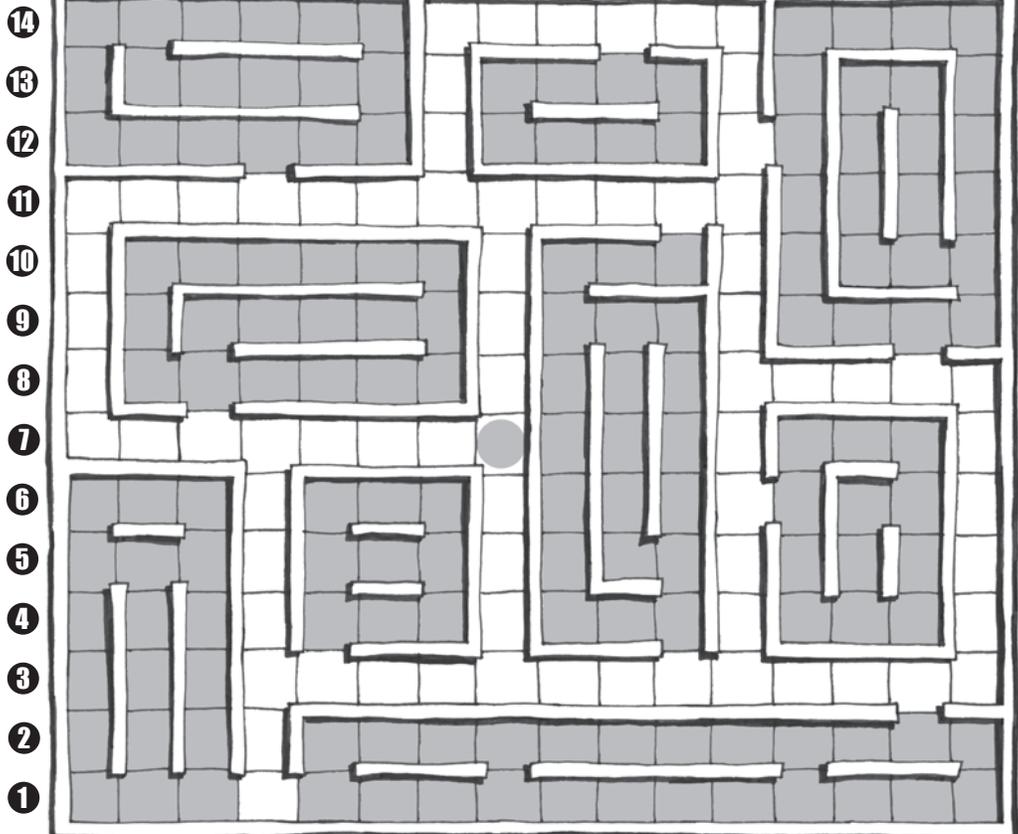
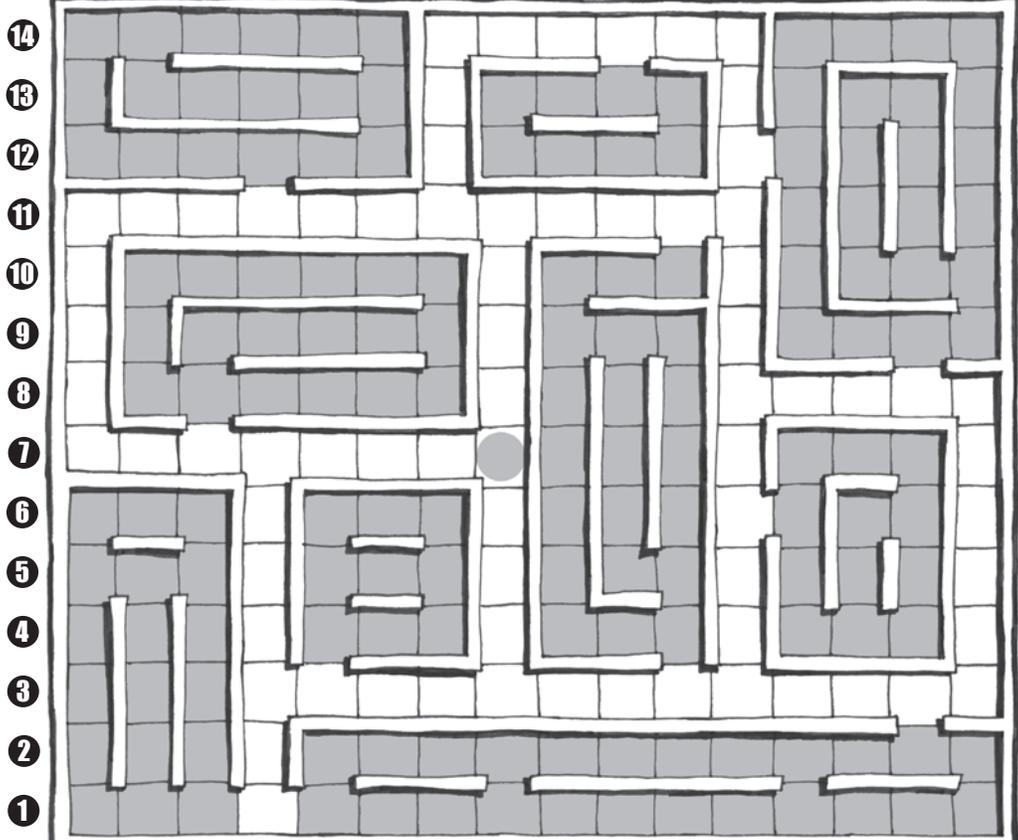


GHOULASH

A TASTE OF GHOULASH



W E N S A B C D E F G H I J K L M N O P



14
13
12
11
10
9
8
7
6
5
4
3
2
1

BRIEFING

Select an Obstacle Grid and place:

- 8 GHOULS (G)
- 5 HOLES (O)
- 5 DEBRIS (X)
- 3 FIRST-AID KITS (+)
- 1 VICTIM (V)

One item or obstacle per square. Place items and obstacles in buildings **only** (shaded areas). No more than **three Ghouls** per building.

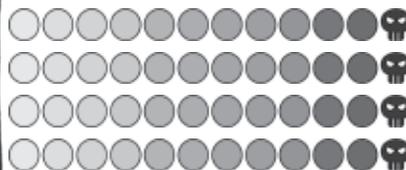
Start: Center square (gray circle).

Goal: To be the first to rescue the Victim and return to the Start Square. Player “rescues” Victim by ending turn in Victim square. Next turn, movement is as usual.

GHOUL BATTLES



WOUND METERS



Copyright 2018 Ghoulash Games
 Permission given to reproduce this page for personal use only. Any sale or unauthorized distribution is prohibited.
 There's more at Ghoulash.com.

