

Girls vs Ghouls: Expansion Pack

Hidden Talents

Each player gains a unique secret ability, revealed only when first used.

During Setup:

Shuffle the Hidden Talent deck and deal 2 cards to each player. Each player secretly keeps 1 and returns the other to the box without revealing it.

During Play:

A Hidden Talent remains hidden until used. Once activated, place it face-up on the table, where it stays. It can be used repeatedly unless the card states otherwise.



Advanced Reporter Scoring

For experienced players in odd-player games, the Reporter earns Victory Points by deducing identities, staying undetected, and predicting the final scoring House.

During Setup: When assembling the Victory Points deck, put the Extra-Extra card between the 2 Point and 3 Point cards.

During Play: After the last card is played in Round 3, but **before Tricks are revealed**, follow these steps:

1. Accuse

- The player with the First Player token counts down “3...2...1,” and then all players simultaneously point to the person they suspect is the Reporter.
- The Reporter reveals their Identity card, and loses 1 Victory Point for each player pointing at them.

2. Identify

- Now revealed, the Reporter guesses each player’s Identity (Girl or Ghoul) before any other cards are revealed. The Reporter earns 2 Victory Points per correct guess.

3. Report

- The Reporter places their Identity card above the House they predict will score the 3 Victory Points card. Score the round as usual—if correct, the Reporter earns 3 Victory Points.

At the End of the Game: The team—Girls, Ghouls, or Reporter—with the most Victory Points wins. If tied, and the Reporter is part of the tie, the Reporter wins. Otherwise, the team with more Victory Points cards wins.

