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The Little Ghost

For 2 to 4 spooksters aged 5 and over



Contents

- 1 little ghost with magnet
- 13 castle doors
- Sheet with magnetic locks for the castle doors
- 13 tiles with pictures from the book
- 1 knights' hall ball run in the box lid
- 40 cannonballs
- 4 ball trays
- 1 town hall clock with a clock hand and picture ring
- 1 clock pin to set the clock
- 1 plastic rivet for the clock
- 1 box insert
- 30 stickers

The little ghost lives in the attic of Eulenstein Castle. By day, he snoozes in a heavy oak chest and at night—when the town hall clock strikes twelve—he awakens and floats off to haunt the castle. One night, the little ghost resolves to visit as many of his friends and favorite haunts as he can before the haunting hour ends. However, this isn't as easy as it sounds, as he has to open all of the right doors first! Luckily, the little ghost can use his huge bunch of keys to open them all—meaning that closed doors aren't a problem. Time is running out, though! Help the little ghost find the right doors so that he can visit as many of his friends and favorite haunts as possible. If you find the right door, you'll even be rewarded with a chance to join the little ghost during one of his favorite activities: rolling cannonballs!

Aim of the game

The first person to open six correct doors in a row or to get rid of all their cannonballs wins.

Game preparation

Before the first game

Ideally, get an adult to help you prepare the game. Carefully remove all of the parts from the punchboards. Now follow the instructions below to prepare the game.

Clock

Remove the box insert from the game box. Insert the bottom part of the plastic rivet up through the hole in the middle of the box insert and hold it in place. Now lay the picture ring in the recess at the center and position the clock ring over the top. Then place the clock hand with the large hole over the hole in the box insert. Finally, connect the top and bottom parts of the plastic rivet to fix the clock hand in place. The clock is now fully assembled.



Keys

The little ghost still needs his bunch of keys! Take the ring with the magnet. Open the ring slightly, thread it through the small hole on the little ghost's hand and bend the metal ring back together. Now the little ghost is holding the bunch of keys in his hand!



Castle doors

Carefully remove the magnetic keyholes from the sheet and stick one on each of the castle doors. Ideally, stick them right in the middle of the door.



The stickers

Apply the stickers on the box insert.

Before each game

Turn the clock hand to twelve o'clock.

Place the thirteen tiles featuring pictures from the book in the recesses in the box insert so that the pictures are visible. Agree beforehand whether you wish to look at all of these tiles before they are covered or to make the game a little harder and not look at them. Then place the thirteen castle doors on top of the tiles so that a door covers each tile. Take one ball tray each and eight cannonballs and place them ready in front of you.



Place the box lid ready with the inside facing up. You'll find the knights' hall where you can roll the cannonballs here! Lay the little ghost ready beside the box. Now you're all set to start!



How to play

The youngest player starts. Here's what to do when it's your turn:

First, take the clock pin. Insert it in the hole in the clock hand so that it reaches down into the picture ring.

Use the pin to turn the clock hand clockwise to one o'clock. You can now see a new picture at twelve o'clock. This is the next haunt that the little ghost would like to visit.



Have a think behind which of the doors the haunt you're looking for might be hidden. Then take the little ghost and hover the magnet over the door's keyhole. The door will open as if by magic! Place the door and ghost to one side and take a look at the picture behind the door.

Is it NOT the haunt you're looking for?

Too bad! This isn't the haunt that the little ghost wanted to visit next. Unfortunately, your time has run out! The little ghost won't manage to visit all of his favorite haunts before the haunting hour ends, so decides to cut his tour short. Close the door you just opened by placing the door back on top of the picture tile. If you opened other doors earlier in your turn, you must also close these all again.

Then use your finger to turn the clock hand back to twelve o'clock.

Important: Ensure that the picture ring does NOT rotate when you do this! Your turn is now over and it's the next player's turn.

They must also then take the clock pin, insert it into the clock hand and proceed as described above.

Is it the haunt you're looking for?

Well done! This is exactly where the little ghost wanted to go. You may continue to help the little ghost and look for the next haunt.

Lay the door you just opened and the ghost to one side. Take the clock pin again and turn the clock hand clockwise to the next number. You will then see a new picture at twelve o'clock. This is the next haunt that the little ghost would like to visit. Now attempt to open the right door to find the haunt you're looking for.

If you open the right door, you can continue playing as described above and search for the next location. Keep playing until you open the wrong door. Then your haunting hour is almost over! As a reward for the correctly opened doors in this round, you get to roll cannonballs in the knight's hall first! Then proceed as described under "Is it NOT the place you're looking for?" and it's the next player's turn.

Rolling cannonballs

For every correct door that you open, you get to roll a cannonball in the knight's hall together with the little ghost.

Example: Sophia opens three doors correctly. Unfortunately, she gets the fourth door wrong. So Sophia may roll three cannonballs: she takes three balls from her ball tray and places these in the knights' hall.

The cannonball rolling can now begin! To do this, take the knights' hall in your hands and attempt to get as many of the balls as possible into the holes by carefully moving and tilting the box lid. Hurry though: your teammates will count down slowly from ten and when they reach zero, you must stop rolling. If you have already played the game a few times and have had a little more practice at rolling, you can also agree to only count down from five. If you're not so experienced yet, you can agree more time for the first few games—count down from ten twice, for example.

Afterwards, all players check together how many balls you've managed to hole. You may now dispose of those cannonballs! Place them in one of the two recesses next to the clock. Return all of the balls that you did not manage to hole to your ball tray.

The haunting hour has now ended. Close all of the doors again and use your finger to turn the clock hand back to twelve o'clock. It's now the next player's turn.

End of the game

There are two ways to win the game:

- You're either the first to run out of cannonballs in your tray. The ghost is absolutely delighted that you have helped him to visit all of his favorite haunts!
- OR
- You're the first to correctly open six doors in a row in one go, regardless of how many cannonballs are left in front of you. You've helped the little ghost for half of the haunting hour!

If you haven't had much practice yet or want to make the game a bit more difficult, you can of course adjust the number of doors—so four doors for an easier game or eight doors for a harder game.

Flashback play variation

Are you true masters of memorization? Then this is the perfect play variation for you! Can you manage to open all twelve doors correctly in one go? Then you can haunt the castle with the little ghost for a whole haunting hour. The first to manage this wins the game and becomes the little ghost's best friend. The little ghost is simply delighted to have finally managed to visit all of his favorite haunts in one single haunting hour!

By way of reward, you can now lead the ghost to the thirteenth door: behind this door is the chest that the little ghost sleeps in. Now he can snuggle back down inside and drift off to sleep thoroughly content.