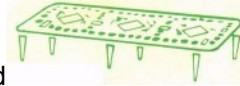


IMPLEMENTS

Luminous Playing Board 6 Legs to be attached



Green Ghost with luminous eyes and finger



Spinner Base



Luminous Numbers and Dividers 1 2 3 4 5 6



3 pieces of scenery:

shipwreck



Haunted House



Gnarled Tree



3 "Pits" (folding boxes)

3 Pit Covers with luminous keyholes



Keys



"Bat Feathers"



"Bones"



"Snakes"



12 Ghost Kids



4 "Pets":

Bat



Cat



Rat



Vulture





Green Ghost is looking for his son, Kelly, who is out in the ghost town with the other little green ghosts stirring up the bats, snakes, and bones in the pits of Spookyville. The players are Green Ghost's Pets, whom he sends out to round up the 12 little ghosts — Olive, Emerald, Lime, Chartreuse, Jade, Bottle, Nile, Mist, Ever, Forest, Bilious (call him Bill), and KELLY. The Pets race to the pits to collect the little ghosts. Green Ghost whirls about making his ghastly ghost sounds and direct the Pets in their moves. In order to reach a pit, the Pet "vanishes" underground and re-appears at the pit. Then, through exchanging with other Pets, he must have the proper key to unlock the door and search the pit.

Play ends when the 12 little ghosts have been collected, but only Green Ghost knows who has Kelly. Surrounded by all the little ghosts, he spins and points to Kelly when he stops.

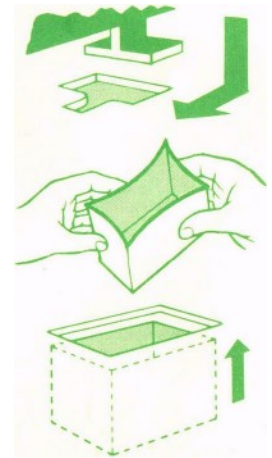
THE WINNER is the player who found Kelly.

ABOUT THE LUMINOUS PARTS

These are made of a special material that retains light and glows mysteriously in the dark. It is important to expose these parts to light before each game. If the board dims during play, turning on the light for a moment will refresh its vitality. Although you can play in daylight, it's a terrorifically funny ghost game when played in the DARK.

GET READY!

- Twist the 6 legs into the sockets under the board until they are firmly seated and the board is level.
- Put the tabs under the Haunted House into the slots near the center of the board. Slide the House over to lock it in the narrow stem of the slot. Do the same with the Gnarled Tree in the slots near the Hangman's Noose, and with the Shipwreck in the slots in the swamp. **BE SURE TO LOCK ALL THREE PIECES IN PLACE.**
- Form the 3 Pit boxes by folding the flaps. Then **gently** press all four sides of each box inward, so that the openings look like this. From underneath the board, fit one box around the ridge under each Pit (large CH holes).
- Snap the white numbers and dividers (small bars) off their holder. Note that on the spinner base there is one set of holes closer together than the others. Snap #4 into these holes. Snap a divider into the next set of holes. Then continue in numerical order, alternating numbers and dividers. Set Green Ghost down lightly on the center spindle.
- Carefully snap the Keys, Bones and Pets off their holders. Put 4 little ghosts into each of the three Pits. Put the rubber snakes into the Pit next to the Shipwreck, the Bones into the Haunted House Pit, and the Feathers in the Gnarled Tree Pit. Cover each Pit with a Door (any one).
- All players should sit on either "long" side of the board in order to reach everything comfortably.
- Hide the Keys under the board, then mix them up. Each player reaches for one Key (which you must keep secret).
- Each player chooses one Pet. Put it on any blank space (without a picture) on the board that you wish. (No starting space has any advantage over any other). In games with less than 4 players, the remaining Pets are placed on different corners of the board where they will remain, unmoved, throughout the game. The extra Keys are placed under the board below them for use during play.
- The youngest goes first and play follows to his left.



