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# Ghost and Gatsle

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2 - 4 PLAYERS

8+ AGE

45 MIN

# Ghost and Gatsle







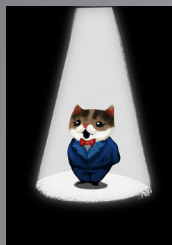


### Miaow

1



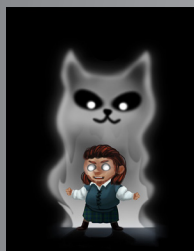
Generates noise, attracts the closest human 1 room closer to your position. This action doesn't cause a human to scold a cat.



### My Scotland hame

0

Every Living Cat draws 1 card.



### Paw-ssetion

0

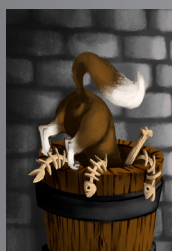
Move any human to any adjacent room from their position.



### Release the Catken

3

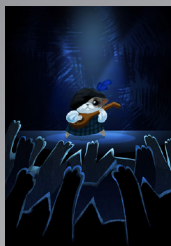
All players must discard their hand and draw 3 cards.



### Tot the trash

1

Search through the discard pile, choose 1 card and add it to your hand.



### Musicat.ly

0 2

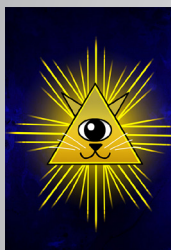
Immediately place all humans in the same room as you.



### Nyan-guard !

0

Move the Ghost Cat to any adjacent room if it is currently in the same room as you.



### Purr-ceptive eyes

3

Take the mystery token in the room, ignore humans if present.



### Scratch the Furniture

2

Take the mystery token placed in a piece of Furniture. If a human, besides yours, is in the room, this card can't be played.



### You cat not pass !

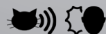
0

The Ghost Cat cannot enter the room you are currently in for the next 2 turns.



### Winguardium Leviomia

0



Knock over an object in any room, makes noise.

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**Ghost & Catsle** is a One vs All game where you play cats living in a castle. In this castle, the old king cat has died many years ago and now haunts the castle grounds. He was a bagpipe enthusiast but his favored bagpipe is gone plus some new cats have moved into his home. The Ghost Cat has stayed on this earth to play the bagpipes and kick some living cat butt and obviously he is a ghost so he can't play bagpipes !

## GOAL OF THE GAME

### For the Ghost Cat

The goal of the Ghost Cat is to eliminate all the cats from the castle by getting them scolded by the humans who live in it. Once the last Living Cat has been kicked out of the castle, the Ghost wins.

**How to accomplish it** → Some cards allow the ghost to break something in a room. He is a ghost so humans won't see him and they will scold a Living Cat if one is in the same room!

### For the Living Cat

The goal of the Living Cats is to appease the Ghost Cats' soul to rest peacefully. They must collect all 3 parts of the missing bagpipes and bring it to the human bard. To win, all the players with a part of it must be in the same room the human bard is currently in at the same time.

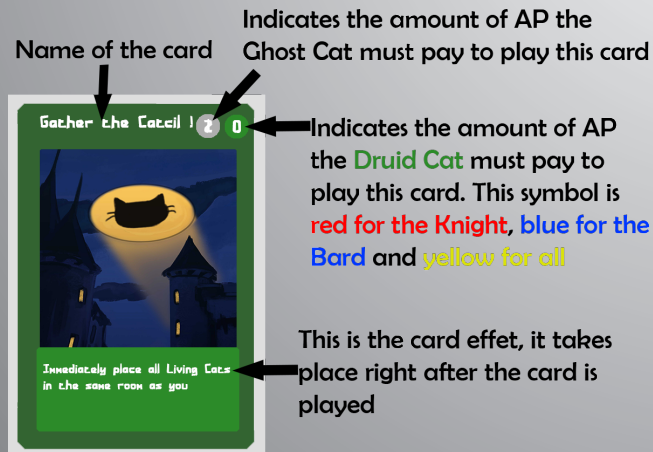
**How to accomplish it** → Some cards allow the Living Cats to search the furniture, curtains or carpet by turning a mystery token face up and add it to their inventory.



