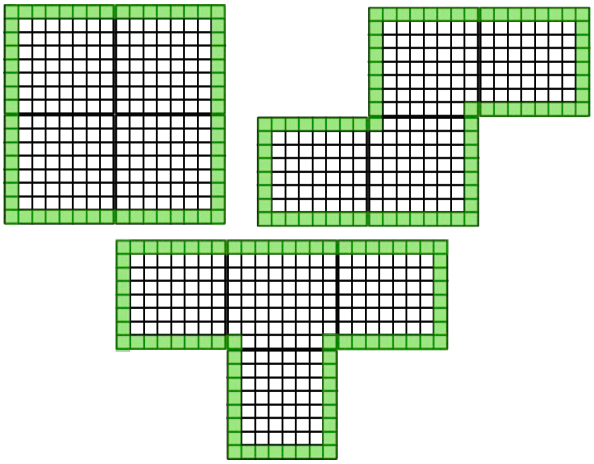
Construct the playing field by laying out the four grid tiles. (There are grids on each side of a tile; it does not matter which side is used.) The grid tiles can be placed in any configuration, as long as the touching edges are flush (eight squares against eight squares) and the resulting configuration fits comfortably on the playing surface. The four tiles, once configured, are considered the "board." Certain rules and cards, however, will restrict actions and movement to a particular tile.



The top three grid configurations are allowed. The bottom three configurations are not allowed, as the adjacent sides are not flush (eight against eight).

Place the 24 *Core Encounter Tokens* (and any extras indicated by scenario *Briefings,* if used) on the board. Place six tokens on each tile, face-down, one token per square, placing the tokens only on the *shaded squares* of the tile. Extra tokens from scenarios also should be placed on shaded tiles. (Some *Briefings* will have specific placements for certain tokens.)

Starting with the first player, each player takes the *Start* token of the player to their left and places it on any *empty* square on the *outermost row* of squares on the board. Only one player can start on a particular square, although players can start on adjacent squares. Each player should place their corresponding playing piece on their *Start* token.



Start tokens are placed in any empty square on the outermost rows of the board, marked in green in these examples.

(**Note:** *Start* tokens are not considered *Encounter* tokens and do not stop a player's movement unless they are occupied by another playing piece. See *Movement.*)

Each player shuffles their character deck and deals themselves seven cards, setting the remainder of the deck to the side as their *Draw Deck.* Play now begins.

THE TURN

A player can do three things during their turn: Replenish their cards; move their playing piece; take an action. Replenishment must occur at the beginning of the turn, before movement or action. Movement and actions can be taken in any order.

1. Replenishment. At the beginning of every turn, the player replenishes their hand to seven cards. The player can choose to discard any or all of their own cards in their hand before drawing new cards up to seven.

Note: Some cards, particularly the *Steal* card, may increase the number of cards in a hand to more than seven. Stolen cards are not counted toward the seven-count. Stolen cards may be discarded during the *Replenishment* phase (they are returned to the owning player), but they are not replaced with other non-player cards.

A player must replenish from their own *Draw Deck,* and only up to seven. (When the *Draw*

Deck is depleted, the *Discard Pile* is reshuffled to become the new *Draw Deck.*)

2. Movement. Each character has *Movement Points* indicated on their *Character Card.* This is the basic number of squares the character can move each turn. A player can move in any direction except diagonally and can change directions as often as desired during a movement. A player can choose to stop moving at any time, or choose not to move at all. Neither players nor tokens can move through walls (the thick, colored lines on the board). Any encounter, either with a token or another player, ends the player's movement.

(Note: If a player begins a turn in the same square as a *Ghoul* and decides to battle the *Ghoul* that turn, that is considered an encounter. No movement is allowed after the battle until the player's next turn.)

When a player enters a square containing an *Encounter Token* their movement ends, the token is revealed (flipped over) and the encounter is resolved. In most scenarios the encounter will be either a *Ghoul,* a *Hole, Debris* or a *First-Aid Kit.* These encounters are explained in more detail later.

3. Action. When taking an action, a player has two options:

A. They can play an *Action* card from their hand.

B. They can move an <u>unrevealed</u> *Encounter Token* up to five spaces. The movement of the token follows regular player-movement rules (around walls, no diagonals), except that tokens being moved may pass through other tokens, or be placed upon another token. The token being moved cannot be on the tile currently occupied by the player, nor can the player move the token onto their tile. A token can be moved into a square occupied by another player, in which case that player must resolve that encounter immediately, even though it is not their turn. (If the token is moved onto a square occupied by two or more players and is revealed to be a *Ghoul,* the player who is next among them in play order is the one to resolve the encounter.)