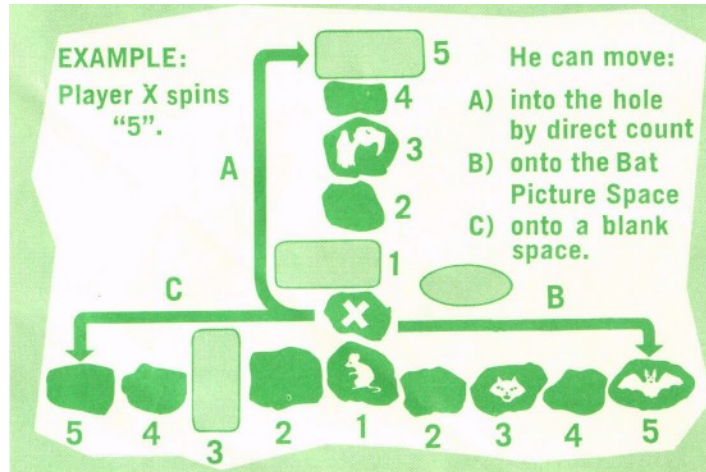
GET SET!

LIGHTS OUT!!

GO!

THE MOVES ON THE PATH

Spin Green Ghost with a firm push on his arm. When he stops spinning, he will point down to the number of spaces you may move. Each blank space, including each Pet Picture Space, and each oblong hole, counts as "1" in your move. Count the hole as you pass over it, but do not go into a hole except by direct count. You can move in any direction but you cannot repeat a space on the same turn.



THE KEYS TELL YOU WHERE TO GO

Three of the Keys can "unlock" the Doors with corresponding keyholes. The fourth Key is a misfit and cannot be used.



Find out which Key you have by feeling the shape on the end. (But never tell the others.) Your destination is the Pit for which you hold the proper Key.

Example: You have the Key with the square base. The Door with the square keyhole is on the Haunted House Pit. You must go to the Haunted House.

MISFIT KEY AND PET PICTURE SPACES



If you have the misfit, your first object will be to change Keys with another Pet. To make an exchange, you must land by direct count in a Pet Picture Space. You may then change Keys with the Pet pictured in that space. If that Pet should be out of play (in a corner), you can take his Key from under the board and put yours in its place.

When you are in a Picture Space, asking for an exchange is voluntary. If, for example, you land in a Cat Picture Space, you do not have to change Keys with the Cat unless you want to. If you do choose to exchange, THE OTHER PLAYER CANNOT REFUSE.

TO COLLECT A LITTLE GHOST

In order to visit a Pit, you must "vanish" by direct count into any oblong hole on the path. If you do not see a direct count into a hole, you simply move the indicated number of spaces on the path and your turn ends.



If you can vanish, put your other hand under the board to catch your Pet, Then re-appear by coming up through the oval hole next to the Pit for which you hold the Key. (This could take you clear across the board,)

You immediately use your Key to lift the Door. Reach into the Pit and feel around for a little ghost. You may take only ONE on a visit. Keep him in front of you. Replace the Door and continue your turn.

AFTER USING A KEY, YOU MUST EXCHANGE IT

Vanish back through the Pit hole and appear through any path hole. **Put your playing piece on any space picturing the Pet with whom you wish to change Keys.** This is not voluntary. You must exchange your Key after you have opened a door. After the exchange, your turn ends. ON YOUR NEXT TURN, YOUR NEW KEY TELLS YOU WHERE TO GO.

- If, on your very next turn, your move should enable you to reach another Pit, repeat the same procedure.
- If you have to exchange Keys before having a chance to use it, your destination changes according to the Key you hold on your turn,
- After visiting a Pit and exchanging Keys, it is possible for the same Key to be returned to you. If this happens, you may return to the same Pit,
- Try to keep track of the Keys so you will not ask for one you do not want. If, for example, you know the Haunted House Pit has no more little ghosts left, you do not want to make an exchange with the Pet holding that Key. Neither do you want the misfit Key.

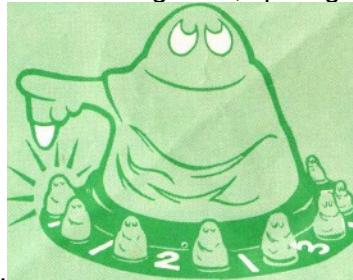
PLAY ENDS WHEN THERE ARE NO MORE LITTLE GHOSTS LEFT IN THE PITS.

GREEN GHOST CHOOSES KELLY

In turn, players put all their little ghosts in the circles around the base of the spinner. The first player starts in the circle to the left of #1, then to the right of #1, and to the left of #2, and etc., until he has placed all his ghosts. In this way, he will be able to remember which ghosts are his, even if he occupies only half a number. The second and following players continue in this orderly manner.



The player who collected the fewest spins Green Ghost. When Green Ghost stops spinning, the little ghost he points to is KELLY. (If Green Ghost points to a line between two ghosts, spin again.)



THE WINNER is the player who owns KELLY.