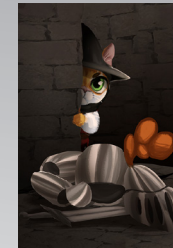
## GAME ELEMENTS

1. 39 action cards + 4 reminder cards
2. 4 character pawns
3. 3 human pawns
4. 12 mystery tokens
5. 14 board tiles
6. 10 Action Point cubes

## CARD EXPLANATION



## GLOSSARY

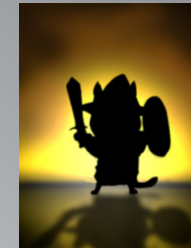


### Ambush-cat

0 1



IF there is a suit of armor in the room, Knock it over to block any door in the room for the next 2 turns. This action also generates noise.



### Call to miarms !

0

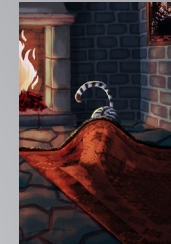
Gain +1 AP for this turn.



### Catvoyance

0

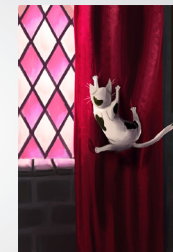
Turn over 1 mystery token in any adjacent room.



### Claw the Carpet

2

Take the mystery token under the carpet in the room. IF a human, besides yours, is in the room, this card can't be played.



### Curtain climbing

2

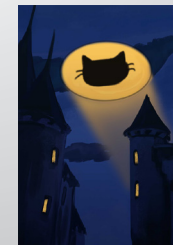
Take the mystery token on top of the curtain in the room. IF a human, besides yours, is in the room, this card can't be played.



### Deter Nyantention

0

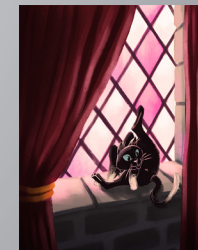
Skip the next turn of any player.



### Gather the Catcil !

0 2

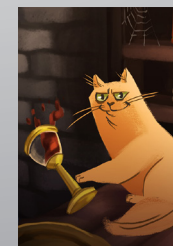
Immediately place all Living Cats in the same room as you.



### Groom Yourself

1

Draw 3 cards.



### Knock over an object

1



Generates noise, attracts the closest human 1 room closer to your position and scolds one of the cats in the room if present.



### Kyary nyanyu nyanyu

0 1

Move the closest human to your position up to 3 rooms away.



## HOW TO BUILD YOUR OWN CASTLE

The Ghost Cat has the choice **to not live in the poor, basic castle in the example** and build his own castle by placing the board tiles!

For that you must use all of the board tiles to build the castle. Each of the tile has a color and some elements on it.

When two tiles are placed next to another and there is **no obstruction** on either side, it creates a **door between the two tiles** which allows anyone to walk to and from those tiles. If there is obstruction on either side such as furnitures, curtains or paintings, then the path is blocked and the players must access that room another way. If two tiles of the same color are placed adjacent to one another, they combine into a **single, larger room**, except for grey tiles.

**The castle needs at least one path between each of the tiles.**

## SETUP

Each player chooses one of the character pawns, the player who picks the ghost cat will have to build the castle by placing each of the board tiles as follows:

(You can also go to [How to build your own castle](#) to know how to build it by yourself and add more fun to your game)



When the board is ready:

- The Ghost cats places **all the mystery tokens** face down on an object on the board. (carpets, curtains or furnitures)
- Each player places their Cat pawns and Human pawn on their starter room. (represented by circles)
- The Ghost cat then shuffles the deck and distributes 3 cards to each player. Place the rest of the deck next to the castle.

# How to Play ?

**Ghost & Catsle** is turn based. Both the Livings Cats and the Ghost Cat have different capacities.

## The Ghost Cat

- Play first
- Start each turn with 4 Action points (AP)
- Can perform any number of times if they have enough points:
  - **[Play an Action Card]** → Cost depending on the card
  - **[Move]** to another adjacent room → 1 AP
  - **[Draw]** an action card → 1 AP
  - **[Steal]** a card from a living cat in the same room → 1 AP (only if the target has > 1 card in hand)



## The Living Cats

- Start each turn with 1 AP.
- Share a common Pool of X AP with other Living Cats (X if the number of living cats IN the castle).
- Can perform any number of times if they have enough points:
  - **[Play an Action Card]** → Cost depending on the card
  - **[Move]** to another adjacent room using a door → 1 AP
  - **[Draw]** an action card → 1 AP
  - **[Exchange]** a card with another Living Cat anywhere → 1 AP
- Each cat has special cards and actions
  - **Druid [Draw]** for free once per turn
  - **Knight [Move]** for free once per turn
  - **Bard [Exchange]** for free once per turn



## The Humans

- Never move by themselves.
- Move when a player makes noise by using a card.