After all encounters and actions are resolved, the player's turn is over.

TAKING WOUNDS

In the course of the game players should expect to suffer wounds, usually through either Ghoul battles or from *Debris.* For each wound received, the player loses a card from their hand, removed at random by another player. These "wound" cards are placed to the side in a separate stack. If a player's wound pile grows to a number equal to or greater than the *Health* value on their character profile card, they have "died" and are out of the game. Wounds that are healed by *First-Aid Kits* are returned to the player's discard stack. (See *First-Aid* under *Encounters.* See also *Death.*) Any stolen cards must be in the player's hand before wounds are taken. (Stolen cards that are selected as wounds are out of the game until the player heals or has "died," then they are returned to the owning player.)

If a player suffers more wounds than there are cards in their hand, the remaining wound cards are pulled from the top of the player's *Draw Pile.*

ENCOUNTERS

Ghoul Battles

When a player encounters a *Ghoul,* they must do battle with the creature:

Ghoul Token

Step 1: Determine the *Ghoul's* battle strength, represented by the large white number on the token.

Step 2: The player attempts to beat the *Ghoul's* battle strength with a combination of their *Initial Combat Value* (indicated on their character card) and *Value* points from cards in their hand. The player can put down as many *Value* cards as needed to beat the *Ghoul's* battle strength by at least one point. (Note: The player may put down more points than is necessary to kill the *Ghoul* as a buffer against a challenge.)

Step 3: Beginning to the battling player's left, an opponent can attempt to challenge the player by playing up to two *Value* cards from their hand. The combined value of these two cards is

subtracted from the battling player's total. If the first opponent either cannot or chooses not to challenge, the next opponent is offered the opportunity, and so on around the table. Only one opponent can challenge per battle.

Step 4: If no opponent challenges, then the player wins the battle and places the token in front of them, winning the *Victory Points* indicated by the green dots. If an opponent does challenge, however, the player has one opportunity to beat the challenge by placing additional *Value* cards, again attempting to beat the *Ghoul's* strength by at least one point. If the player plays the required *Value* points, the battle is won and the player takes the token. If at any point in the battle the player cannot beat the *Ghoul's* strength, the battle is lost and the player suffers wounds equal to the number of green dots on the token (see *Taking Wounds*).

Example 1: *Player Del is playing the Lake deck. He encounters a* Ghoul *with a strength of 5 (two* Victory Points*). Lake begins the battle with an* Initial Combat Value *of 1, so Del has to put down at least 5* Value *points to win the battle (5 + 1 equals 6, beating the* Ghoul *by 1). He puts down two cards, a 3 and a 2. One by one, the opponents around the table decline to challenge Del's battle. Del wins the battle, placing the* Ghoul *token in front of him and winning the two* Victory Points.

Example 2: *In the same scenario as above, Del plays his 3 and 2, but Brian, the opponent to his left, decides to challenge. Brian plays two* Value *cards, a 2 and a 1. Del's combined battle strength is now 3 (the original 5 + 1, minus 3). To win the battle, Del must now bring his strength back to 6, so he plays a 3* Value *from his hand, winning the battle.*

Example 3: *In the same scenario as above, but after Brian plays his challenge, Del realizes he does not have another* Value *card to play. He loses the battle and suffers two wounds.*

Example 4: *Brian encounters the* Ghoul, *revealing its battle strength of 5, but does not have enough* Value *in his hand to defeat it. He immediately loses, suffering two wounds.*

If a player loses a *Ghoul* battle, they remain upon the *Ghoul* token. They can now take their *Action,* if they have not yet done so. On their next turn, after replenishing their hand, they can choose to remain on the *Ghoul* and battle it again, taking more wounds if they again lose, or they can move away from the *Ghoul.* If the player moves away, the *Ghoul* remains on the square, and can be targeted by the same player on a later turn or by other players.

Holes

Encountering a *Hole* removes a player from the game temporarily. This occurs whether the player encounters a *Hole* by movement into the square, or if the *Hole* is placed upon the player by an opponent. The effects begin as soon as the player "falls" into a *Hole* and last until the beginning of their next turn.

