

# GAME RULES

## THE STORY BEGINS...

You are Paranormal Investigators, hired to find out if the legend of the haunted **GHOST CASTLE** is true, and to record anything ‘strange’ going on inside. Trouble is... it’s all true!

Having made your way upstairs, you’ve accidentally woken the mean-spirited ghost of Count Spooksalot from a decade-long sleep – and he is determined to get revenge by trapping you in his Castle forever!

Not all of you will escape, so you must race each other down the stairs and through the danger-filled rooms to get out of the Castle as quickly as possible. Don't get left behind!

## OBJECT OF THE GAME



Be the first player to get your Paranormal Investigator team out of the haunted **GHOST CASTLE**.

## SETUP

1. Set up the game as shown in **SETTING UP THE GAME**.
2. Choose your characters — Each player chooses **TWO** pawns to be in their Paranormal Investigator team. Remember which ones are yours. If there are 5 or 6 players, choose just **ONE** pawn each. Any pawns not used are put to one side.
3. Place all players’ pawns on the Upstairs Floor behind the white Start line.

## PLAYING THE GAME

Oldest player goes first and then play continues to the left, in a clockwise direction, around the game. On your turn, roll the die...

-  If the die shows a number, move one of your pawns that number of spaces. Each step on the Stairs and each footprint on the game board is counted as one space.
- On your turn you can move either of your two pawns but not both, so choose carefully which one to move.
  - The Stairs are old and crumbling so your first pawn must make it all the way down the Stairs and onto a space on the Laboratory floor **BEFORE** you can move your second pawn from behind the white Start line.
  - If your pawn ends its move on a space that is already occupied by another pawn, it jumps forward to the next available space.
  - If your pawn ends its move on a step on the Stairs or on a Red space (the **‘Danger Zone’** spaces) then you must immediately drop the Ball into the Chimney as part of your turn — see **DROPPING THE BALL**.
  - If your pawn ends its move on a Yellow, Blue or Green space then it’s safe from danger and your turn is over.
-  If the die shows the Ghost icon on your roll, then you must drop the Ball into the Chimney instead of moving a pawn — see **DROPPING THE BALL**. Note: You only need to drop the Ball if there is a pawn on a **‘Danger Zone’** space, even if it’s your own. If there isn’t, instead of dropping the Ball, you can roll the die again to try and move your pawn. If however you roll the Ghost icon a second time - bad luck, your turn is over.

As play continues, players may wish to stand up or move around the game to follow their pawns, or gently rotate the game board, being careful not to move pawns or knock them over.

## DROPPING THE BALL

The Ghost holds the Ball inside him. Press the button on top of his head to make him drop the Ball into the Chimney. One of the following traps will then be activated:

- **STAIRS:** The Ball comes cascading down the Stairs to the Laboratory.
- **BOOKCASE:** The Bookcase shoots the Ball out across the Library floor.
- **PORTRAIT:** The Portrait in the Gallery kicks up, revealing a shortcut through the Library Bookshelf.
- **AXE:** The Axe slams down onto the Shaky Walkway in the Great Hall.

## GETTING SPOOKED BY THE GHOST

When a trap has been activated, **ANY** pawn on that trap’s **‘Danger Zone’** spaces must immediately go back to the nearest Blue **‘Safe Zone’** space behind them, even if it’s already occupied. This also applies to any pawn in the **‘Danger Zone’** that is somehow not knocked over.

If any pawn outside the **‘Danger Zone’** is accidentally moved or knocked over, whether by another pawn or by the Ball, just place it back on the space it was on before the Ball was dropped.

## RESETTING THE TRAPS

Each player who drops the Ball on their turn is then responsible for loading it into the Ghost and placing him back on the Chimney for the next player’s turn. You must also reset any trap which doesn’t reset automatically, such as the Axe. Note: To remove the Ball from the Axe, push the Ball up and out from the Axe’s head, through the doorway into the Gallery. Then reset the Axe.

## TAKING THE SHORTCUTS

In the Library and the Great Hall there are two different paths you can follow — Will you take the longer and safer paths or risk the shortcuts and their **‘Danger Zones’**?

In the Library there’s also a hidden shortcut to the Gallery — through the Bookshelf. If your pawn is on one of the two special Red spaces in the Library (with a white **‘Star’** underneath them) when the Bookshelf opens up, then you can immediately take the shortcut through the Bookshelf to the Gallery, whether it’s your turn or not — Move your pawn onto the special Green space (with a white **‘Star’** underneath it) in the Gallery, even if it’s already occupied.

