

6+ | 1-4 | 15min

GO GO GHOST!



Be the first ghost hunter to capture photo evidence of the ghost and escape the manor!

GAME COMPONENTS



GHOST

4 GHOST HUNTERS

12 PHOTO CARDS

6 OBSTACLES

USB CHARGING CABLE

GAME SETUP

- 1 Lift the game board and remove all of the game components. Then replace the game board in its original position.
- 2 Insert all six obstacles into the slots on the game board in any location.
- 3 Each player chooses their ghost hunter and places it in the start zone.
- 4 Shuffle the photo cards and place the deck face down next to the game board.
- 5 Place the ghost in the exit zone, facing the center of the game board.



GHOST SETUP AND OPERATING TIPS

Please make sure the ghost is fully charged before playing. To check the battery level, move the switch on the base of the ghost to the "OFF" position, and then plug in the ghost with the USB charging cable. If the ghost's light is blinking, the ghost is not fully charged. If the ghost's light is solid, the ghost is fully charged, and you are ready to play. Remember to turn the ghost "OFF" after playing to save battery life.

GAME RULES FOR 2 TO 4 PLAYERS

The first player who collects a photo card with the ghost image, and moves their ghost hunter piece to the exit zone, wins the game.



Before starting the game, please review the game rules thoroughly. When all the players are ready, switch the ghost "ON" and place it in the exit zone. The youngest player goes first, and play continues to the left.

On a player's turn:

- 1. Move** - You can move your game piece up to two squares left, right, up, or down. You cannot move diagonally. You cannot move through obstacles or through a square that already has the ghost or another ghost hunter on it.
- 2. Collect a Photo Card** - If you land on a camera square, you can draw a photo card. If the photo card shows the ghost's image, you can try to escape the manor. Once you collect a photo card with the ghost's image, you cannot collect any more photo cards. If the photo card does not show the ghost's image, you can try again from a different camera square on another turn.
- 3. Rotate the Ghost** - During your turn, you may rotate the ghost in any direction. Your turn will end, and then it will be the next player's turn.

The ghost may start moving randomly during your turn. While the ghost is moving, players cannot touch their ghost hunter. Once the ghost comes to a stop, you can resume your turn.

If the ghost knocks over your ghost hunter, you must return your ghost hunter to the start zone. However, you get to keep any photo cards you have collected.

If the ghost moves a player's ghost hunter to a different position on the board without knocking it over, the player must start their next turn from the closest available square.

SOLO PLAY

You are racing against the ghost! You can now move your ghost hunter up to four squares per turn, but you must wait until the ghost finishes moving before you can start your next turn. You cannot touch the ghost, and if it knocks your ghost hunter down, you lose. Collect one photo card with the ghost image and escape the manor to win. For an extra challenge, try to collect all four photo cards with the ghost image and escape the manor.

BATTERY SAFETY INFORMATION

- Do not leave the ghost unattended when charging. Keep LiPo batteries away from children. Do not overcharge LiPo batteries.
- Do not disassemble, modify, heat, or short-circuit the batteries. Charge the battery in an isolated area. Do not use a broken charger.
- There is a risk of batteries overheating. Keep them away from flammable materials. Do not place them in fires or leave them in hot places.
- Never use or charge a battery that has ballooned, has swelled, is punctured, or is damaged. Check the charger's wire, plug, and surface regularly.
- Batteries must be disposed of properly. Do not drop or subject the batteries to strong impacts, allow them to get wet, or expose them to direct sunlight.