Hole Token

While in a *Hole,* the player must cease any interaction with other players. They can draw no cards, make no movement, take no action, make no battle challenges, etc., until they "climb out" at the beginning of their next turn. Most *Specialty* cards also are rendered ineffective while the player is in the *Hole.*

If a *Hole* is placed upon another player by the use of an *Action* card, place a *Hole* token on that player's square, under their playing piece. The *Hole* token stays on the square for the remainder of the game and can be encountered by other players. Only one *Hole* token can be placed on a square. (If two *Hole* tokens are inadvertently stacked, remove the uppermost *Hole* token from the board. See *Stacking Tokens*.)
Example: *The players, in order around the table, are Del, Brian, Emma and Alisha. It is Del's turn. For his* Action, *he plays a* Hole Action *card on Emma. A* Hole *token is placed on her square, under her playing piece. Emma is now out of the game and is essentially a spectator as Brian takes his turn. When it becomes her turn again, Emma "climbs out" of the* Hole *and resumes play as usual.*

A player is helpless against any encounter or action that occurs while in the *Hole.* For instance, if a *Debris* token is placed on the square (see

Debris), the player suffers the wounds indicated (see *Taking Wounds*); they cannot play an *Inaction* card to thwart it. If a *Ghoul* token is placed on the square, forcing a *Ghoul Battle*, the player in the *Hole* automatically suffers the wounds as a result of that battle because they cannot play *Value* cards in response.

When a *Hole Action* card is played, the target square must be announced immediately.

Debris

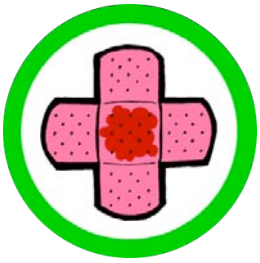
Debris Token

Encountering *Debris* causes wounds to be inflicted upon the player. If the player encounters a *Debris* token through regular movement, only one wound is suffered. If a *Debris* token is placed upon a player's square through the use of an opponent's *Action* card, the number of wounds can be increased by the opponent by playing a *Value* card along with the *Debris Action* card. (See *Taking Wounds*.)

If *Debris* is placed upon another player by the use of an *Action* card, place a *Debris* token on that player's square, under their playing piece. The *Debris* token stays on the square for the remainder of the game and can be encountered by other players. More than one *Debris* token can be placed on a square (wounds are cumulative), and *Debris* can be placed upon squares already occupied by other *Encounter Tokens*, revealed or not.

Examples: *On her turn, Emma is forced by circumstances to enter a square with a* Debris *token that had been placed on an earlier turn. She suffers one wound. On his turn, Brian plays a* Debris Action *card upon Del, increasing its impact with a 3* Value *card. A* Debris *token is placed under Del's playing piece and he suffers four wounds (one from the* Action *card and three from the* Value*). On a later turn, Alisha plays a* Debris Action *card upon Brian, who is now in a* Hole*. She does not increase its power with a Value card. A* Debris *token is placed under Brian's playing piece, atop the* Hole *token, and Brian suffers a wound.*

First-Aid



First-Aid Token

A *First-Aid Kit,* whether encountered through movement or *Action,* heals all of a player's wounds. A player choosing to use a *First-Aid Kit* returns all of the cards from their wound stack to their discard pile. Any stolen cards that are in the wound stack are returned to the owning player. (See *Taking Wounds*.)

If a player encounters a *First-Aid* token but does not wish to use it at that time, then the token is left on the square, revealed, and can be used by any player who enters the square. *First-Aid* tokens that are used are removed from the board.

STACKING TOKENS

At times it will become necessary to place a token upon another token. For instance, a player might choose to place a *Hole* upon an unrevealed token. Or, a player might choose to move a token upon an opponent who already is standing on a *Ghoul* token. In all cases where tokens are stacked, the *uppermost token* always takes precedence and must be resolved first.

Example 1: *Brian fails to kill a* Ghoul *and chooses to move off the token until he can obtain more* Value *points. On his turn, Del plays a* Hole Action *card, placing a* Hole *token upon the revealed* Ghoul *token. Brian is desperate for the points, so he chooses to move back into the square. Because the* Hole *is the uppermost token, he is out of the game until the beginning of his next turn. (He does not take wounds from the* Ghoul *because the* Hole *is the uppermost token.) On his next turn, he will have the opportunity to battle the* Ghoul.

