

Decomposition Notebook

GIRLS VS. GHOULS
RULES!

Rulebook, 10 pages
Wide Ruled, Boys Drool

A Night of Tricks, Treats, and Treachery

The battle for neighborhood dominance is on! Unsuspecting trick-or-treaters are out chasing an irresistible candy haul as two hidden forces compete to attract them.

In **Girls vs Ghouls**, you and your allies need to claim the best houses and convince the most trick-or-treaters to ring your doorbells before the night ends.

But there's a catch—you'll never know for sure who's on your team...

Contents



1 Gameboard



8 Double-sided House Tiles



12 Standees



12 Reference Cards



75 Treat Cards



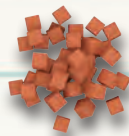
50 Trick Cards



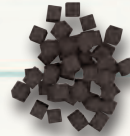
7 Identity Cards



3 Victory Points Cards



40 Orange Cubes



40 Black Cubes



1 First Player Token

Prefer to Learn by Watching?

Scan the QR code or visit learn.girlsvsghouls.com to see a quick 5-minute video tutorial.



Secret Identities and Teams

At the start of the game, you'll receive a **secret Identity card** that determines your team and goals:



You are a gutsy neighborhood **Girl**, sacrificing your own Halloween candy to lead Trick-or-Treaters to safety and take back your block.



You are a cunning **Ghoul** in disguise, luring Trick-or-Treaters to a grim fate at one of your Haunted Houses.

OR



You are the independent **Reporter**, playing both sides to craft the perfect headline—and winning if the game ends in a tie. (*Odd-player games only*)

How to Win

The team—*Girls or Ghouls*—with the **most Victory Points** at the end of 3 rounds wins.

Teams earn Victory Points in **2 ways**:

- **Each round:** the House with the **most orange cubes** (good candy) earns a Victory Points card.
- **End of game:** each House a team **controls** is worth 1 Victory Point.

The **Reporter** does not control Houses or score Victory Points, but **wins if the game ends in a tie**.



*When a Victory Points card is lured to a House, the team that controls it—meaning the team showing **face-up** on the tile—**earns the Victory Points**.*

Say Anything, but Never Show Your Cards

You are free to talk—or lie—about anything during play, including your identity and the cards in your hand. However, you may **never show** a card to another player.

Setup

1 Place Gameboard and Cubes

Position the board within easy reach of all players, with the orange and black cubes nearby.

*The cubes represent **candy**—orange are tempting sweets, black are repellant treats.*

2 Shuffle Trick & Treat Decks

Shuffle each deck separately, place face-down within reach, and set aside space for their discard piles.



3 Arrange House Tiles

Place the 8 House tiles on the board:

- **Girls**-side up over **orange** Houses.
- **Ghouls**-side up over **white** Houses.

*The face-up team **controls** the House, but tiles may flip during play.*

4 Setup Victory Points Cards

Stack the cards face-up in ascending order (1, 2, 3) in the center.

*Each round, the House with the **most orange cubes** earns the top card.*

5 Distribute Identity Cards

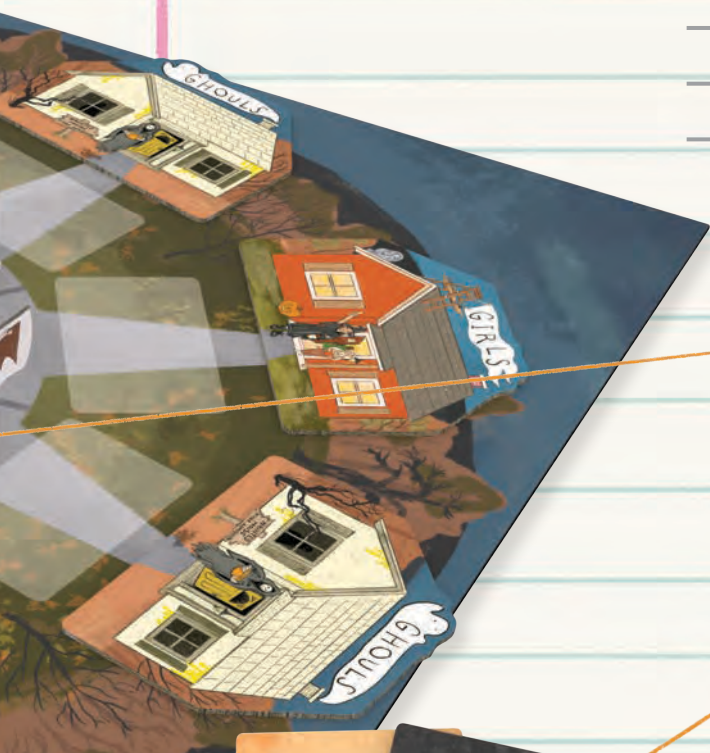
Referencing the chart below right, assemble the Identity deck based on the player count. Return any unused cards to the box.

