

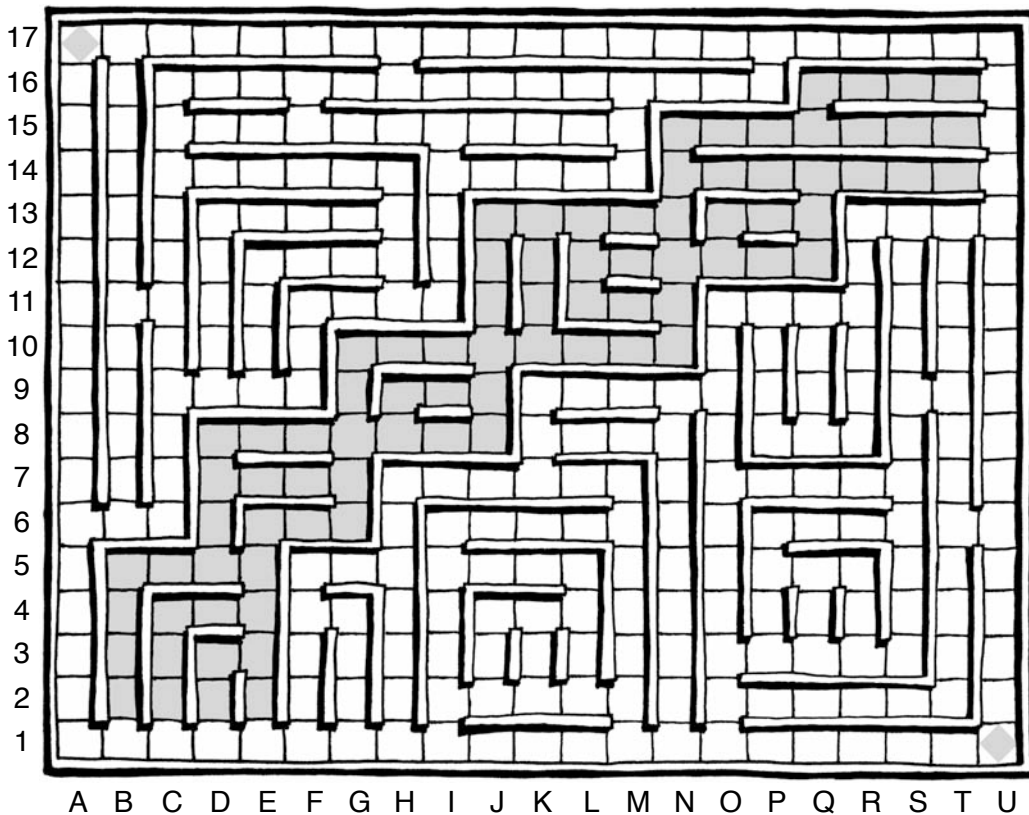
GHOULASH

GHOUIS GONE WILD

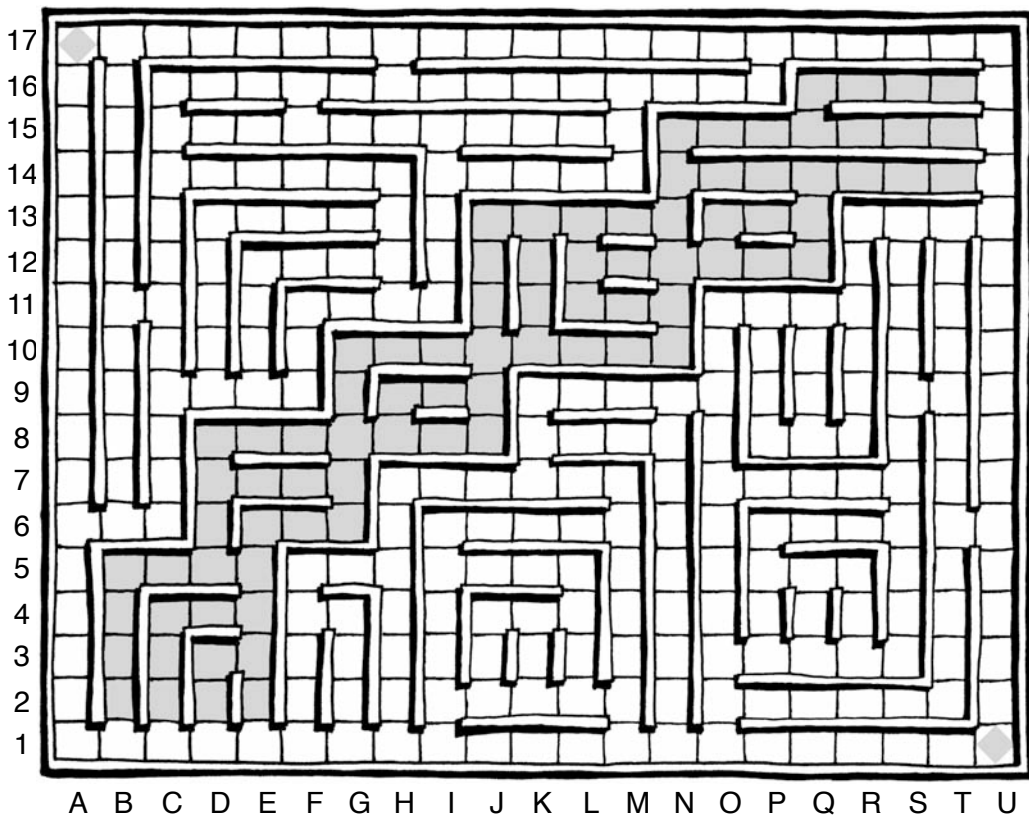


Scenario: Joe Suchcicki — The Last Game on Earth lives at GHOUASH.COM

MOVEMENT GRID Track your moves here



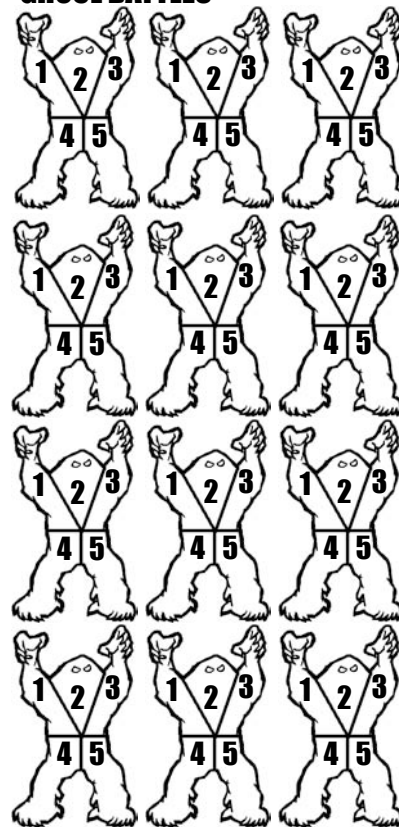
OBSTACLE GRID Hide items, obstacles, Ghouls here



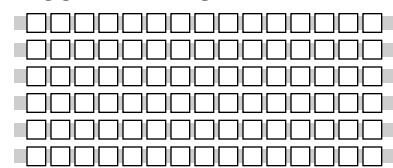
BRIEFING

On the Obstacle Grid, place:
 ■ 12 Ghouls (G), anywhere.
 ■ 7 First-Aid Kits (+), anywhere.
 ■ 10 Holes (O), anywhere.
 ■ 5 Debris Zones (X), anywhere.
 ■ 1 Scientist (S), anywhere.
Start: Either diamond square.
Goal: To be the first to find the Scientist and exit through **either** diamond square.
Conditions: In Ghoul Battle, number of wounds received per miss rises by 1 with each guess: first miss earns 1 wound, second miss earns 2 wounds, third miss earns 3 wounds, etc.
Note: Unlike in most scenarios, Ghouls here have only 5 possible weak spot areas (see graphics below).

GHOU BATTLES



WOUND METERS



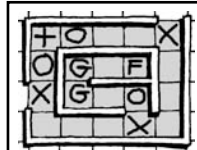
BASIC RULES

OBJECT

You win the game if: 1. You are the first to achieve the goal of the scenario (indicated in the scenario Briefing); or 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 usually can only be placed in building (shaded) squares, and only a certain number per building.



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.

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

Select a player to move first (flip a coin, paper-rock-scissors, etc.).

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 ..."

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 the Obstacle Grid.

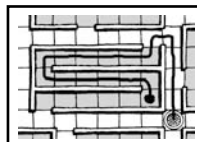
ENCOUNTERS

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.