## GETTING OUT OF THE CASTLE

The door out of the Castle is locked, so to unlock it you need to end your move **EXACTLY** on the Exit space. For example, if your pawn is just 1 space away from the Exit, you need to roll a 1 to get your pawn out of the Castle. If you roll less than the spaces required to land on the Exit space, and your pawn would be able to end its move on an available space, then you must move your pawn.

Jumping forward to an unoccupied space does not apply if it means your pawn will land on the Exit space, so it must stay where it is if you don’t roll the exact number of spaces required.

Once you have successfully landed a pawn on the Exit space you can immediately lift it out of the Castle to safety.

## WINNING THE GAME

The first player to get **BOTH** their pawns to land on the Exit space and out of **GHOST CASTLE** is the winner. In games with 5 or more players, the first player to land their pawn on the Exit space wins the game.

## OPTIONAL RULE

To make the game a little harder and longer, play the game as above but with the extra rule that a pawn cannot end its move on a Yellow space. The Yellow spaces still count when moving, but if your pawn would end its move on a Yellow space, then it cannot go and has to stay where it is. This also means a pawn cannot jump forward to an unoccupied space if that space is Yellow. If you have another pawn, then try to move it instead. If both pawns would end their move on a Yellow space, then you cannot go and your turn is over.

# GHOST CASTLE™

## INSTRUCTION MANUAL



6+  
Family

25-40 min

2 - 6

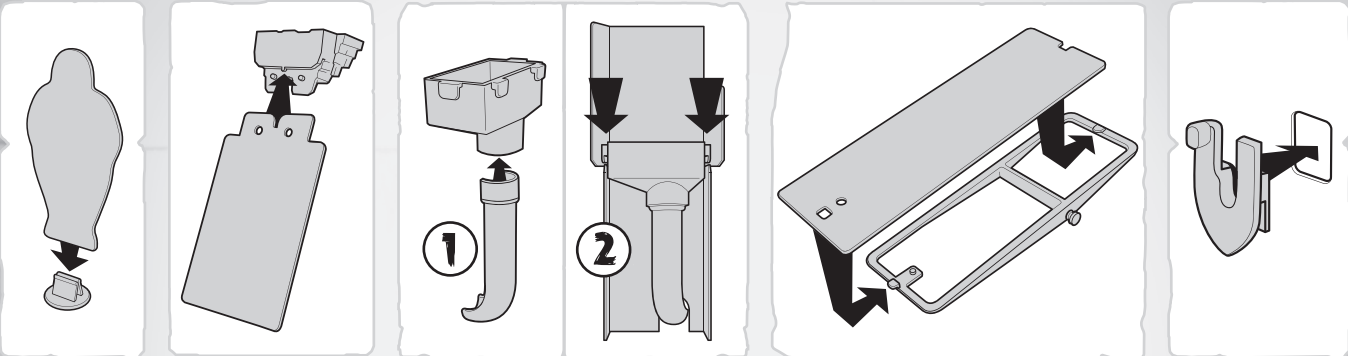
Buffalo  
GAMES & PUZZLES

**WARNING:**  
CHOKING HAZARD—  
Toy Contains Small Balls  
Not for children under 3 yrs.



# ASSEMBLY INSTRUCTIONS

## FIRST-TIME ASSEMBLY

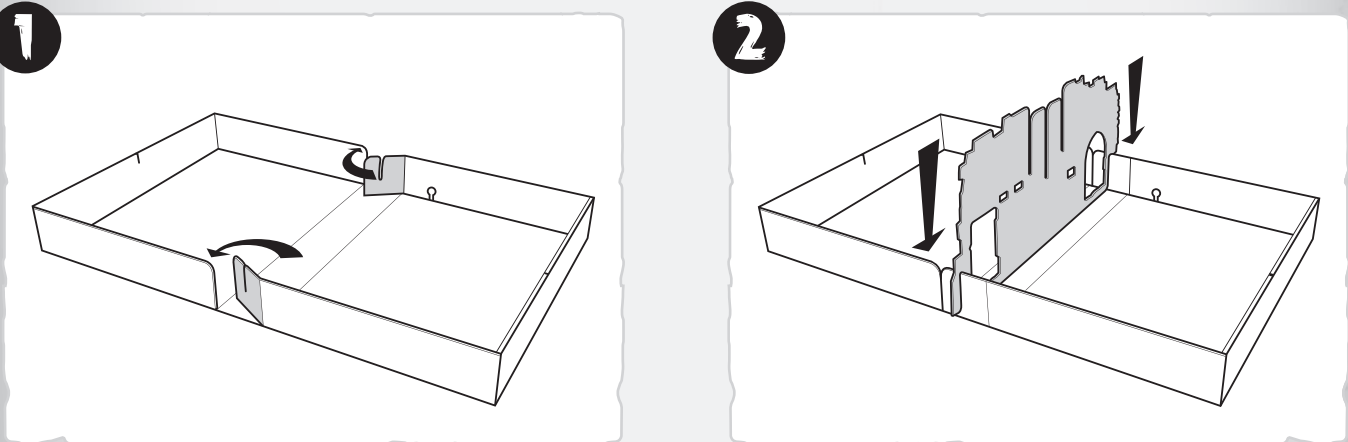


**Pawns:** Insert the 8 pawns into their bases.

**Bucket:** Insert the Portrait/Bookshelf card (Portrait side up) into the slot at the back of the Bucket, ensuring the small pins locate into the round holes on the card.

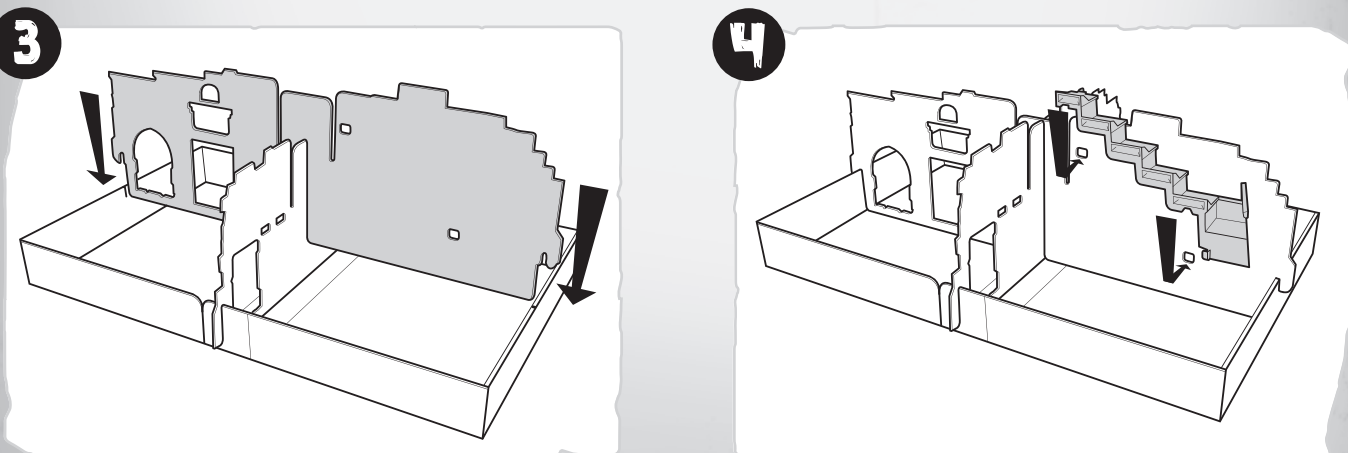
**Bookcase:** 1) Insert the Bookcase Slide into the Bookcase Funnel. 2) Fold the Bookcase card around the Bookcase Funnel and allow the card to flex while sliding the Bookcase Funnel downwards, until it hooks into the slots on the card.