Shuffle this deck, and deal 1 face-down to each player.

You may look at your card but cannot show it to anyone else.



Players	Girls	Ghouls	Reporter
4	2	2	0
5	2	2	1
6	3	3	0
7	3	3	1



6 Select Characters

Each player chooses a character standee and places it in the sidewalk space nearest their seat.

You can move up to 2 spaces per turn, so where you start isn't too important.

7 Deal Trick & Treat Cards

Deal 2 Trick cards and 3 Treat cards to each player.

You will play 1 of these cards each turn.



8 Determine First Player

Pass the First Player token to the player who most recently ate candy.

This player takes the first turn, and gets to break any ties for Houses with the most cubes.



Playing the Round

Girls vs Ghouls is played over **3 rounds**. In each round, you have **2 objectives**:

1. Control the House with the **most orange cubes** (good candy) to earn your team the round's **Victory Points card**.
2. Avoid the House with the **most black cubes** (bad candy)—it's cursed and **flips** to the other team!



Each round, you will have a hand of **5 cards**—3 Treats and 2 Tricks. You will take turns in clockwise order, moving and then **playing 1 card**.



Treat cards are played face-up, adding cubes to a House.

Trick cards are played face-down, triggering effects when revealed at the end of the round.

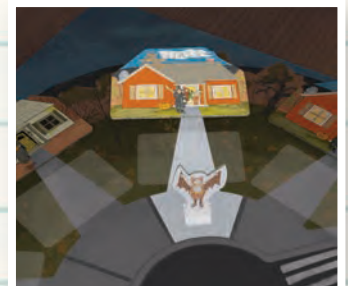
After all players have played their 5 cards, the round ends in this order:

1. **Trick cards resolve** at each House in the order they were played.
2. The House with the **most black cubes** flips control.
3. The House with the **most orange cubes** claims the Victory Points card.

Your Current House

A **space** is the sidewalk in front of a House. When your standee is on a space, that House is **your current House**.

There is no limit to the number of players who can be in the same space at the same time.



Taking Your Turn

On your turn, you may **move** and then you **must play 1 card** from your hand.

Step 1: Move

You may move **up to 2 spaces** in either direction around the cul-de-sac. Moving spaces is always optional.



The crosswalk is for safety, and doesn't count as a space.

Step 2: Play a Card

Choose 1 of the following 4 options:



Treat

Reveal a Treat card, place the specified **cubes** on your current House, then discard the card.



Trick

Place a Trick card **face-down** in your current House's Trick slot, stacking it on top of the previous Trick if one is present.



DISCARD 1

Peek

Discard a Treat *or* Trick to Peek—place it face-down in the discard pile without activating it, then privately **view all Trick cards** at your current House without changing their order.



DISCARD 1

Sneak

Discard a Treat *or* Trick without activating it, then move your standee to **any space**.



Do not draw a new card after playing your card. You'll get a new hand at the start of the next round.

Treats

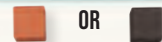
Treat cards are played **face-up** to **add cubes** to a House. Cubes affect where the Trick-or-Treaters (Victory Points card) will go—and which House will be Cursed and flip—at the end of the round.



Positive values attract and **add orange cubes**.



Negative values repel and **add black cubes**.



The highly controversial candy corn may be played as **either +1 or -1**.

Settling Up: Clearing Excess Cubes

If a House has **both** orange and black cubes, **remove matching pairs** until only one color remains.

Example:



+2 is played —
2 orange cubes are added.



-3 is played —
3 black cubes are added.



