

GHOULASH THE CITY

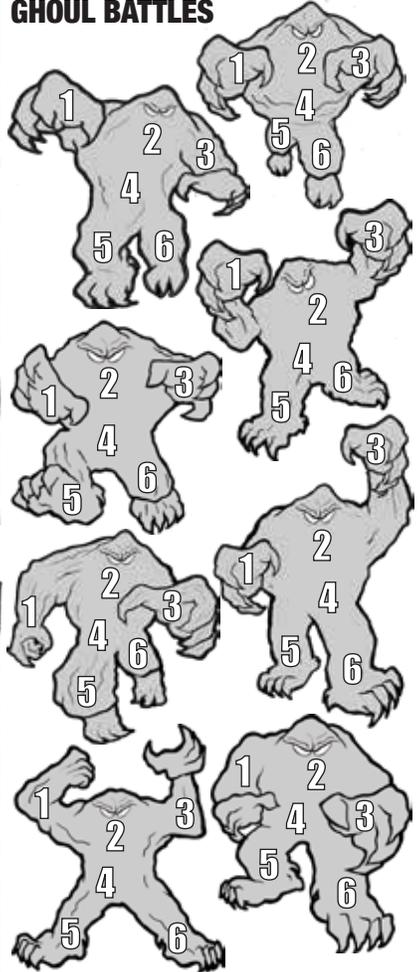


PLACEMENT

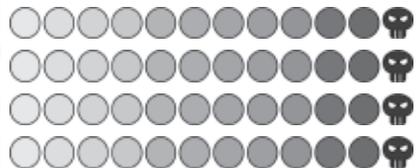
- 8 GHOULS (G)**
- 5 HOLES (O)**
- 5 DEBRIS (X)**
- 3 FIRST-AID KITS (+)**

One item or obstacle per square.
Start: Center square (gray circle).

