






MANUFACTURED BY
TRANSOGRAM COMPANY INC.
200 FIFTH AVENUE, NEW YORK 10, N. Y.
FACTORIES: Easton, Pa • Sturgis, Mich. • Sakestan, Mo. • Toronto, Cn.

Re-Imagined by Greg Firestone 2020








IMPLEMENTS






- Luminous Playing Board (legs to be attached)
- 3 Crypts (folded boxes)
- 3 Crypt Covers (with 3 luminous keyholes)
- “Bugs” 
- “Bones” 
- “Bat wings” 
- 4 Wood Keys (to open crypt covers)
- Green Ghost Haunted House Dice Tower with Graveyard Tray (all luminous)
- 12 Space winners row (luminous)
- 12 small mini Ghost Kids (luminous)
- 3 pieces of scenery: 1 Shipwreck
 - 1 Haunted House
 - 1 Gnarled Tree
- 4 “Pets” (1 Cat, 1 Bat, 1 Rat, 1 Vulture)(luminous)
- 4 matching Pet grave markers (luminous)

IDEA OF GAME

Green Ghost  is looking for his son Kelly , who is out in the spookyville with the other little green ghosts , stirring up the bugs , Bat wings , and bones  in the crypts  of spookyville.

Players act as Green Ghost's "Pets," the Cat , the Bat , the Rat  and the Vulture . He sends them out to round up the 12 little ghosts  back to Green Ghosts house, Olive, Mint, Emerald, Lime, Chartreuse, Jade, Bottle, Nile, Ever, Forest, Bilious (call him Bill) and Kelly.

The Pets will fly/crawl over the Glowing Green Ghost Haunted House and drop a (Glow in the dark) die down the Haunted House tower to direct the "Pets" in their moves. The Pets vanish from the path and re-appear someplace else, as this will be the only way they can reach the crypts of Spookyville, where KELLY and his friends are playing hide & seek.

There is a Key  for each Crypt cover and you will be constantly exchangeing these keys with the other players during the game. To search a crypt a Pet must have the key that fits the keyhole. Using the key, the player lifts the cover and reaches inside the crypt which contains Bugs , Bat wings , Bones , along with the little Ghosts .

As each player collects ghosts they'll store them on their pets grave marker. When the all 12 ghosts have been collected, players put all their ghosts on the numbered green/glow in the dark winners row. The Green Ghost will fly over his house and yells down in the house to scare away all the other ghosts to reveal which one is Kelly. The winner is the player that found the piece originally.

LUMINOUS PARTS OF GAME

Now that you have the idea of the game, we will explain about the LUMINOUS PLAYING BOARD and other parts of the Green Ghost Game.

If you are waiting next to a Crypt when another player makes and exchange with you, you must immediately vanish and appear on a empty space on the path.

If several exchanges should take place and you have the same Key back again, you may go back to visit the same Crypt if you wish.

If you have to exchange Keys before having a chance to use it, your destination changes according to the Key in your possession when it is your turn.

Try to keep track of the keys, so you will not ask a pet for a key you do not want.

END OF GAME

When there are no little Ghosts left in the Crypts play ends.

GREEN GHOST FINDS KELLY

After all play has ended, players are to place their Ghosts on the numbered winners row. Each player places his or her Ghost in a line next to each other, so that he can remember which Ghosts are theirs. EXAMPLE: You have collected 5 Ghosts. You place your ghost in spots 1-5. The next player collected 4, so they place their ghosts in 6-9. the next player collected 2, so places their ghosts in 10 & 11, the last player collected just 1 ghost and gets placed in the last spot no. 12.

The player who collected the least amount of little Ghosts then drops the 12 sided (glow in the dark) die down the Green Ghosts House Tower.

The number that comes up that corresponding ghost on the winners row is removed & revealed as not being the real Kelly. The removed ghost are sent back home (or the crypts). Continue dropping the 12 sided die and removing the other imposters. The last Ghost remaining is the true Kelly. And who ever collected him is the winner of the game.

THE MOVES

The moves are made on a path according to the Green Ghost House by dropping a 6 sided die down the thru the top of the house. Each space, including each hole and each Pet Picture, counts as "1." As you move, count the hole as a space, but do not go into it except by DIRECT COUNT.

TO REACH THE CRYPTS

You must "vanish" by DIRECT COUNT into any of the small rectangular holes on your path. You may move forward or backward, but in only one direction on the same turn. After disappearing, you then appear through the OVAL HOLE next the Crypt you were heading for.

If you do not get a direct count into a hole, you simply move the indicated number of spaces on your path, in any direction, and wait for your next turn.