Example 2: *On her turn, Emma plays a* Debris *token upon an unrevealed token. On her turn, Alisha, who needs the points, chooses to enter the square with the two tokens. Immediately she stops movement and suffers a wound. She will not be able to reveal the bottom token, however, until her next turn.*

If a *Hole* token is placed upon an unrevealed token that is later revealed to be another *Hole,* remove the uppermost *Hole* token from the board.

CARDS

The character decks include four types of cards:

Value — These cards are the basic currency of the game, ranging in value from 1 to 3. (Certain *Specialty* cards have a value of 4.) *Value* cards are used in battle against *Ghouls,* to challenge other players who are in battle and to enhance the strength of certain *Action* and *Specialty* cards. All decks have *Value* cards in equal amounts.

Action — These cards, which have self-explanatory instructions, allow players to perform certain actions. Usually only one *Action* card is played per turn, although some characters can play more than one. All decks have the same *Action* cards in equal amounts.

Rescue — These cards, also self-explanatory, are used to evade attacks from opponents and thwart their actions and are played whenever necessary. More than one *Rescue* card can be played at a time. For instance, the *Parry* card allows the player to ignore a *Value* card played against them. The player can play two *Parry* cards, if available, to ignore two *Value* cards played against them by an opponent.

Note that the *Parry* card can be used not only to ignore *Value* cards played as a battle challenge but also for *Values* played as modifiers of other cards, like *Debris*.

Neither *Value* nor *Rescue* cards can be countered by *Inaction* cards.

Specialty — Each character in the game has their own set of *Specialty* cards (although some characters' *Specialties* have similar effects). These cards, which have self-explanatory instructions, can be played at almost any time during the game, even when it is not the player's turn. There is no limit to the number of *Specialty* cards that can be played at one time, and *Specialty* cards can be teamed with other cards, *Action, Rescue* or *Value,* to enhance their effect. Note that some *Specialties* have double labels, such as *SPECIALTY ACTION* or *SPECIALTY VALUE.* These cards are played with the limitations of the second label; for instance, a *SPECIALTY ACTION* card can be canceled by an *Inaction* card.

CHARACTER SPECIALTIES

On each character's profile card is listed a specialty unique to that character. This specialty can be played at certain times during the game, sometimes without the need of cards.

For instance, the character of *Zone* has the special ability to sacrifice movement during a turn in order to play two *Action* cards in that turn, rather than one. *Lake* can move tokens that are on his own tile. *Gray* can use specially marked Value cards in her deck to enhance her fighting power against *Ghouls. Cornealius* can reveal a token on his tile every time he uses a *Specialty* card.

DEATH

If a player's pile of wound cards grows to a number equal to or greater than the *Health* value on their character profile card, the character is "dead" and is out of the game. The player, however, can continue to participate in the game, replenishing their cards, taking *Actions* and issuing challenges during *Ghoul* battles. Their playing piece is removed from the board and any *Ghoul* tokens they have received as *Victory Points* are set aside.

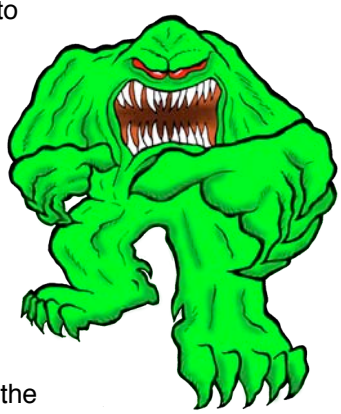
WINNING THE GAME

As soon as a player reaches 10 *Victory Points*, the game is over.

If all available *Encounter Tokens* on the board are revealed and resolved before a player reaches 10 points, then the player with the most *Victory Points* at that point is considered the winner.

ABOUT THE CHARACTERS

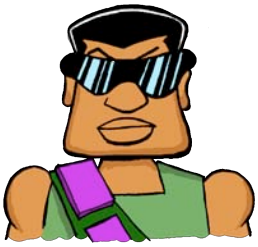
The characters of **GHOULASH: The Last Game on Earth** are those featured in the **GHOULASH ADVENTURES** series of short stories and web comics at **Ghoulash.com.** In the **GHOULASH ADVENTURES** mythology, Earth has been infested with spores of unknown origin. These spores settle, gather and eventually congeal into the substance known as *Malectoplasm.* When *Malectoplasm* is stimulated by the presence of a living being, it grows and morphs into a hideous representation of the being that stimulated it, forming the mindless, soulless creature of mayhem known as a *Ghoul.* Their first act upon forming is to attempt to kill the being that formed it. Only one substance on Earth, known in most places as *Ghoo,* can kill a *Ghoul,* but only if it strikes the *Ghoul* in its weak spot. When a *Ghoul* is destroyed, it explodes into thousands of pieces, forming a harmless green gelatinous mess that has come to be known as *Ghoulash.*



The four main characters in the game are agents of the government organization called *ADEF, Aberration Deterrent and Eradication Forces.* They travel around the country and the globe, helping citizens battle the *Ghoul* menace and seeking to find a permanent solution to the *Malectoplasm* infestation.