## SETTING UP THE GAME



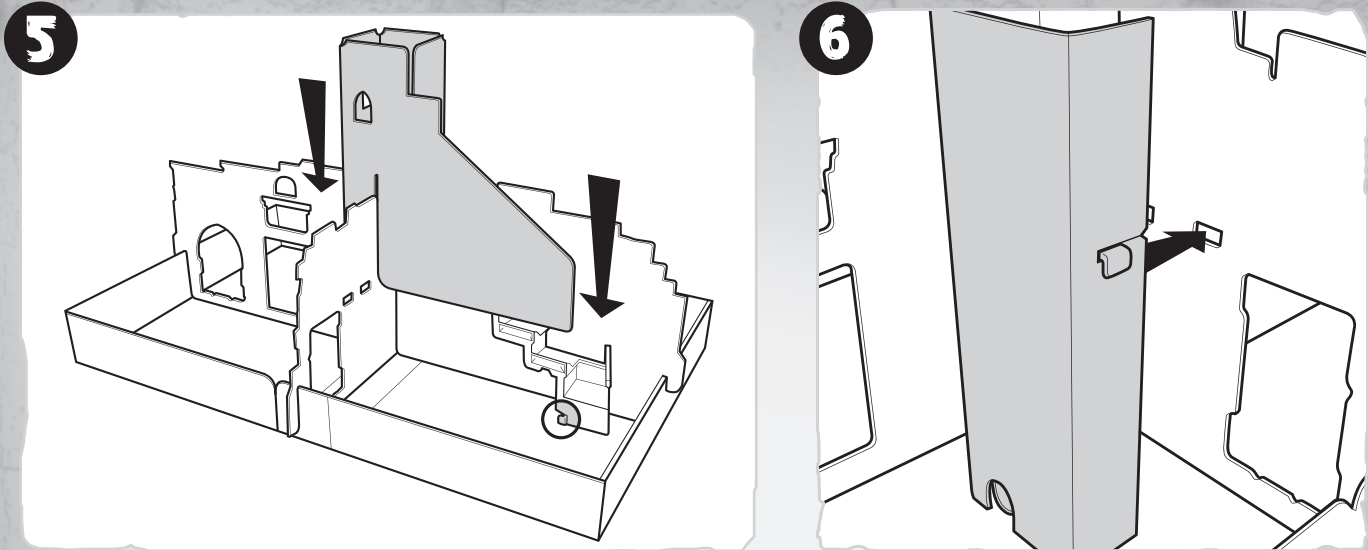
**Game Board:** Empty the Box and lay it down open, then fold out the two side flaps.

**Short Wall:** Slot the ends of the Short Wall into the slits on the side flaps.



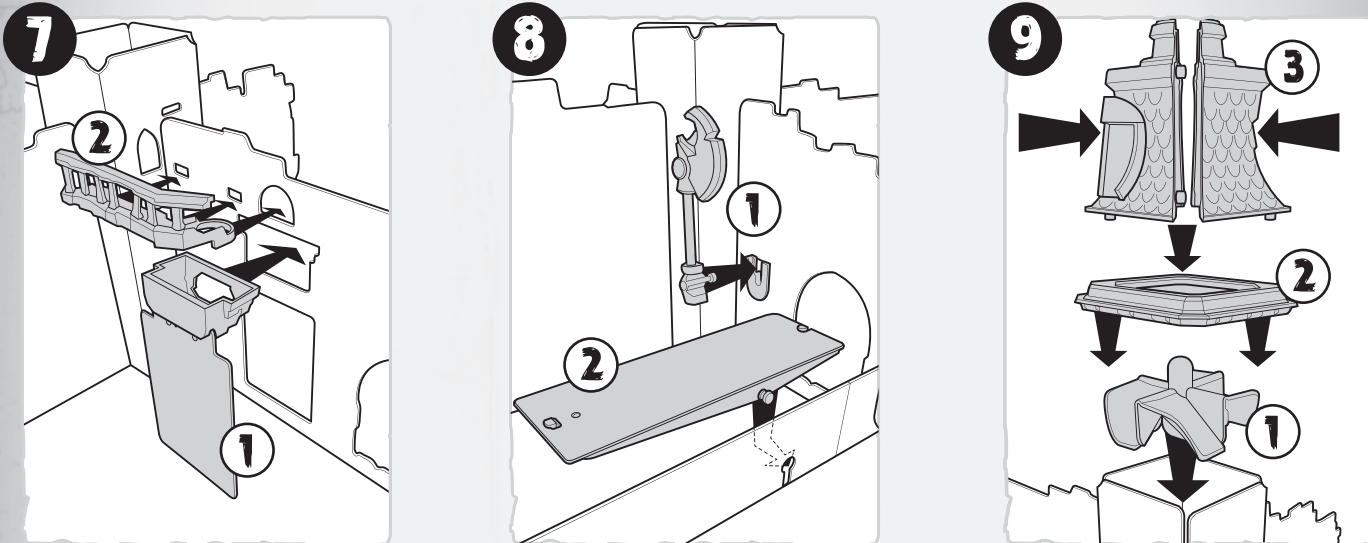
**Long Wall:** Slot the Long Wall into the middle slit on the Short Wall, ensuring the hooks at the ends align and lock into the slots on the Box.

