

Ghosts in the Graveyard

2-4 Players | 8+
20-40 minutes

Components

- 50 Tombstone Cards
- 1 Graveyard Map
- 1 Flood Light
- 4 Dry Erase Markers
- 4 Secret Shields
- 6 Personal Flashlights

Setup

- Place the Graveyard Map in the center of the table and sit on one side of the board.
- Give each player a Marker and Secret Shield.
- Write your name on the board in a "Name" field.
- Shuffle the Tombstone Cards, deal 5 to each player.
- Simultaneously, players look at their 5 cards and choose 3 cards to be their "Secrets". One will be their "Haunt" and the other 2 their "Decoys". Once selected, write this information on your Secret Shield. Then place the three cards face down under the Shield.
- Starting with the youngest player and going clockwise all players choose a Personal Flashlight.

- Finally, each player draws 1 card from the deck and crosses out that number on the Graveyard map. The player that drew the highest card will go first. Create a discard pile for the drawn cards.

What is Ghosts in the Graveyard?

It is time to play your favorite fall-time game with all your friends! In Ghosts in the Graveyard you are hiding behind tombstones and trying to find your friend before they find you. You have a Secret hiding spot, but you are pretty smart and set up a couple of decoys too. With your trusty flashlight you are going to find your best friend before anyone else finds you.

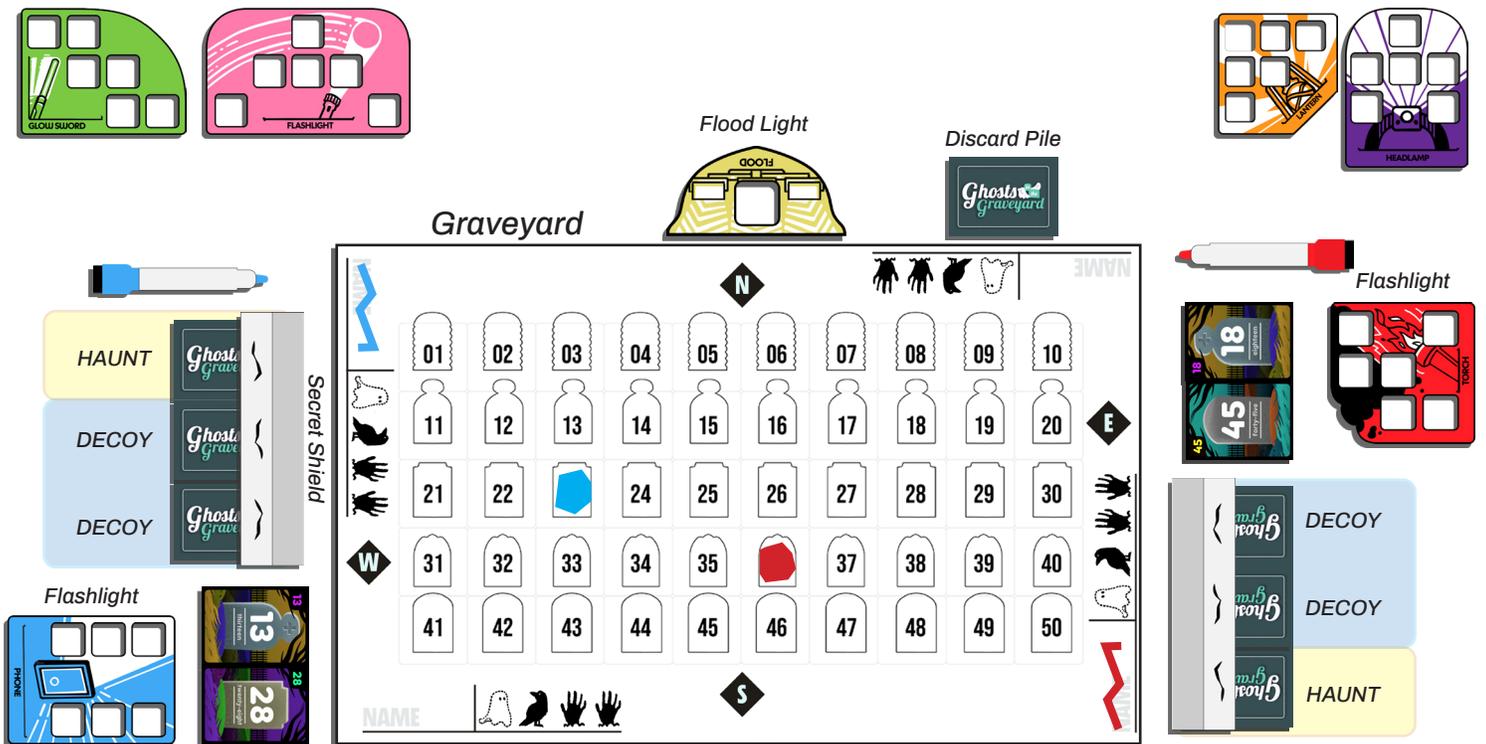
Goal

Each player has a **Haunt**, a specific tombstone they are hiding behind. Reveal the Haunt of the player on your **LEFT** to win!

How to Play a Turn

On your turn, choose one of the following:

Guess -or- Search



Option #1- Guess

Ask the player on your LEFT-

“Show me card “X” please!”
(“X” being a specific number)

Answer- Yes!