TO COLLECT A LITTLE GHOST

As soon as you appear next to a Crypt you immediately use your key to lift the cover.

Reach in and feel around for a little ghost, take one out and place it in front of you on your Pets grave marker in one of the holes. Replace the cover: your turn has ended.

AFTER USING A KEY, YOU MUST EXCHANGE IT

Decide which Pet you would like to exchange Keys with. Vanish through the OVAL HOLE and appear through any RECTANGULAR HOLE, placing your Pet on the space picturing the Pet with whom you wish to exchange Keys. This is NOT a voluntary exchange. You MUST exchange your key after it has been used to enter a Crypt. By exchanging your Key you will have a new destination. Drop the die and take your regular turn after the exchange.

These luminous parts are made of phosphorescent material that glows in the dark and also has the mysterious power to recharge itself when exposed to light.

After playing a game in the dark, when the lights are turned on again, the board and other luminous pieces are recharged and will glow even brighter for the next game!

If, during play, the board fades in brightness, turning on the light for a moment will make it glow brighter.

You may of course play the game in a lighted room, as you would any other game, but it's a terror-ifically funny ghost game when played in the DARK!

SETTING UP GAME

Press in the 6 legs into the holes on the bottom of the board until they are firmly seated and the board is level.

Remove the keys, Bones and the playing pieces (Pets) from the bag.

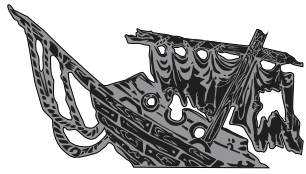
Each person places their Pet (of choice) grave marker in front of themselves. The winners row is set aside until the end of the game. Green Ghost House is placed in the Grave Yard Dice Tray with the opening facing the Green Ghost.

Assemble the 3 boxes by folding the flaps and place one in each crypt (large rectangular hole) from underneath the board, with the open side facing up.

The Haunted House is to be dropped into the slots next to the Crypt in the middle of the board and slid over to lock it in place



The Gnarled Tree is to be dropped into the slots next to the Crypt showing the design of branches and the Hangman's Noose.




The Shipwreck is dropped into the slots next to the Crypt showing the design of water, fish, etc.

MOUNT ALL THREE PIECES VIA THE WOOD PEGS IN PLACE.

Place the Bat wings  into the Crypt next to the Shipwreck, and also put in 4 little Ghosts . Place the Bones  into the Crypt next to the Haunted House, along with 4 little ghosts . The Bugs  are to be placed in the Crypt next to the Gnarled Tree, also with 4 little ghosts .

Cover each Crypt with one of the 3 Doors provided. A keyhole (these are luminous) gets popped into each Door.

All players should sit on either “long” side of the board. This will make it easier to reach everything.


One player takes the 4 Keys , mixes them up, and places them under the board without looking at them. The youngest player will then drop the glow in the dark 12 sided dice down the Green Ghosts House. If a 1-3 the Cat goes first, 4-6 the Rat, 7-9 the Bat, 10-12 the Vulture. Play will continue clockwise.

Each player, in turn, reaches under the board and takes one Key. Players must make sure they do not allow others to see the Key they have.

In games with less than 4 players, the remaining Pets are place in different corners of the board, where they will remain, unmoved, throughout the game. The extra Keys are placed under the board, below each extra Pet, for use during the game.


NOW IS THE TIME TO TURN OFF THE LIGHTS AND START TO PLAY.

TO PLAY

To appear on the board, bring your Pet, in turn, up from underneath the board through ANY SMALL RECTANGULAR HOLE  on a path. Put your Pet in one of the spaces on either side of the hole.

NOTE: The 3 OVAL HOLES  around the Crypts are not on a path, therefore, you cannot start through these holes.

THE KEYS

Three of the keys can unlock a Crypt cover. For example, the key with the square base can only unlock the cover with the square keyhole. The fourth Key  is a “dud” and can open *nothing*.

Find out which key you are holding by feeling it, but do not let the other players know what you have. Your Key tells you which Crypt to go to. If you have the Haunted House Key, you cannot use it on any other crypt, therefore, you must to the Haunted House.

“DUD” KEY AND PET PICTURE SPACES

If you have the “dud” Key, your first object will be to exchange it with another player. To exchange this Key, you must land on, by direct count only, in a space pictureing a Pet. You may then exchange Keys with the Pet pictured in that space. If the pictred Pet happens to be out of play (in the corners), you may still exchange Keys by taking the Key placed under that pet, and substituting your Key in its place.

Asking for and exchange of Keys from another player is voluntary. If for example, you land on a Cat Picture, you do not have to exchange Keys with the Cat unless you want to.

When one player has asked for an exchange of keys, the other player must exchange.