

PROJECT: GHOST HOUSE

BUILD A RIDE ~ BANISH GHOSTS ~ HELP YOUR TEAMMATES

The newest addition to your award-winning theme park is a haunted house ride, but the building is already occupied! Work as a team to assemble a crowd-pleasing attraction before the resident ghosts can chase you away.

Project: Ghost House is an asymmetric cooperative game for 4 players. Play as the *Project Manager*, the *Engineer*, the *Set Designer*, or the *Health & Safety Coordinator*, each with unique mechanics and player boards. Every action you take influences what other players can accomplish and all must work together against the ghosts to win the game.



PROJECT MANAGER Hand Management

Choose a category of cards to play, build excitement & spend progress for better actions.

ENGINEER

Worker Placement

Build the ride track & use tools to help your teammates.

Features

- Asymmetric Roles & Gameplay
- Cooperative Play
- Interdependent Puzzle-like Experience
- Variable Game Length & Difficulty
- Possibility of Automating Roles for Different Player Counts

Components

- 4 player boards
- 6 board tiles
- 96 small tiles & punchouts
- 75 poker cards
- 12 ghost pieces
- 12 meeples
- 6 D6
- 8 cubes/markers
- 1 bag



HEALTH & SAFETY COORDINATOR

Dice Rolling
Choose the right colour of dice to gain permits, banish ghosts & activate team bonuses.



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