

GHOULASH

THE LAST GAME ON EARTH™

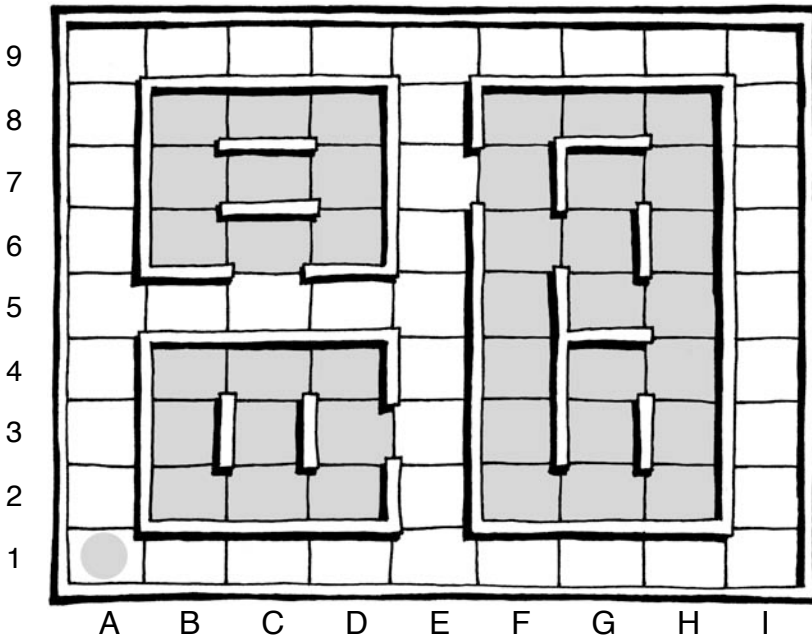
TEST
DRIVE

This simplified introductory version offers a taste of the exciting, full-scale adventures found in the **GHOULASH Scenario Packs**, in stores now.



MOVEMENT GRID

Track your moves here



INSTRUCTIONS

Make sure both players have a copy of this sheet. On the **Obstacle Grid**, each player should place these items by writing the symbols (in parentheses) in the squares (one per square):

- **3 Ghouls (G)**, 1 in each building (shaded area).
- **1 First-Aid Kit (+)**, anywhere except 1A.
- **3 Holes (O)**, anywhere except 1A.
- **2 Debris Zones (X)**, anywhere except 1A.
- **1 Box (B)**, anywhere except 1A.

Start in square 1A on your **Movement Grid**.

Your goal will be to find the **Box** and return to square 1A.

Pick a player to move first. You move by simply describing your path to your opponent, for instance: "I'm moving north two squares, then right one square." Mark it on your own **Movement Grid** as you go. You can move horizontally and vertically, but **never diagonally**.

As you move, your opponent tracks your path on his or her **Obstacle Grid**. If you encounter **anything that they have placed** on their grid — item, obstacle (**hole** or **debris**) or **Ghoul**, resolve the encounter as follows, then end your turn:

If you fall in a **hole**, you **lose your next turn**.

If you encounter a debris zone, you **get a wound** (mark it on the **Wound Meter**, below).

If you encounter a **Ghoul**, you have a **Ghoul Battle**, as follows:

1. Opponent circles a number 1 through 4, on one of the **Ghoul Battle** figures (below left). That's the Ghoul's **weak spot**.
2. You try to guess the **weak spot** by picking a number from 1 to 4.
3. If you guess correctly you kill the **Ghoul** and the battle is over. Each time you miss you gain a wound (mark it on the **Wound Meter**); continue guessing until the battle ends.

If you encounter the **First-Aid Kit**, you can use it to bandage any wounds you've received. Simply cross out the wounds on the current **Wound Meter** and move on to the next one. If you don't want to use the **First-Aid Kit** yet, you can leave it and come back to it on another turn. You cannot take it with you.

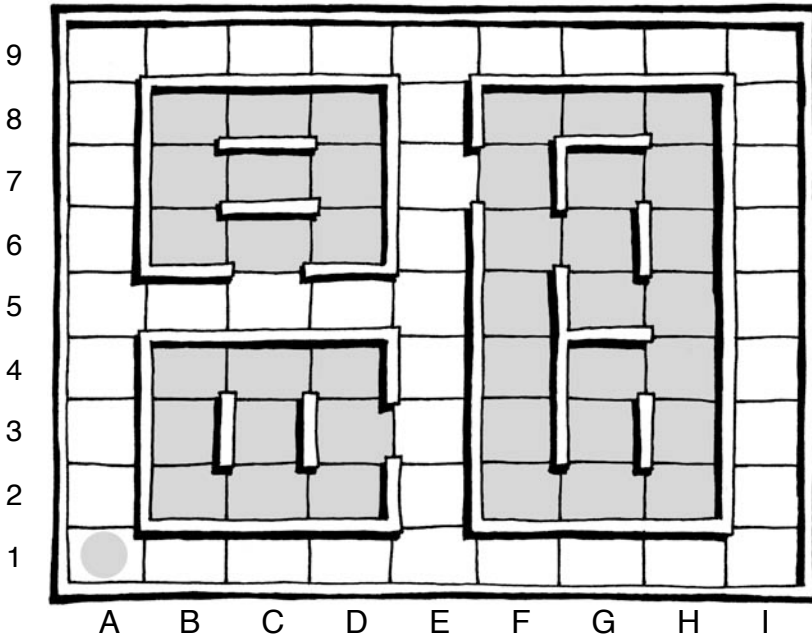
If you are the first to find the **Box** and return to square 1A, you win the game.

If you get **seven wounds** before you find the **First-Aid Kit**, you lose the game.

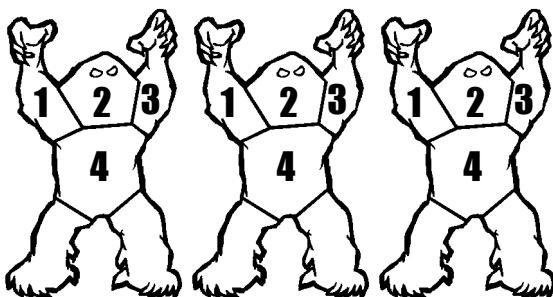
For more information on **GHOULASH**, including complete rules, player notes, strategy tips and details on where to buy the **Scenario Packs**, visit **GHOULASH.com**.

OBSTACLE GRID

Hide items, obstacles, Ghouls here



GHOUL BATTLES



WOUND METERS