If they **DO HAVE** that card as one of their three Secrets (not in their hand) they must reveal it to the table.

- If it is their **Haunt**- you win!
- If it is one of their Decoy's- they mark it out on the Graveyard and discard the card. You immediately get a free turn as a reward.

Answer- No!

If they **DO NOT HAVE** that card as one of their three Secrets (not in their hand), they respond with:

“That is not one of my secrets”

As a penalty, the guesser must reveal one of their own Secrets, mark it out on the Graveyard, and discard the card. The guesser's turn is over.

Option #2- Search

To learn more about where your opponent might be hiding follow these steps-

1. **Draw a card**- you should now have 3 cards in hand.
2. **Play a card**- Mark out the cards number completely on the graveyard, using your marker, and discard it.

3. **Choose a Light**- Choose the Flood Light or your personal Flashlight.
4. **Use your Light**- Place the light on the board so at least one open square of the light covers the tombstone you just marked out. You may rotate the light in any direction, but you **MAY NOT** flip it over.
5. **Ask a Question**- Ask your opponent a Question depending on which light you chose.
 - Flood Light- **“Do you have a secret in this direction?”**
 - Personal Flashlight- **“Are one of these space a Secret?”**
6. **Get an Answer**- Your opponent checks their Secret cards and answers truthfully. **They only answer based on their Secret cards, not the cards in their hand.**

“Yes I have a secret there”

or

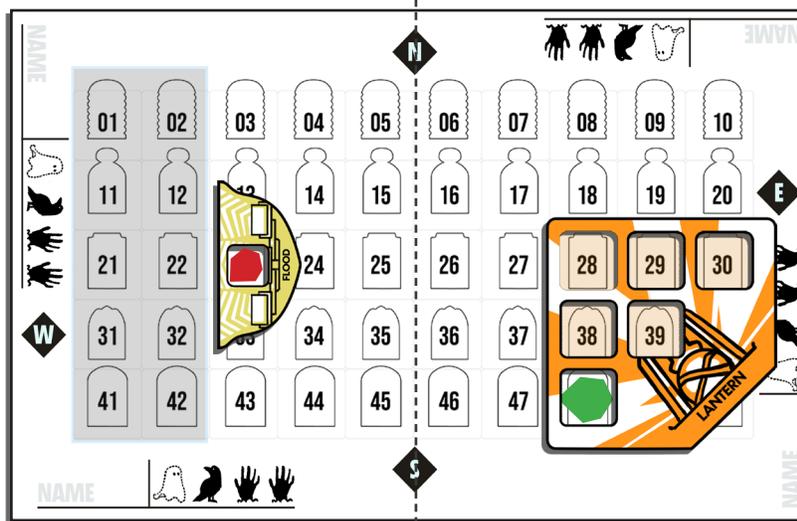
“No, I do not have a secret there”

Note: If ANY of a players' secret cards are in the asked about area it is a “YES”. They do not have to say which card or how many though.

7. **Take Notes**- Mark your notes on the Graveyard. You may write whatever you like. You may erase old notes too. However, you may not modify or write over what other players have written.

Example 1:

The Flood Light is using tombstone 23 and asking the opponent if they have any of their three secrets in the first 2 columns of the Graveyard.



Example 2:

The Lantern Flashlight is using tombstone 48 and asking the opponent if they have any of their three secrets in spaces 28, 29, 30, 38, or 39.



Special Abilities

Players have 3 special abilities available- all are one time use per icon.

Vanish

At the start of your turn use Vanish to swap your Haunt for one of your Decoys. Cross out the Ghost icon on the Graveyard to show you have used the ability, and rewrite the numbers on your Secret Shield to complete this change.



Raven

Before doing the "Guess" action, cross out the Raven icon on the Graveyard next to your name. If your guess is incorrect, you do not have to reveal one of your secrets as a penalty. The Raven is one time use, so even if your guess is correct it is still exhausted.



Hand

If you don't want to use the Flood Light or your Personal Flashlight cross out one of the hands, next to your name, on the Graveyard. You may use any other players Flashlight this turn.



What if I only have a Haunt left and Guess Wrong?

If you only have your Haunt left and Guess your opponents Secret incorrectly do the following.

- In a 2 player game- your opponent wins.
- In a 3 or 4 player game- Do not reveal your Haunt, discard the cards in your hand and mark them on the Graveyard. You will continue to answer questions about your Haunt, but you will not take turns to Guess or Search.

Example Final Board

Recreated from an actual game. These players used Check-marks for possible Haunts, "X's" for eliminated Haunts, and colored in the Tombstones for revealed cards.

The board is a 5x10 grid of tombstones numbered 01 to 50. The grid is surrounded by icons for abilities: a ghost, a raven, and two hands. The board is marked with red 'X's, blue checkmarks, and colored lines. A compass rose shows North (N), South (S), East (E), and West (W). The board is also marked with 'NAME' labels at the top and bottom.

										NAME
	02	03	05	06	08	10				
11	12	13	14	17	18	20				
21	22	23	24	28	29	30				
31	37	39	40							
42	43	44	45	46	47	48	49	50		
NAME										