**Stairs:** Hook the Stairs onto the Laboratory's Long Wall.



**Tower:** Fold the Tower into a square tube and slot it down over the middle of the walls, ensuring the diagonal banister tucks behind the tab at the bottom of the Stairs.

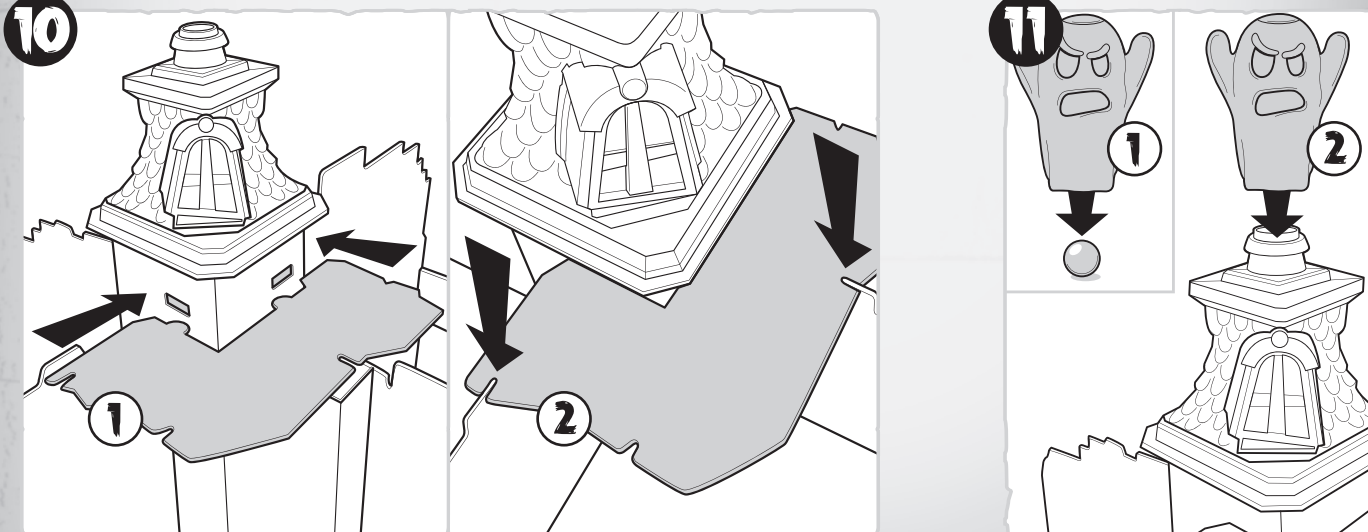
**Library:** Hook the Bookcase onto the Library's Short Wall.



**Gallery:** 1) Insert the Bucket through the middle hole in the Gallery's Long Wall and let it drop down. 2) Hook the Gallery Shelf onto the Long Wall above the Bucket.

**Great Hall:** 1) Insert the Axe's pivot-pin into the Axe Support and push it downwards until it clicks into place. Then lean the Axe against the Tower wall, ensuring it locates into the slit below the Tower's window. 2) Insert the pivot-pin on the Shaky Walkway into the keyhole on the Box's wall and let it drop down.

