

Michael Luu

GHOSTS GALORE



For 2-5 players ages 10 and up; playing time: 20 minutes

Deep underground, monsters are roaming in an abandoned mineshaft! But, unfortunately, it is quite boring down there. What better thing is there to do but to build a ghost train, to give their existence meaning once again?

COMPONENTS



5 player boards (two-sided)



1 scoring pad



5 overview cards (two-sided)



78 track tiles



1 lamp token (start marker)



5 minecarts (two pieces each)



Assemble the minecarts as shown before your first play.



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SETUP

- 1 Each player takes a random **player board** and places it with either side facing up in front of them.
- 2 Also take an **overview card** and **minercart** and place these items next to your player board.
- 3 Turn all **track tiles** to the reverse side and mix them thoroughly. Then each player takes **one track tile** and places it **face down** in front of them. You may look at the front of your tile **at any time** but keep it **hidden** from the other players.
- 4 Use the remaining tiles to form **8 face-down stacks** and place them on the side. The number of tiles in each stack depends on the number of players:

PLAYER COUNT	2	3	4	5
TILES PER STACK	6	7	8	9

Return any leftover tiles to the game box—you will not need them.

- 5 Determine a start player and give them the **lamp token**. Keep the scoring pad nearby—you will need it at the end of the game.

Now you are ready to play!

SETUP (FOR 2 PLAYERS)



GOAL OF THE GAME

Round after round, you will be building track to expand your ghost train, filling it up with various monsters, each with its own quirks and likings. The player who best manages the preferences of each monster and builds their track most skillfully will win this game.



COURSE OF PLAY

The game is played over eight rounds. In each round, you first claim a track tile from the current stack and then place it on your player board. After eight rounds, everyone must place their hidden tile (see step 3 of setup) to complete their board, which will then be scored.

CLAIMING TRACK

At the start of each round, move one of the stacks on the side (see step 4 of setup) to the center of the playing area, as the so-called **current stack** for that round. Then, beginning with the player with the lamp token, each player gets one or more turns, until **all players** have claimed one track tile each.



On your turn, you must carry out **one of the following two actions**:

A) Draw a track tile from the current stack and place it face up next to the stack. Then decide whether you want to **claim** it. If you do, **place your minecart on top of that tile**. Otherwise, leave it face up next to the stack. Even if there are **face-up** tiles next to the stack already, you may only claim the tile you just drew.



OR

B) Choose a face-up tile that has not been claimed yet by placing your minecart on it. This action is not available until there are unclaimed tiles next to the stack (see action A). You may choose a tile that you have placed there on a previous turn, but you do not have to. Note that, during this action, no tiles are drawn from the stack.

Note: For a detailed example, see next page.



Then the next player in clockwise order takes a turn. Skip any players who have already claimed a track tile this round (i.e., whose minecart is on a tile in the center).

Important! As soon as **only one** player remains to claim a track tile, turn **all** tiles left in the current stack, if any, face up. That player must then carry out action B by choosing a track tile from the five available tiles.

1



2



3



Example (two-player game):

- 1 A new round has begun. Greg has the lamp token and turns the top tile of the current stack face up, but he chooses not to claim it.
- 2 Now it is Mary's turn. She could claim the tile that Greg has revealed from the stack, but she rather wants to draw a new one. She likes what she sees so she places her minecart on it.
- 3 Because Greg is the only one left to claim a tile, he reveals all tiles from the stack and must choose one of the five tiles without minecart, placing his minecart on the chosen tile.

PLACING TRACK

Once all players have claimed a track tile, you must place your claimed tile on an unoccupied space of your player board and take your minecart back, keeping it ready for the next round.

Placement rules:

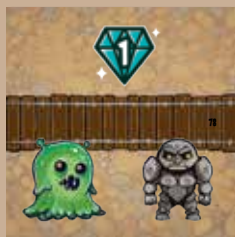
- You may rotate the tile freely (*but do not turn it face down*).
- The new tile does **not** need to touch an existing one.
- Dead ends are allowed, i.e., track does not need to continue. For scoring purposes, you should avoid dead ends, though.
- You **may not** displace or cover a tile that you have placed on a previous turn.



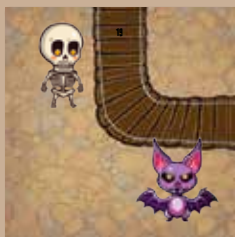
Example: Greg places the tile he just claimed as shown. He could have placed it on any other unoccupied space, in any orientation.

Return the remaining four track tiles in the center to the game box and pass the lamp token to the left. Then play the next round in the same fashion.

Track Types



Straight



Curve



Bridge



Double Curve

Straights and curves show **one track section** each; bridges and double curves each show **two**. Monsters always belong to the track section to which they are closest with their feet (*see illustration*). This is relevant for the Ghost and Satyr scoring (*see p. 6*).

END OF GAME

At the end of the 8th round, all players must place their **hidden tile** on the last remaining space of their player board. Then take the scoring pad and score your boards as follows:



Dragons: Count how many dragons you have and check the following table for how many points you get; you **lose** 5 points if you have **none**.

