



For 2 to 4 players, ages 8 and older

The game is set in a world infested by giant, green, deadly monsters known as **Ghouls**. Ghouls rise from the mysterious green substance known as **Malectoplasm** (or '**Plasm**') to become fierce, soulless killing machines. Ghouls are near indestructible and can feel no pain. They can be destroyed only by shots in their weak spots with the incredible purple solution known as **Ghoo**. Your task is to journey, floor-by-floor, through an obstacle-filled building, Ghoo gun in hand, hunting and destroying the Ghouls before they kill more innocent humans!

OBJECT

The object is to be the first player to achieve 10 Victory Points, gained by battling and destroying Ghouls.

SET-UP

First set up **The Floor*** by dealing 18 cards face down in three rows of six cards each in the center of the table. Then deal seven cards to each player. Set the remainder of the deck to the side, face down, as the **Draw Deck**.



The Floor

During the game, place discarded cards face-up near the Draw Deck. When the Draw Deck is depleted, the **Discard Pile** is reshuffled to become the new Draw Deck.

Select a player to move first.

THE TURN

Each player's turn has two phases, **Movement** and **Action**, which can be taken in any order. Players **must** take their Movement Phase each turn, although they can pass on the Action phase.

Before their turn, the player can choose to replenish their hand to seven cards, minus cards lost to wounds (see Wounds, below). As part of replenishment, the player can choose to discard any or all of the cards in their hand before drawing new cards to make their full hand. If

a player finds themselves with more than their current allotment of cards in their hand at the beginning of their turn, they must discard down to the proper number.

Movement — Each turn the player **must** move **one space** on The Floor. Players enter The Floor from any space on the outer edge. Movement is **horizontal** and **vertical**, **never diagonal**. As long as cards remain on The Floor, players must stay within the boundaries of the 3-by-6 grid. Even after a card is removed, that space remains as part of the Floor movement grid.

While it is not necessary for play, players may choose to use tokens — coins, meeples, pawns, etc. — to represent their location on The Floor.

If the player's selected space is occupied by a card, that card is flipped over and the player reconciles the card according to its type.

If the revealed card is a **Ghoul**, the player must fight it, according to the procedure for Ghoul Battles below. If the card is an **Action** or **Special**, it is immediately placed in the player's hand. If the card is a **Battle** card, the player must first follow the card's **Command** before placing the card in their hand.

NOTE: Commands are active only while the card is on The Floor. Once the Battle card is in the hand, Commands are ignored.

More than one player may occupy the same space.

Once all 18 cards are removed, players exit the grid and a new Floor of 18 cards is dealt from the Draw Deck. Play continues, with players entering the new Floor from the edge spaces as before.

Action — The player plays an Action card, if one is available, from their hand. The player then follows the instructions on the Action card.

After all obstacles, battles and Actions are reconciled, the player's turn is over.

WOUNDS

In the course of the game players should expect to suffer wounds, from either Ghoul battles or Debris. For each wound received, the player loses a card from their hand, removed at random by another player. These "wound" cards are placed face-down in front of the player.

Having wounds reduces the effectiveness of the player's hand. For instance, a player with two wounds now must play with a hand of five cards; when they replenish, they can rebuild their hand to only five. Three wounds leaves the player's hand at four cards and so on.

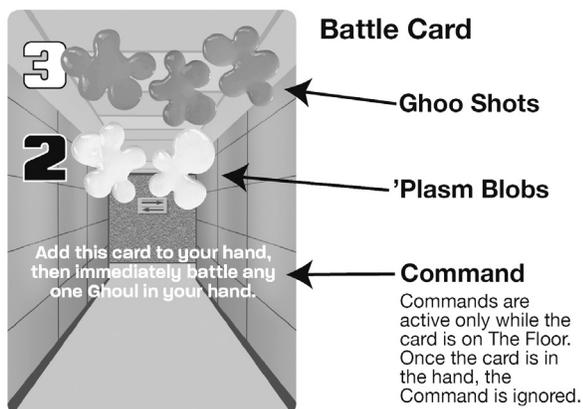
Wounds are healed by **First-Aid Kits**, found on either Action cards or in the Commands of Battle cards. As soon as a player flips a Battle card with a First-Aid Kit, the player can return their wound cards to their hand. First-Aid Kits on Action cards must be played during the Action phase.