# When a Cat Becomes Homeless

When a cat is thrown out of the castle, the player puts their **pawn outside** next to the room they are currently on. If the room is in the middle of the castle for example, the player has to put their pawn at the nearest border. If two tiles are equidistant, the player may choose where they are thrown out.

At this point take 1 AP away from the common pool. Then the **player discards their hand and drops the bagpipe token(s)** they had in the room they were in. Tokens which were **dropped** can be **picked up** by another LivingCat if they are in the same room **for 1 AP**.

**Homeless Cats have 2 AP** and can perform the following actions any number of times if they have enough points:

- **[Move]** to another tiles' border. The cat cannot go inside the tile, only from an exterior border to the next one → 1 AP
- **[Making noise]** from outside. This noise influences the human pawns to move → 1 AP

# Playing with Less than 4 Players

**Ghost & Catsle** can also be played from three to two players :

Remove the Ghost Cat's card "**Deter Nyantention**". The special cards of cats not in play have to be removed from the game but **their humans stay on the board**. No matter how many player are in the game, **the Ghost Cat always has 4 AP** and the **Living Cats have 1 AP plus a common pool**.

**Changes depending of how many Living Cats are playing:**

	3 VS the Ghost	2 VS the Ghost	1 VS the Ghost
Common pool at the beginning	3 AP	2 AP	1 AP
HP of each Living Cat	2 AP	2 AP	3 AP



## RULES & SPECIAL CASES

## Hand limit rule

If a player **has more than 4 cards** in hand they must **immediately** discard cards until they are back to 4 cards before continuing to play.

## Homeless rule

If a cat has 0 Home Points he is **immediately** thrown out of the castle.

## Noise rule

When a player **makes a noise** they must **move the closest human pawn** to their location, one room closer to their location. Human pawns must use doors to move. If more than one **human pawn are equidistant**, the player **chooses** which one to move. If the nearest human is on the same tile as the current player, none of the humans move.

## Scolding rule



If the noise was created by **“knocking over an object to the ground”** and a human pawn is already in the room or has moved into the room, the human will **scold the cat** causing them to **lose 1 Home Point. Two cats can’t be scolded at the same time.** If two cats are in the same room, **the Ghost Cat chooses** which one will be scolded.

If the human owner of the cat (ex: the Bard is the owner of the Bard cat) is present in the room, they defend their cat so no HP is lost. **A cat can't be scolded more than once per any player's turn.**

## Taking out the trash rule

When the deck of cards is **empty** the player who **drew the last card** shuffles the discard deck to make a new deck.

## EXAMPLE OF A ROUND

(For this example, let's say that the order of the players is, from right to left : The Ghost Cat, the Bard Cat, the Druid Cat and the Knight Cat. Every player has 3 cards in their hand.)



The Ghost Cat starts the round. He moves twice into another room (1) then plays the card "Miaow" to make noise (2). The closest human from him moves one room from his position (3). With his last AP available he draws a card (4). He doesn't have any AP left, the player to his left plays.



It is the turn of the Bard Cat. He plays the special card «My Scotland hame» to make all Living Cats draw a card (1). Then, he takes 2 AP from the common pool (2) and uses his special action to exchange a card with the Knight Cat (3). Before ending his turn, he moves one room (4) then uses the searching Card «Curtain Climbing» to take the Mystery Token in the room but finds a fish (5).



The Druid plays next. He doesn't take any AP from the common pool. He uses his special action to draw a card (1) but has too many cards in his hand, so he has to discard one of his card (2), then uses his only AP to draw another card (3) but again, he has to discard one card (4). The player at his left may play.



The last player is the Knight. First, he takes one AP from the common pool (1) and uses his free action to move to another room (2), then uses 2 AP to play the Searching Card "Scratch under the carpet". He finds a Bagpipe part (3). He doesn't have any AP left, so the Ghost can play again.



The game continues on like that until someone wins.