



You are the chief of a team of highly trained hunters, and you must clear troublesome ectoplasms out of the city. Of course, you are not the only team with this aim, and your opponents will also try to get the rewards by setting traps for you.



Components

19 Manor cards, broken down as follows:

13 Ghost Manor cards (a) with a value from 1 to 5,

3 Shared Manor cards (b),

3 Booby-trapped Manor cards (c),

36 Hunter cards, broken down in four 9-card teams. Each team includes:

3 basic Hunter cards (d),

2 Over-equipped Hunter cards (e),

2 Tandem Hunter cards (f),

1 Detector Hunter card (g),

1 Call for Help Hunter card (h).



Set Up

Shuffle the Manor cards.

Each player gets a team of 9 Hunter cards as well as 4 Manor cards. He looks secretly at the Manor cards and places them face down in front of him, except one – of his choice –, that he turns over. Then, each player places one of his Tandem Hunter cards on one of his three Manor cards which are still face down (and whose owner may look at whenever he wants during the game). The player who saw a ghost most recently is the first player.



Game flow

The players take turn playing clockwise. During his game turn, a player places one of his Hunter cards in front of a Manor card, face up or down,

belonging to him or to an opponent.

At most, there can be only 4 Hunter cards (i) in front of each Manor. A Manor in front of which 4 Hunter cards have already been placed cannot be assigned another Hunter.

The active player can expel one of the Hunter cards – be it from his own team, or not – that have been previously placed in the Manor in front of which he has just placed his hunter. The owner of the Hunter card that has been expelled must immediately replace it in front of another Manor card but he can neither expel a Manor's occupier, nor use a special skill.

Some of the Hunter cards have special skills:

-  Detector Hunter card: before placing this card, the active player flips one of his opponent's Manor card face up.
-  Call for Help Hunter card: when a player places this card in a Manor, he can shift into this Manor a Hunter card coming from another Manor. The shifted Hunter card cannot come from a Manor card on which there are already 4 Hunter cards.
-  Tandem Hunter card: this card cannot be called for help.
-  Over-equipped Hunter card: this card can be neither expelled, nor called for help.

The player who sits on the left of the active player becomes the next active player.



End of the game

When all the Hunter cards have been placed, the game ends and all the Manor cards are flipped face up:

- each Hunter card placed in front of a Ghost Manor card yields as many points as the value of the ghost, and a Tandem Hunter card scores twice as many points;
 -  each Hunter card placed in front of a Shared Manor card yields respectively 1, 2, 3, or 4 point(s) depending on whether the total number of Hunter cards placed in front of the Shared Manor is 4, 3, 2, or 1;
 -  each Hunter card placed in front of a Booby-trapped Manor card does not yield any point.
- each player scores 3 points for each opponent's Hunter card placed in front of one of his Booby-trapped Manor cards, and 6 points if it is a Tandem Hunter card.

The player with most points wins the game.