PROFESSOR DAVID LAKE is the world's foremost expert on *Malectoplasm* and *Ghoul* formation and behavior. A noted exobiologist before the *Infestation, Lake* has devoted his life and his skills to eradicating *Malectoplasm* (although he would love nothing more than to discover the origin of the deadly substance).

DOCTOR PAMELA GRAY was, with her late mother, the creator of *Ghoo,* the only substance currently known to be able to kill a *Ghoul.* She freely shared the recipe for *Ghoo* with the world, enraging members of the private sector who had hoped to profit from such a *Ghoul-killing* solution.



CORNEALIUS, once a career soldier, now a freelance *Ghoul Hunter* and *"Malectoplasmic Exterminator."* As a mercenary hired by *ADEF,* he serves primarily as the main bodyguard for *Professor Lake* and *Doctor Gray.* He is a master *Ghoul* killer, who can, in most cases, bring down even the largest *Ghoul* within seconds.

GEN. JAMES HAROLD ZONE is the leader of *ADEF.* A skilled soldier (who at one time served as *Cornealius'* commanding officer), *Zone* hates to be trapped in *ADEF* headquarters, preferring to be out in the field with his soldiers and *Sweeper Teams.*

A note about the characters: While the four main characters serve together against a common cause, in the context of the game they race to be the first to achieve the *Victory Point* goal. Players represent not only the characters they have chosen, but the obstacles and dangers all of the players face. Therefore, when the player with the *Cornealius* deck plays a *Hole* upon *Lake* or challenges him in a *Ghoul* battle, it is not *Cornealius* versus *Lake,* but rather the Element of Danger versus *Lake.*

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FREQUENTLY ASKED QUESTIONS

With the Specialty cards STRATEGIC INTEL (Zone deck) and READY FOR ANYTHING (Gray deck), can a player who's landed on a token ignore it after they reveal it?

No. The cards read "...during this movement." Once a player has an encounter, their movement ends. Basically these cards allow a player to hop over tokens during their move, either revealed or unrevealed.

Explain the Specialty cards HEAVY ARTILLERY (Cornealius deck) and THE RIGHT GHOO FOR THE JOB (Gray deck).

These cards change the player's initial combat value in a Ghoul battle. For instance, Gray starts a Ghoul battle with an initial combat value of 1. If the player using the Gray deck has this card and encounters a Ghoul with a battle strength of 5, Gray's initial combat value is now 5. The player need only place a Value card of 1 to win the battle.

Can I use a Parry card during a challenge to a player in a Ghoul battle (to cancel the battling player's Value card)?

No. The Parry card reads, "Ignore any one Value card played ***against you.***" The player in a Ghoul battle is battling the Ghoul, not the opponent; therefore the Value cards they play in battle are against the Ghoul, not any opponent.

Can I use a First Aid Kit if I'm not wounded, basically as an act of sabotage to prevent other players from using the kit?

No. You must have wounds to use the kit.

Can I play cards while in a hole, even if another player's action would cause enough wounds to kill my character?

No.

I just played a Debris Action card against an opponent, and enhanced the number of wounds to 3 with a Value card. The Debris token remains on the board. Will it always deliver three wounds, regardless of who lands on it?

No. The enhancement only affects the opponent originally on the square.

I want to play a Debris card on a square occupied by more than one opponent. Will they both take wounds?

I want to play a Hole card on a square occupied by more than one opponent. Will they both fall into the hole?

Yes to both questions, and in the case of the Debris card, if you enhance the number of wounds with a Value card the enhancement will affect all players in the square. Keep in mind that both Debris and Hole cards are played upon the square, not the opponent; if an opponent happens to be on the square, they suffer the effects of the obstacle.

Can I use an Inaction card to cancel an opponent's Inaction card?

No. An Inaction is a Rescue card and cancels only actions, not other Rescues

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