GHOUL BATTLES



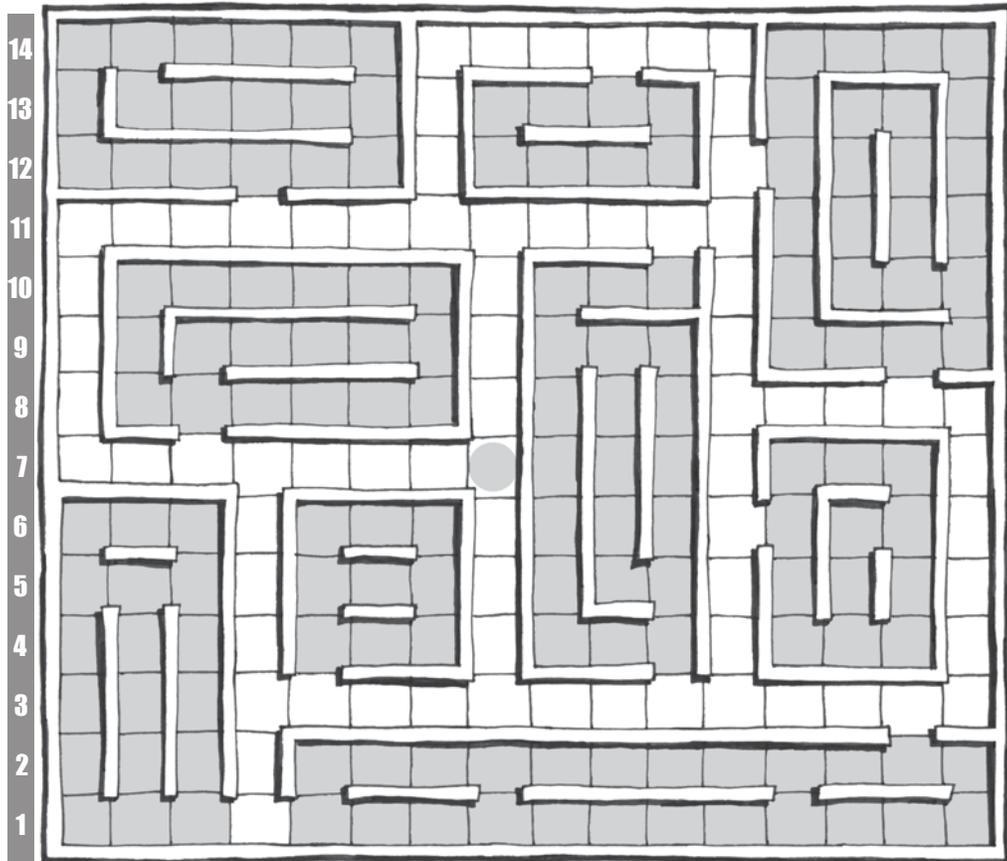
WOUND METERS



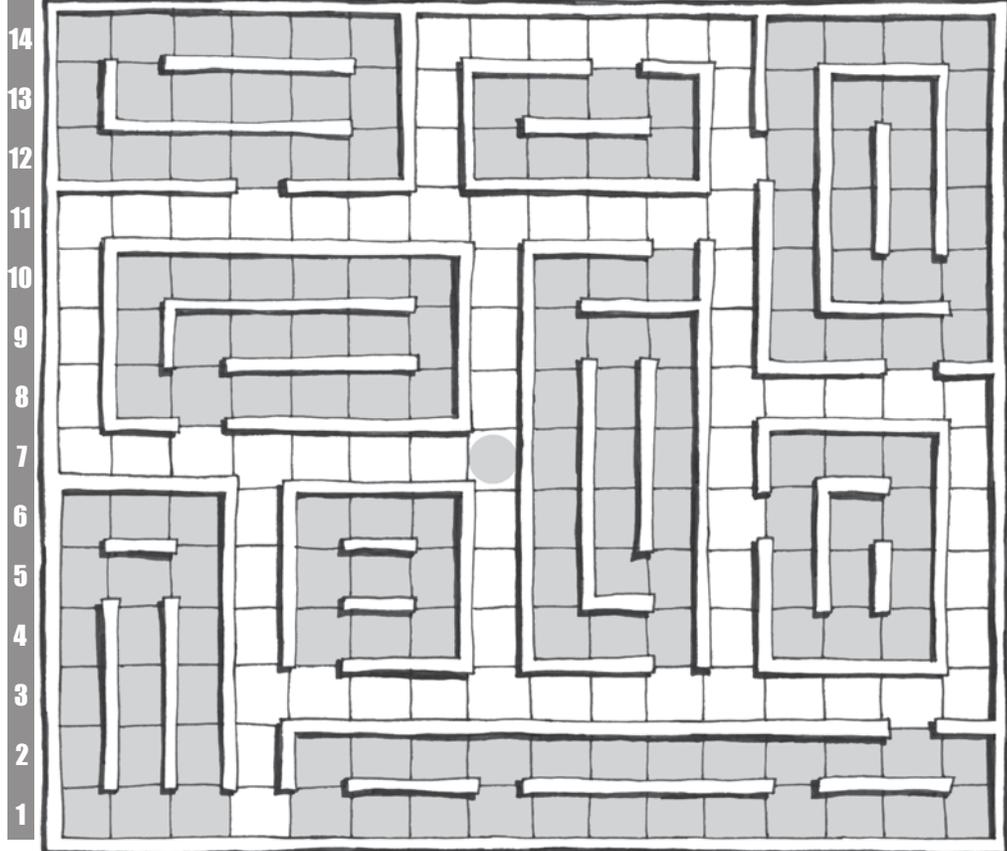
SCORE



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GHOULASH

RULES



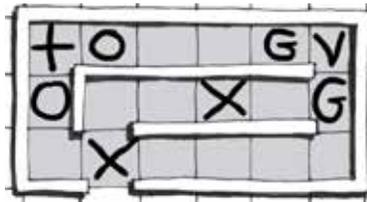
GHOULASH places you in a fierce and hostile world, one infested with giant, green, soulless monsters called **Ghouls**. Your weapon, a gun that fires blasts of the purple liquid known as **Ghoo**, the only substance that can harm a Ghoul. In this two-person micro-RPG, each player is the other's game master, setting traps and providing the thrills and action in a race to be the fastest, most effective **Ghoul Hunter**.