Serious Injuries — The loss of a player's entire hand to wounds results in a **Serious Injury**. Each Serious Injury reduces the size of the player's hand by two, to a minimum of three cards. The reduction lasts for the duration of the game.

GHOUL BATTLES

When a player encounters a Ghoul, they must immediately do battle with the creature:

1. Determine the Ghoul's battle strength, represented by the large white number on the card. This number represents the number of Ghoo shots it will take to hit the Ghoul's weak spot.
2. The player attempts to at least match the Ghoul's battle strength with Ghoo shots (the purple symbols beside the white number) from their hand, putting down as many Battle cards as needed to equal or best the Ghoul's strength. (Note: The player may put down more Ghoo shots than are necessary to kill the Ghoul as a buffer against a challenge.)



3. All opponents who wish to challenge the battling player place up to two Battle cards from their hand, totaling the number of 'Plasm blobs (the green symbols beside the black number) on the cards. The opponent with the highest total challenge value is considered the challenger and other opponents' challenge cards are ignored. The challenger's total challenge value (the total number of 'Plasm blobs) is subtracted from the battling player's current Ghoo shot total. All challenge cards are discarded at the end of the battle.

4. If no opponent challenges, the player wins the battle and removes the Ghoul card from the grid, placing it in front of them, winning the Victory Points indicated by the green dots. If an opponent does challenge, however, the player has one opportunity to overturn the challenge by placing additional Battle cards, as many as required, again attempting to equal or best the Ghoul's strength. If the player plays the required Ghoo shots, they win the battle and take the Ghoul card. If the player cannot equal the Ghoul's strength, they lose the battle and suffer wounds equal to the number of green dots on the card. The Ghoul card is discarded.

Example 1: Player Ben encounters a Ghoul with a strength of 5 (two Victory Points). He puts down two Battle cards, one with three shots, the other with two shots. One by one, the opponents decline to challenge Ben's battle. Ben wins the battle, placing the Ghoul card in front of him and winning the two Victory Points.

Example 2: Against the 5-strength Ghoul, Ben plays his five total shots, but opponent Jason decides to challenge.

Jason plays two Battle cards, one with two 'Plasm blobs, the other with one. Subtracting the three green blobs from Ben's shot total reduces it to two (his five minus Jason's three). To win the battle, Ben must now bring his shot total back to five, so he plays a Battle card with three Ghoo shots from his hand, winning the battle.

Example 3: In a similar scenario, Jason challenges with his two and one, but this time opponent Debbie outbids Jason by challenging with a total of four 'Plasm blobs. Jason's challenge is erased. Ben now has a battle value of one (five minus four), which he increases back to five by playing four Ghoo shots from his hand. Ben wins the battle.

Example 4: In a similar scenario, after Jason plays his challenge, Debbie decides not to challenge. Ben, however, realizes he does not have sufficient Ghoo shots to play. He loses the battle and suffers two wounds. The Ghoul card is discarded.

Example 5: Jason encounters the Ghoul, revealing its battle strength of 5, but does not have enough Ghoo shots in his hand to defeat it. He immediately loses, suffering two wounds. The Ghoul card is discarded.

Regardless of the outcome of the Ghoul battle, the player can now take their Action phase, if they have not yet done so.

SPECIALS

Special cards, which have self-explanatory instructions, can be played at almost any time during the game, even when it is not the player's turn. There is no limit to the number of Special cards that can be played at one time.

WINNING THE GAME

As soon as a player reaches 10 Victory Points, the game is over and that player is victorious.

*All references to "The Floor" in these rules and on the cards refer to the 18-card playing grid and not to the physical floor of the room you're playing in. You would think we wouldn't have to explain this, but we know how literal some gamers can be.

TALK TO US

Please send all comments, questions, suggestions and criticisms to Mike@ghoulash.com or Joe@Ghoulash.com.

MORE ABOUT GHOULASH

Learn more about the characters and mythology of Ghoulash at Ghoulash.com.

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