EXPANSION

GOT FIVE!™ GHOST™



Rules

8+ | 2·4 | 15'

YOANN LEVET
MATHIEU CLAUSS
SIMON DOUCHY

CONTENTS

12 Ghost tokens

SETUP

Set up the game as described in the base game rules, applying the following changes during Step C :

- Place your stand in front of your screen, then draw your 5 random tiles.



- Close your eyes for a few moments. While your eyes are closed, one of your opponents arranges your 5 tiles in ascending order on your stand, just as in the base game. Once they have finished, they place 1 Ghost token over each tile at the two ends of your stand. Each Ghost hides the tile's color from its owner while leaving its number visible to the other players.



- Wait until your opponent tells you to open your eyes.



Example of setup with 2 Ghosts.

Return any unused Ghost tokens to the box.

Complete setup by carrying out Step **D**.

HOW TO PLAY

Gameplay remains the same as in the base game.

IMPORTANT!
You may not ask for clues about the colors hidden beneath your Ghosts : you will have to deduce them!

Be careful not to reveal them to your opponents, either! In this version of the game, the choice of tile colors you reveal is perhaps more important than in the base game...

Clarification: When performing **COMPARE**, you may hold the chosen tile above either Ghost token on your stand.



Example: Emma chooses tile 41 and holds it above the Ghost on the far left of her stand. She asks Luke if these 2 tiles have the same number of dots.

END OF THE GAME

The end of the game remains the same as in the base game. The game ends as soon as a player shouts "***GOT FIVE!***", and correctly announces the 5 numbers on their stand.

VARIATION MODE: 3 GHOSTS

Play using all the rules above, with the following change: During setup, after placing the 2 Ghosts on an opponent's stand, place a third Ghost over the tile in the center of their stand.



Example of your stand after your opponent has placed the 3 Ghosts.

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