

7 Ghosts- Rules for solo play

Don't have anyone to play with at the moment? Challenge yourself against the "ghost" player!

Rules for solo play are just like regular play except for the following differences:

- 1) The Escape card is not used. The ghost card that "triggers" the escape card just counts as a ghost, no other action is taken when you capture this card.
- 2) Both "Oh no you didn't" and the "Oh yes I did" cards are set aside and not used.
- 3) There is no "mystery" deck. There are still four decks, but the bottom deck is normally face up like the others.
- 4) You roll for the ghost player (ghost player goes first)

Since the ghost player doesn't get to play spooky action cards against you, the requirements for capturing main deck cards are slightly different during their turn.

All cards have the same requirements as you, except for:

Only 2 black dice are required to win the double ghost, three of a kind ghosts, and pumpkins. So zombies, haunted houses, and "easy" ghosts (require roll of 2 aqua) have normal requirements by the ghost player.

The ghost will always play for cards in a certain order of importance (to make it hard on you).

- 1) Double ghost card
- 2) Easy ghost cards
- 3) Roll three of a color ghost cards (harder for you, but easier for the ghost player because only a roll of 2 black is required).
- 4) Pumpkin cards (it does not matter if it is a "vanish" card or not)
- 5) Zombie cards
- 6) Haunted house cards

If there is more than one of an eligible card for the ghost player, they roll in order from the top down.

The ghost player would roll for the second position "easy ghost" rather than the bottom deck easy ghost.

A spooky action card is collected and discarded when applicable during the ghosts' turn, except for ghost cards which count toward their total. (All discarded spooky action cards they earned take potential cards away that you could have earned).

The ghost player can still go on a “run” when they already have a zombie, pumpkin, or haunted house.

If the ghost player has a set of three zombies or haunted houses, they only use their special effect (off limits or scared witless) to keep you from getting your seventh ghost and winning the game.

If they have three pumpkins they only use the “wild” effect if it wins the game for them.

YOU can still play all of your spooky action cards as desired.

THE ULTIMATE GHOST CHALLENGE- Solo play

The difference for this solo version is that the ghost player NEVER has to roll for anything. They just take it according to the rules above. Again, they go first. Very difficult, but it can be beaten!

DOUBLES PLAY (4 players)

Play proceeds just like in two-player game, but when a haunted house is captured you and your partner both view the bottom card of the deck it came from (the double haunted house allows you to view two bottom cards). Both you and your partner can view a card when playing a “doctor future” action card as well.

During a players turn, their partner is allowed to pass them ONE of their spooky action cards (anytime during the turn).