OBJECT

The object of **GHOULASH** is simple: **Destroy the Ghouls, Don't Die**. You win the game if you are the first player to destroy all of the Ghouls hidden by your opponent. If the Ghouls kill you first, however, you lose.

PREPARATION

Each player takes a **Game Chart** with the same scenario (labeled at top). In the upper right column is the list of items and obstacles to be placed. Below that are the **Ghoul Battle Icons** representing the Ghouls hidden in the game. Below the icons are your **Wound Meters**, to keep track of injuries incurred in the game. Finally are your **Scoring Icons**; mark an icon every time you destroy a Ghoul.



Examples of icons entered into squares, including Ghouls (G), holes (O), debris (X), First-Aid Kits (+) and the Victim (V).

Select one of the two grids on your chart to be your **Obstacle Grid** and, unseen by your opponent, enter the icons for **Ghouls** (G), **Holes** (O), **Debris** (X) and **First-Aid Kits** (+) on that grid as indicated, only one icon per square. To enter an icon, simply draw it in the square using pen or pencil. **DO NOT** place any item or obstacle in a designated start square.

Keep the Obstacle Grid hidden from your opponent at all times. Select a player to move first.

MOVEMENT

The other grid on your Game Chart will be your **Movement Grid**, on which you'll plot your moves. The chart will indicate the starting square for that particular grid. (Some grids will offer more than one start square, player's choice.)

Movement is either **vertical** or **horizontal**, never **diagonal**.

On your turn, simply describe your movement to your opponent:

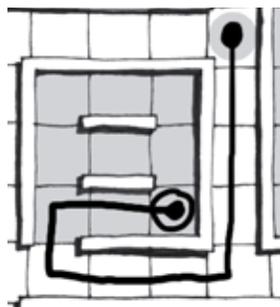
"I'm moving north, heading up the street and then turning right into the first building. I then follow the corridor through the building ..."

As you move, your opponent will follow your course on his or her Obstacle Grid, and tell you what items or obstacles you encounter:

"As you enter the building, you fall into a hole."

Latitude and longitude guides on the sides of each grid will help you determine and announce your position: *"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**, entering a square with an item or obstacle, at which time your movement



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

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 your Obstacle Grid.

ENCOUNTERS

First-Aid Kits - Encountering a First-Aid Kit allows you to heal any wounds received to that point. 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. If you decide to use the kit, cross through the active **Wound Meter** and begin afresh on the next one. Once used, a kit cannot be reused.

Holes - If you fall into a hole, you lose your next turn. On the turn following the lost turn, you can exit and move as usual.

Debris - If debris falls onto you, you receive one wound.

Holes and debris remain intact throughout the game. If you should re-enter a hole or debris square voluntarily, you still suffer the effects of that obstacle (wound or loss of turn).

Ghouls - When you encounter a Ghoul, you must fight it. Here's how:

1. When you enter a Ghoul square, your opponent announces *"Ghoul Attack!"*

2. Your opponent secretly selects the Ghoul's weak spot by circling a numbered area on one of the Ghoul Battle figures on their Game 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 wounded by the Ghoul, and you indicate the wound by marking the next circle 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.

Once a Ghoul has been defeated, that square is Ghoul-free for the remainder of the game.

WOUNDS

In the lower right corner of the scenario chart are your **Wound Meters**. Every time you receive a wound, indicate the wound by marking a circle on the current Wound Meter.

If you receive all 12 wounds on a Wound Meter before finding a First-Aid Kit, then you have been killed by Ghouls, the game is over and your opponent has won.

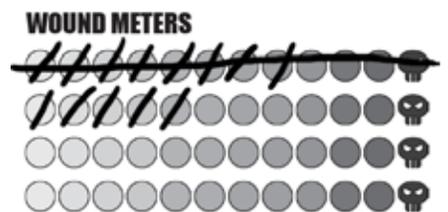
If you encounter a First-Aid Kit before you receive 12 wounds, however, you are healed; cross through the current Wound Meter and move onto the next one.

MORE

To learn more about Ghouls and the world of **GHOULASH**, go to www.ghoulash.com.



This Ghoul's weak spot is its left arm (area 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.