



*The Ghosts are fighting over who will rule the haunted mansion. The winner will be the one with the best hiding place!*

**13 Ghosts** is a micro-game for 2-4 players in which each player tries to find the **Ghost** hidden in the opponent's **Crypt**. The game consists of 2 sets of 13 **Ghost** cards, each with a number from 1 to 13. When playing with 2 or 3 players, use a single set of cards. When playing with 4 players, use both sets.

## 2-Player Rules

Shuffle a set of 13 **Ghost** cards and deal 2 cards to each player. Place the rest of the cards on a face-down pile.

Choose one of your two cards as your **Crypt** and place it face down in front of you, turned sideways. Keep the other card as your starting hand. All players do the same and the one who most recently saw a ghost, goes first. If no one has seen a ghost in real life, then having seen one in a film, on TV or on an illustration also counts.

On your turn, do one of the following actions:

- Play the card in your hand face-up in front of you and perform its ability. If it has a question, it refers to your opponent's **Crypt** and they must answer truthfully.
- Play the card in your hand face-down in front of you and make an **Attack** (see below).

Then, draw a new card from the pile and your turn ends. It is now your opponent's turn.

If the cards in the pile run out, continue playing by making an **Attack** each turn.

When you make an **Attack**, say a number between 1 and 13. If it is the number in your opponent's **Crypt**, you win the round. If not, continue playing until one player makes a successful **Attack**.

Once a round is over, start a new one alternating the first player.

The first player to win 3 rounds, wins the game!



### 3-Player Rules

Shuffle a set of 13 **Ghost** cards and deal 2 cards to each player. Place the rest of the cards on a face-down pile.

When playing with 3 players, play like in the 2-player game, with the turn order going clockwise. The following extra rules apply:

- Whenever you ask a question or you make an **Attack**, both of your opponents must answer.
- If an **Attack** is successful against one of the opponents, that player is out for the round and the remaining players score a point. When another player is out, the remaining player scores another point and the round ends.

Continue playing until a player has 6 or more points at the end of a round. The player with the highest score wins the game! In case of a tie between 2 players, play another 2-Player game to determine the winner.

### 4-Player Rules

When playing with 4 players, form 2 teams with 2 players each. Sit at the table so that each player is opposite their teammate. Give each team its own set of 13 **Ghost** cards and shuffle them, forming 2 different piles. Both members of a team will be drawing cards from their own pile and will be trying to find the Ghosts in their opponents'

**Crypts.**

One member of each team draws 4 cards from their pile. That player secretly chooses 2 of those Ghosts as their own **Crypt** and their teammate's **Crypt**. They give the remaining 2 cards to their teammate who chooses one card for their opening hand and the other for their teammate's opening hand.

Play proceeds as in the 2-player game with the following differences:

- Turn order goes clockwise.
- Whenever you ask a question or you make an **Attack**, both players of the opposing team must answer, each for their own **Crypt**.
- If a successful **Attack** is made against a player, that player is out of the round but their teammate continues playing as normal.
- Turns must always alternate between the two teams. If a player is out of the round, then their teammate plays for both their turns.
- Some abilities instruct you to look at the pile of cards. In a 4-player game these abilities refer to the opposing team's pile.

Once both players of a team are out, the other team wins the round. The first team to win 3 rounds wins the game.

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