

Ghost

BLITZ



A reaction game as fast as lightning
for 2 to 8 bright minds, 8 years and up
by Jacques Zeimet

Story and Object of the Game

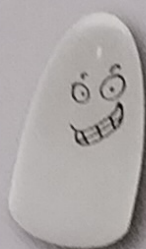
Baldwin, the house ghost, found an old camera in the castle cellar. Immediately he photographed everything that he loves to make disappear when he is haunting... including himself, of course.

Unfortunately, the enchanted camera takes many photos in the wrong colors. Sometimes the green bottle is white, other times it's blue.

Looking at the photos, Baldwin doesn't really remember any more what he wanted to make disappear next. Can you help him with his haunting and quickly name the right piece, or even make it disappear by yourself? If you grab the right pieces quickly, you have a good chance to win...

Game Materials

- 5 game pieces (ghost, chair, bottle, book, mouse)
- 60 cards



ghost



chair



bottle



book



mouse



cards

Ghost Blitz Game Rules

Ghost Blitz can be played in two different ways, **Ghost Blitz Grab** and **Ghost Blitz Shout**.

Set-up (for both games)

To set up for either of these games, place the 5 game pieces in a circle in the middle of the table where all the players can reach them. Then thoroughly shuffle the cards and place the deck face down where everyone can see them.

Whoever was last in a dark cellar goes first.



Ghost Blitz Grab

Quickly turn over the top card and place it on the table so that everyone can see it.

As quick as lightning, you try to grab the piece pictured on the card, but only if the color matches the piece.



For example, if the card shows a Grey Ghost and a Blue Book, you should try to grab the Blue Book and NOT the Ghost, because the Ghost piece is white.



If none of the pieces match what is pictured on the card, then you should try to grab a piece which:

- is NOT pictured on the card, AND
- is a different color from the items pictured on the card.



For example, if the card shows a Blue Ghost and a Red Mouse, you should try to grab the Green Bottle, because the pictured Ghost and Mouse pieces are the wrong colors.



Ghost Blitz Grab (continued)

If you grab the right piece, take the card and place it in front of you as a reward (this is called your reward pile).

If you grab the wrong piece, you must give the player who took the right piece a card from your reward pile (if you have any cards).

Next, return the pieces to the middle of the table and the player who grabbed the right piece turns up the next card to start the next round.

Game End and Scoring

The game ends after all the cards in the deck have been used. Everyone counts the cards in their reward pile, and the player with the most cards wins.

Ghost Blitz Shout

As in **Ghost Blitz Grab**, the game is played in the same order and you try to find pieces according to the rules above.

But in **Ghost Blitz Shout**, if a Book is pictured on the card you must SHOUT OUT the name of the correct piece rather than grab it. If there isn't a Book pictured on the card, you must grab the piece.

Ghost Blitz Shout (continued)

Some examples:



Whoever is the first to SHOUT “book” gets the card.



Whoever is the first to SHOUT “ghost” gets the card.



Whoever is the first to SHOUT “ghost” gets the card.



Whoever is the first to GRAB the book piece gets the card.

You have only one try per card, so if you shout out or grab the wrong piece, you must give a card from your reward pile to the person who shouted out or grabbed a piece correctly.

If 2 or more players shout out the correct piece at the same time, return the card to the bottom of the deck and draw another card.

If no one was correct, everyone must return a card from their reward pile to the bottom of the deck, along with the currently turned-up card.

Ghost Blitz Shout (continued)

Next, return the pieces to the middle of the table and the player who last grabbed or shouted out the right piece turns up the next card to start the next round.

Game End and Scoring

The game ends after all the cards in the deck have been used.

Everyone counts the cards in their reward pile, and the player with the most cards wins.



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Art.Nr: 601129800017

Distributed in North America by:
Lion Rampant Imports
36 Easton Road
Brantford, ON, Canada N3P 1J5

English rules update & layout by:
Lion Rampant Imports & RRH
Consulting, March 2012



2020 Zoch Verlag
Simba Toys GmbH & Co. KG
Werkstraße 1
90765 Fürth, Germany
zoch-verlag.com