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

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

Note that obstacles remain intact throughout the game. If you should re-enter an obstacle square voluntarily, you still suffer the effects of that obstacle (wound or loss of turn).

Note also that items can be placed in obstacle squares.

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 (indicated on the Obstacle Grid with the letter G), your opponent announces "Ghoul Attack!"

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

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 then 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.

Note that Ghouls can be placed in squares containing items and obstacles.

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 squares, 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.

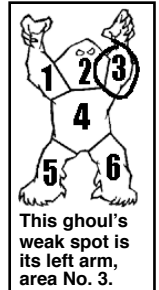
If you receive all 15 wounds on a Wound Meter before finding a First-Aid Kit, then the game is over and your opponent has won.

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.

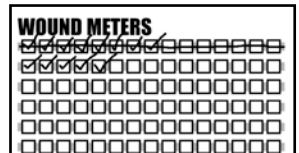
Note: Some scenarios have alternate methods of healing.

SCENARIOS

These rules cover the Basic Game of **GHOULASH™**. Some 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.



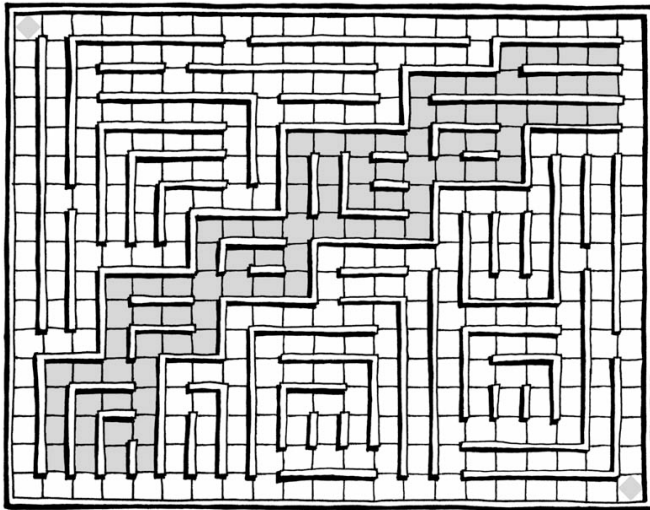
This ghoul's weak spot is its left arm, area No. 3.



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.

DEEP INTEL

NOTE: All the information you need to play the scenario is on its Scenario Chart. Found here are strategy tips, player notes and other useful supplementary items.



GHOULS GONE WILD

THE SCENARIO

Type: Seeker/Racer.

Maze complexity: Advanced.

THE GOUGE

This appears to be just a simple find-the-Scientist scenario at first glance, but with Ghouls that get meaner the more you miss, you'll have to adjust your strategies.

THE STORY

Professor Wilson has been studying what he suspects is a mutant strain of Malectoplasm, the substance from which Ghouls are created. This strain doesn't behave like the original; Ghouls created from this type appear different somehow.

But during what was supposed to be a controlled experiment, something went terribly wrong, and the mutant 'plasm spread throughout the lab, wreaking havoc.

Now you must enter the lab and rescue Professor Wilson. But beware: The professor was right about the mutant Ghouls. They're fiercer and more deadly than your "average" Ghoul. So make your shots count.

NOTES

- The first thing players will notice is that the Ghouls in this scenario have but five possible weak spot areas, rather than the usual six. This is because the Ghouls in this scenario deliver more damage with every miss. Miss once and you get one wound; miss a second time and you get two wounds. Miss a third time, three

wounds, etc. A player could possibly receive up to 10 wounds in a Ghoul Battle.

- Even though there is a distinct shaded corridor through the grid, Ghouls can be placed anywhere.
- Because of the increased danger from the Ghouls, First-Aid Kits naturally become extremely important. That's why more Kits are hidden in this scenario than usual.

STRATEGY

- Even though this is considered a Racer scenario in part, don't be too aggressive when it comes to battling Ghouls. You can easily die in but two Ghoul Battles. Perhaps you should make your initial goal finding First-Aid Kits rather than the Scientist. A common strategy

will be to load Ghouls around the Scientist. If you receive heavy wounds in a battle, take the time to backtrack and obtain First-Aid.

- On the offensive side, consider loading your Ghouls around your First-Aid Kits, rather than the Scientist. This way you can cause your opponent to use up Kits as fast as they can find them.



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