2 pairs cancel out —
1 black cube remains.

Tricks

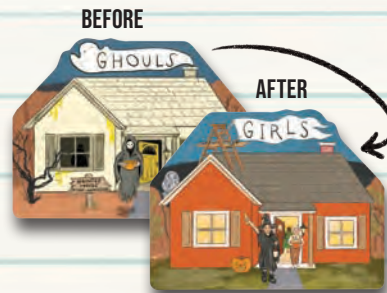
Trick cards are played **face-down** to affect House tiles and their cubes at the **end of the round**. Multiple Trick cards can stack up on a single House, and they are resolved in the **order they were played** (bottom to top).



Flip House

Flips the House tile, passing **control** to the opposite team.

All cubes remain on the House.



Example: A Ghouls House tile flips upside-down, passing control to the Girls.

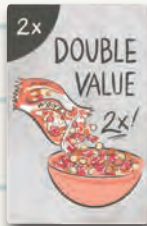


Invert Value

Replaces all cubes on the House with the **opposite color**.



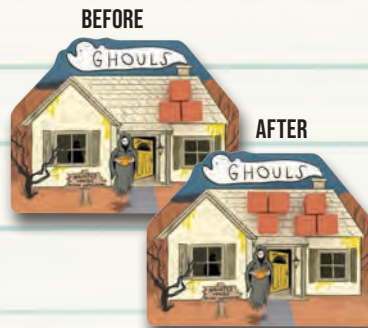
Example: A House with 3 orange cubes now has 3 black cubes.



Double Value

Doubles the number of cubes on the House.

Orange or black cubes can be doubled.



Example: The 3 orange cubes on a house are doubled, so 3 more are added for a total of 6.



Trick Trap

Immediately **discards the next Trick** card in the stack without activating it.

If Trap is the last Trick in the stack, it does nothing.



Example: The Flip House card that follows this Trap is discarded before it can take effect—so the House is NOT flipped.

DISCARD BOTH CARDS

Ending the Round

A round ends when the last player has played their final card.

Step 1. Resolve Tricks

At each House:

- Flip the entire Trick stack over as a single pile, revealing the Trick cards while keeping them in their played order.
- Resolve the top Trick card by applying its effect to the House, then discard it.
- Repeat until no Trick cards remain.

Step 2. Flip the House with the most Black Cubes

Step 3. Score the House with the most Orange Cubes

- Place the Victory Points card over the House tile and Trick slot.
- A scored House is **closed**—it cannot be flipped, and both Trick and Treat cards played on it in later rounds have no effect.
- *If all Victory Points cards have been awarded, the game ends.*

Ties & Special Cases

- **Tied Houses?** The player with the **First Player token** chooses one of the tied Houses.
- **No Black Cubes?** No House is Cursed—**skip Step 2.**
- **No Orange Cubes?** The House with the **fewest black cubes** scores the Victory Points card—*bad candy is better than no candy!*

Setting the Next Round

- **Remove all cubes** from the board without flipping any Houses.
- Each player **draws a new hand** of 3 Treat and 2 Trick cards.
- Pass the **First Player token clockwise** to the next player, who takes the first turn of the new round.

Ending the Game

The game ends after 3 rounds, once all Victory Points cards have been awarded.

Girls & Ghouls Final Scoring

- Each team totals the **Victory Points cards** on their Houses.
- Each team adds **1 Victory Point** for each House they **control**—including Houses with a Victory Points card.

The team with the **highest total Victory Points** wins.

If the game ends in a tie and the **Reporter** is in play, **the Reporter wins!** Otherwise, the team with more Victory Points **cards** wins.



Example

The **Girls** scored **7 Victory Points**: the 1 point and 2 points cards, plus 4 Girl controlled houses.

The **Ghouls** scored **7 Victory Points**: the 3 points card, plus 4 Ghoul controlled houses.

If the **Reporter** is in play, **they win** because of the tie!

Otherwise, the **Girls** win for having more Victory Points **cards**.

Credits

Game Design: Tyler Phelps & Tess Evans

Illustration + Graphic Design: Tess Evans

Rulebook Editing: Jonathan Bobal for The Geeky Pen, William Niebling

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Girls vs Ghouls

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