

“A Ghost’s Revenge” Rule Sheet

Prompt: You are already dead.

Premise: Welcome to “A Ghost’s Revenge”, a competitive game where you play as a ghost who is granted the opportunity to become “alive” again. The catch? The devil himself has you competing against other ghosts and will only let one of you become human again. Those who lose will be banished to the underworld and will remain ghosts for the rest of eternity. Your ultimate goal: be the first player to completely fill up your Fright Meter.

Player Experience Goal: “A Ghost’s Revenge” is a game where players will experience a sense of thrill and a healthy amount of tension and frustration while you compete against your friends or family. Each player’s progress on their Fright Meter can change in an instant. Maybe you’re lucky and you complete a couple of hard contracts in a row to soar past your friends and just narrowly beat them. Or maybe you’re unlucky and get sabotaged two times in a row, enough to just get beat by your friend who completed their medium contract to steal the win.

Players: 3-4

Contents:

- 4 Ghost Cards
- Stamina Tokens
- 4 Fright Meters
- Contract Cards
 - Light Contract
 - Medium Contract
 - Hard Contract

- 1 numbered die

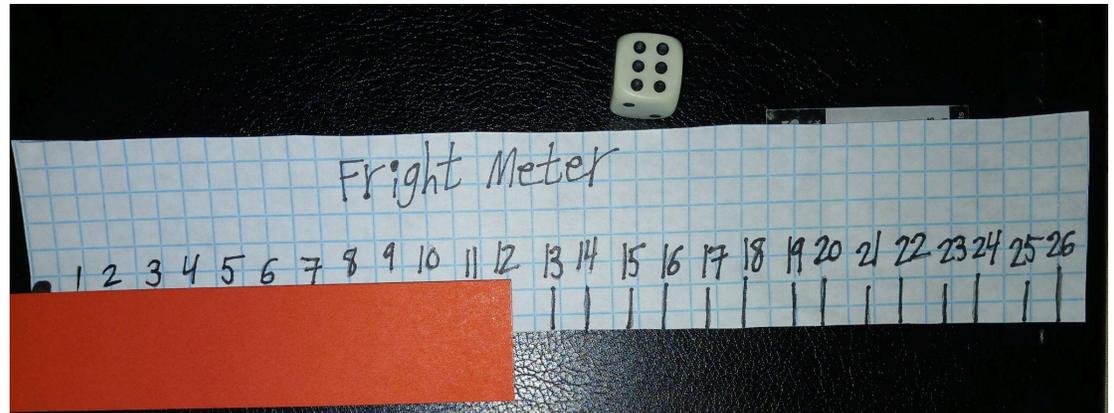
Setup:

- Each player will be given one ghost card. The players will then take turns reading their ability out loud.
- Each player will start with 10 stamina tokens (unless their ghost card allows them to start with more) and one Fright Meter. Every player should adjust their Fright Meter so that it has a value of zero to start with.
- Place the remaining stamina tokens in the middle between the players. This area will be called the bank.
- Shuffle each of the three contract card classes and place them in the middle between the players. (Can be placed next to the bank to make things easier). Each contract class should be in its own stack with the difficulty side of the card face-up. (The difficulty is located in the top left corner of each card)

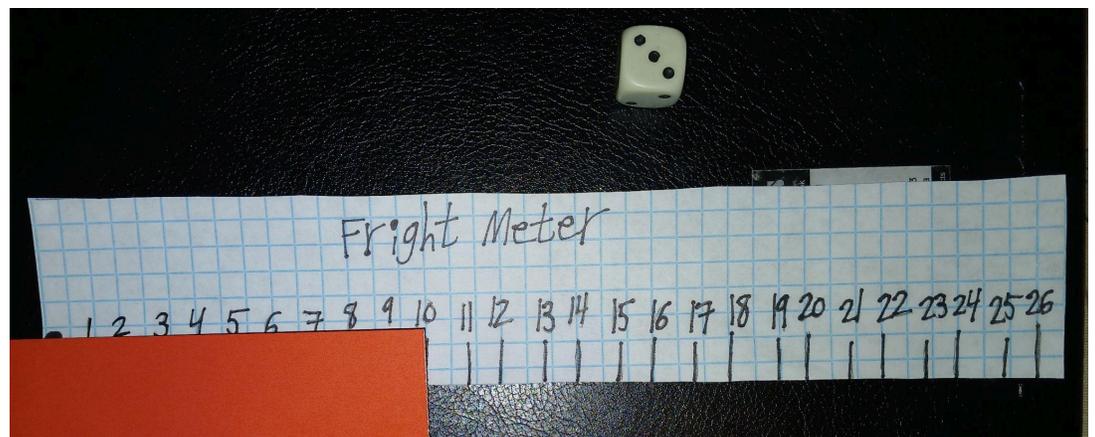
Rules:

- Every turn players are allowed to receive 5 stamina tokens from the bank.
- On your turn, you must choose whether to accept a contract or try to sabotage another player's contract. You **CANNOT** perform both actions on your turn.
- Each successful contract rewards the player a certain amount on their Fright Meter (these amounts are stated on the back of the contract cards).
- Each contract's success will be determined by a dice roll.
 - To successfully complete a **light contract**, the player must roll **between a 1 and a 4**. If the player rolls a 5 or 6, they fail the contract and gain nothing on their Fright Meter.

- To successfully complete a **medium contract**, the player must roll **between a 1 and 3**. If the player rolls a 4, 5, or 6, they fail the contract and gain nothing on their Fright Meter.
- To successfully complete a **hard contract**, the player must roll **a 1 or a 2**. If the player rolls a 3, 4, 5, or 6, they fail the contract and gain nothing on their Fright Meter.
- If a player does not have enough stamina tokens to accept a contract or sabotage another player, they essentially lose their turn until they gain enough stamina tokens to be able to perform an action. (They still collect 5 stamina tokens every round even if they cannot perform an action).
- Players can sabotage each other's contracts 2 different ways.
 - **Option #1:** If the player pays 10 stamina tokens, they can choose any player to try to sabotage. The sabotaged player **MUST** roll the numbered die on their turn **AFTER** accepting a contract. If the sabotaged player rolls an even number, the sabotage is successful and the sabotaged player will fail their contract and lose 2 bars off their Fright Meter. Their turn is then over. If the sabotaged player rolls an odd number, then the sabotage has failed and the sabotaged player will continue their turn as normal.
 - In the following image, the sabotaged player rolled an even number. The other player's sabotage has failed and the sabotaged player's Fright Meter stays at 12.



- In the following image, the sabotaged player rolled an odd number. The other player's sabotage was successful and the sabotaged player loses 2 bars on their Fright Meter.



- **Option #2:** If the player pays 5 stamina tokens, they can choose to take one contract class away from a player of their choice for their next turn.
 - For example, Player 1 chooses to sabotage Player 3 and says they cannot choose any medium contracts during Player 3's next turn. Player 3 will then **only** be able to choose light and hard contracts for that turn.

Ghost Cards:

Banshee - The banshee's melodic voice has lured another ghost to them. Choose one player to lose their next turn. (3 round cooldown).

Poltergeist - The poltergeist decides to make its presence known, throwing all objects in sight at another ghost. Choose one player to lose 4 stamina tokens. If the player has less than 4, that player will lose the remaining stamina tokens they have left. (3 round cooldown)

Pontianak - The pontianak uses its unique cry to lure another ghost to them. Choose one player to receive half the amount of Fright Bars on their next successful contract. (3 round cooldown)

Ifrit - The Ifrit uses its enormous size to intimidate another ghost. Choose what contract class another player has to accept on their next turn. (3 round cooldown)