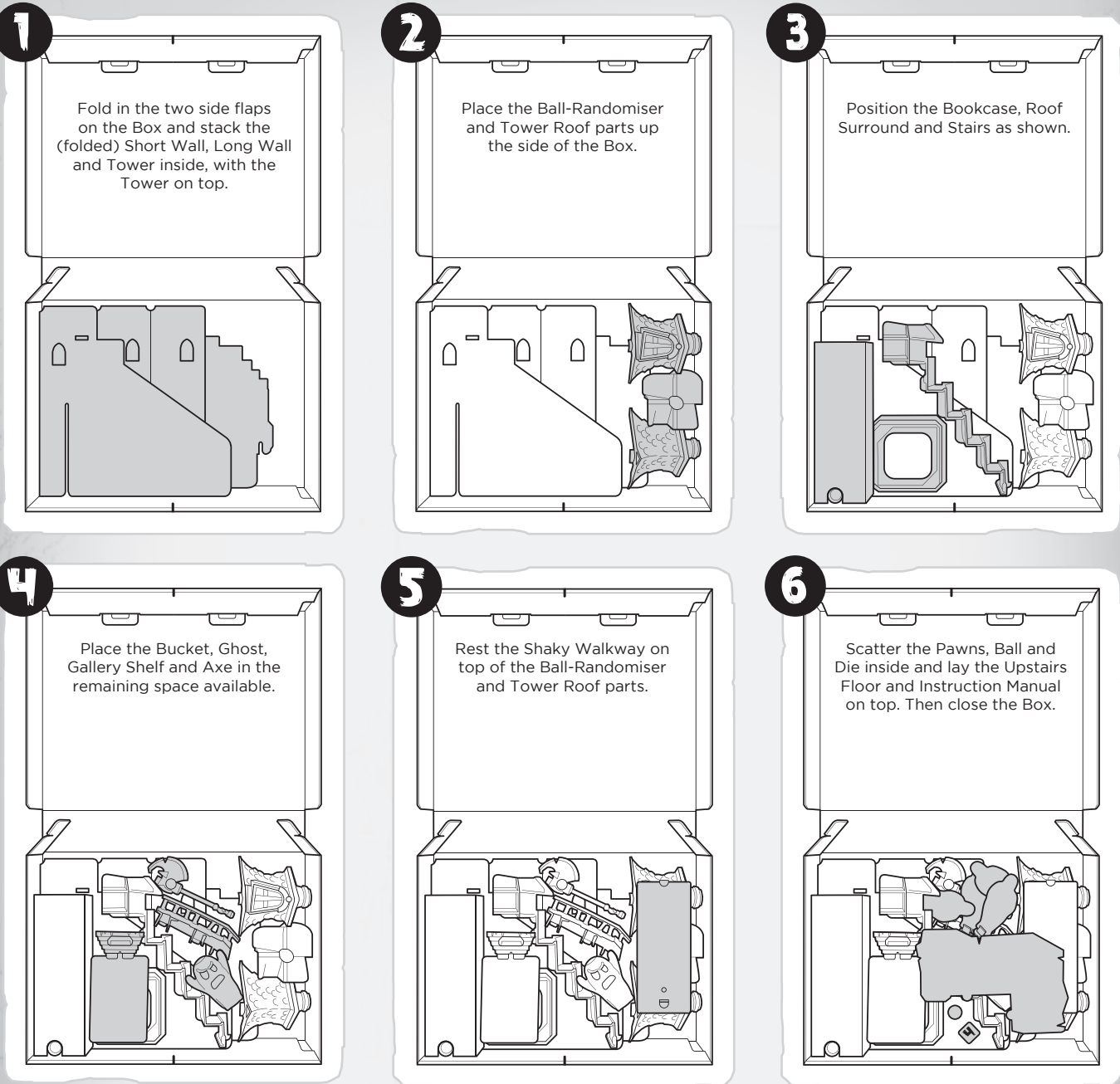
**Tower Roof:** 1) Lower the Ball-Randomiser into the Tower, ensuring it lines up with the Tower's windows. 2) Fit the Roof Surround onto the top of the Tower. 3) Press together the two parts of the Tower Roof and fit them into the Roof Surround.



**Upstairs Floor:** 1) Insert the tabs on the Upstairs Floor (footprint side up) into the slits in the sides of the Tower. 2) Align the two outer slits on the Upstairs Floor with the tabs sticking up on the walls, pressing down to connect them.

**Ghost:** 1) Position the Ghost over the Ball and press down to load the Ball inside him. 2) Place the Ghost on top of the Chimney on the Tower Roof. The game is now ready to play.

# PUTTING THE GAME BACK IN THE BOX



## CONTENTS

1x glow-in-the-dark Ghost; 1x metal Ball; 8x Pawns; 8x glow-in-the-dark Pawn Bases; 1x Die; 1x Ball-Randomiser; 1x Roof Surround; 1x Tower Roof (2 parts); 1x Stairs; 1x Bookcase card; 1x Bookcase Funnel; 1x Bookcase Slide; 1x Shaky Walkway card; 1x Shaky Walkway Base; 1x Portrait/Bookshelf card; 1x Bucket; 1x Gallery Shelf; 1x Axe; 1x Axe Support; 1x Upstairs Floor; 1x Tower; 1x Short Wall; 1x Long Wall; 1x Game Board/Box; 1x Instruction Manual.

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Ooba Ltd., Rm. 901, 9/F, Easey Commercial Building,  
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Imported and distributed by:

**Buffalo**  
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Buffalo Games, LLC  
220 James E Casey Drive  
Buffalo NY 14206  
buffalogames.com

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