DRAGONS	0	1	2	3	4	5	6	7	8
POINTS	-5	1	4	9	16	25	36	49	64



Ghosts: On paths with **at least 3 ghosts**, each ghost scores **6 points**. All other ghosts score only **3 points** each.



Golems: Count how many golems you have that are **not** orthogonally adjacent to another golem and check the following table for how many points you get.

GOLEMS	0	1	2	3	4	5
POINTS	0	4	10	18	28	40



Satyrs: Each satyr scores a number of points equal to the number of **different** types of monsters on the same path as that satyr, including itself.



Skeletons: Each skeleton scores a number of points equal to the number of **diamond symbols** you have on your tiles, disregarding their printed value.



Slimes: Each slime scores a number of points equal to the number of **curves** on your tiles, counting double curves as two curves.



Bats: Each bat scores **5 points** if its tile is orthogonally adjacent to at least one tile with another bat; isolated bats are worth no points.



Werewolves: Each werewolf scores **4 points**. If you have the most werewolves, you score an additional **10 points** total (*even if tied for most*).
Exception: In a 2-player game, you only score an additional **5 points** (*not 10*) if you have the most wolves.



Wisps: Count how many wisps you have in total and check the following table for how many points you get **per wisp**.

NUMBER OF WISPS	1-3	4-6	7 OR MORE
POINTS PER WISP	3	4	5



Diamonds: Total the printed values of all diamonds on your tiles.



Bone doors: Check if there is an uninterrupted path from one bone door to the other. If there is, score **2 points** per **track section** on that path.



Tooth doors: The same applies to the tooth doors.



Other paths: For all other paths from one door to another, you get **1 point** per track section on that path. Paths connecting only one door or no door at all score no points.

Total the points from all 13 categories. **The player with the most total points wins.**

In case of a tie, the tied player who has fewer dead ends (i.e., track running into an empty tile edge) wins. If still tied, enjoy your shared victory!

Note: On the next page, you can find a detailed scoring example.



dead end

VARIANT FOR EXPERIENCED PLAYERS

In step 3 of setup, take **two** track tiles each instead of just one and choose one of the two tiles to keep as your hidden tile. Mix the other tile with the rest, before forming the eight stacks during step 4.

CREDITS

Designer: Michael Luu

R&D: Grzegorz Kobiela

Art Direction: Ricarda Kleine

Illustrations & graphic design: Nele Diel

Proofreading: Dale Yu, Tony Boydell

No part of the rules of the game may be reproduced or used, in any form, to train artificial intelligence technologies or systems.

Thank-you note from the designer:

Dear Lissy, this game exists only because you have always been by my side and support me in every way—thank you so much for that! Many thanks to Lookout Games for perfecting this game. I'd also like to thank my brother-in-law and his family for their passion for this hobby and their valuable support. Last but not least, many thanks to all my play-testers, in particular: Lars, Björn, Nicola, Johannes, Han, Andre, Larissa, and Michael. You're amazing!



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Elsheimer Straße 23
55270 Schwabenheim
Germany
www.lookout-games.de



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SCORING EXAMPLE:



	Greg	Mary
	1	1
	6	24
	4	4
	8	5
	8	4
	9	7
	10	15
	17	8
	6	9
	4	6
	6	10
	16	8
	2	1
Σ	97	102

Mary and Greg have just completed a game and are now scoring their boards:

Both players have one dragon each, so they score 1 point each.

Greg is missing a 3rd ghost on his long path, so he gets only 6 points (3 per ghost). Mary has 4 ghosts on one path for a whopping 24 points.

Both players have one golem each, so they score 4 points each.

Greg's satyr sees 7 other monster types on its path (all but slime) so this satyr scores 8 points. Mary's satyr sees 4 other monster types for 5 points.

Greg has 4 skeletons but only 2 diamonds—for 8 points. Mary, on the other hand, has 4 diamonds but only 1 skeleton—for 4 points.

Thanks to a couple of double curves, Greg has 9 curves total so his only slime scores 9 points. Mary's only slime scores 7 points.

Greg has 3 bats but only two of them are adjacent to one another, so he scores only 10 points. Mary has a similar problem: her bottom bat is disconnected from the rest.

Greg has one more werewolf than Mary (3 vs. 2) so he scores the bonus 5 points for a total of 17 points ($=3 \times 4 + 5$).

Both players have not made it to the next scoring tier for wisps—Mary is missing only one wisp. If she had 4 wisps, she would have scored $4 \times 4 = 16$ points instead of $3 \times 3 = 9$ points.

Greg has a "1" and a "3" diamond; Mary has two "1" diamonds more than him.

For the bone doors, Greg took the short path comprising 3 sections; Mary took a detour over 5 sections. Both players score 2 points per section.

For the tooth doors, Greg took a long and windy path over 8 sections (using both sections of the center tile); Mary took the short path over 4 sections. Again, both players score 2 points per section.

Greg has an additional path at the bottom comprising 2 sections; Mary has a short one up top comprising 1 section.

In total, Greg scores 97 points; Mary scores 5 points more and wins.