

Decomposition Notebook

GIRLS VS. GHOULS

RULES!

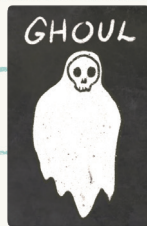
Notebook, 11 pages
Wide Ruled, Boys Drool

In Girls vs Ghouls...

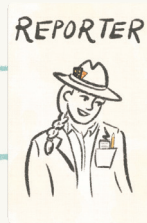
two opposing teams vie for the fate of the neighborhood. You will be dealt a random identity card that determines your team; you cannot show this card to other players.



You are a gutsy neighborhood Girl, willing to sacrifice your hard-earned Halloween candy to lead the innocent kids to safety while fighting to reclaim your block.



You are a cunning Ghoul in disguise, tasked with luring unsuspecting Trick-or-Treaters to a grim fate at your Haunted Houses



You are the undercover Reporter, meddling to craft a sensational story. You win if the final scores of the Girls and Ghouls are tied.

The Reporter only appears in odd-player games.

While you'll know your own allegiance, the identities of your fellow players will be a mystery.

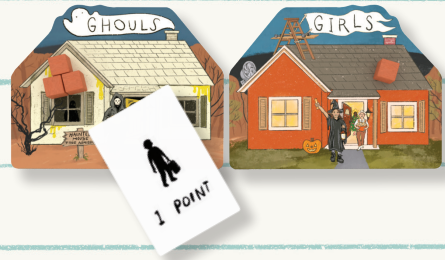
Contents

- 1 Game Board
- 8 House Tiles
- 12 Character Standees
- 12 Character Cards
- 75 Treat Cards
- 60 Trick Cards
- 7 Identity Cards
(3 Girl, 3 Ghoul, 1 Reporter)
- 3 Victory Point, or VP, Cards
- 50 Orange Wooden Cubes
- 50 Black Wooden Cubes

Game at a Glance

Objective

Girls and Ghouls have the same two objectives: gaining control of the Houses and drawing the young Trick-or-Treaters (Victory Points) to their Houses.



Treats

Your public bids for the attention of the Trick-or-Treaters. Positive Treats attract the kids, while negative ones repel them.



Tricks

Your mischievous acts that can flip Houses or alter Treats. They are played face-down and aren't revealed until the end of the round.



End of Round (3 Rounds)

After all cards are played, the Trick-or-Treaters head to the House with the best Treats. The controlling team earns the points and secures that House.

Meanwhile, the team with the worst Treats loses control of their House, which flips to the opposing team.



Scoring End of Game

Your team's final score is the sum of your VP cards + 1 point for every house you control.



Setup

1 Place Gameboard and Cubes

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

2 Shuffle Trick & Treat Decks

Shuffle each deck separately and place near the board.

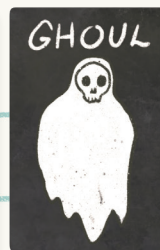


3 Setup Victory Point Cards

Arrange in the center in ascending order: 1, 2, 3.

4 Alternate House Tiles

Place the 8 tiles alternating sides between Girls and Ghouls.



5 Distribute Identity Cards

Construct the deck according to the number of players. Shuffle and deal one to each player.

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 costumed character card, and places the matching figurine in the sidewalk space nearest their seat at the table.

7 Deal Trick & Treat Cards

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

8 Determine First Player

Give the First Player Token to the player who most recently ate candy. This player begins the game by taking the first turn.

First Player Token

On Your Turn

On your turn, you may **MOVE** and then must **PLAY ONE CARD** from your hand.

Move

You may move up to 2 spaces in either direction around the cul-de-sac.

You don't have to move.



Play a card

You must spend one card from your hand on your turn.

You may play a **TRICK**, a **TREAT**, or discard to **PEEK**.

You may only play a card at the house where you're standing.

Treat

Add cubes matching the number on the Treat, and then tuck the card under the House tile.



Trick

Place face-down in front of the House, or on top of the previously played Trick.

Tricks are not revealed and resolved until the end of the round.



Peek

Discard one card to privately view all Tricks at the House. You may not show them to other players or rearrange their order.

You may discard either a Trick or a Treat to Peek.

You do not draw cards at the end of your turn.

Players continue to take turns in clockwise order until the last card is played.



Treats

Treats cards are public bids that influence where the Trick-or-Treaters (Victory Points) will go at the end of the round.



Positive value 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.

Adding & Removing Cubes

When a House has both colors of cubes, remove matching pairs of orange and black until one color remains.



+2 has been played, 2 orange cubes are added



-3 is played, 3 black cubes are added.



After removing orange and black pairs, 1 black cube remains (for a net value of -1).

Tricks

Trick cards are covert actions that manipulate the cubes or control of a House. Tricks are resolved in the order they were played at the end of each round.



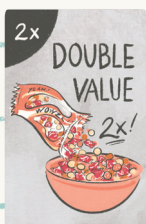
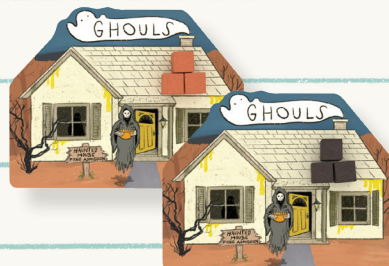
Flip House

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



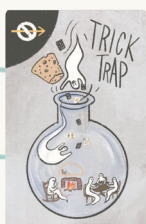
Invert Value

Replaces cubes on the House with the opposite color.



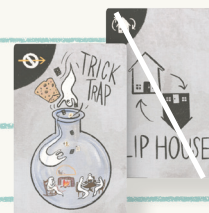
Double Value

Doubles the cubes on the House.
positive or negative



Trap

Nullifies the next Trick played after it.
if no Trick after it, no effect



End of Round

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

1. Resolve Tricks

At each house, reveal the Trick cards and resolve them in the order they were played, from **bottom to top**, one at a time.

2. Flip the House with the most Black Cubes

If there are no black cubes on the board, do not flip a House.

3. Score the House with the most Orange Cubes

- Place the Victory Points card in the House's Trick slot, awarding points to the team that controls it and permanently securing it.
- A scored House is closed for the remainder of the game. No new Tricks or Treats may be played on it in future rounds.

Resolving Ties

- If multiple Houses have the same number of cubes, the House with the most Treat cards under its tile is selected.
- If there is still a tie, the player holding the First Player Token breaks the tie.

At the end of the round, the only Houses that matter are the ones with the most orange cubes and the most black cubes

4. Begin the Next Round

- Remove all Tricks, Treats, and cubes from the board.
- Deal each player 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.

End of Game

The game ends after all three Victory Points cards have been scored.

Girls & Ghouls Final Scoring

Each team:

- Adds up their Victory Points cards.
- Adds 1 Victory Point for each house they control, including Houses that have scored Trick-or-Treaters.

Reporter Final Scoring

The Reporter does not score their own points. Instead, the Reporter wins if the final scores of the Girls and Ghouls teams are tied.

Determining a Winner

The team with the most Victory Points wins the game, unless the Reporter has won due to a tie.

If the Girls and Ghouls are tied without a Reporter, the team with more Victory Points cards is the winner.



In this example the Girls scored 7 Victory Points: the 1 point and 2 point Trick-or-Treaters, plus 4 controlled houses.

The Ghouls scored 7 Victory Points: the 3 point Trick-or-Treaters, plus 4 controlled houses.

If the Reporter is in play, they win because of the tie. Otherwise, the Girls win since they scored more Victory Point cards.

Commonly Overlooked Rules

- You may only play cards or take action at the House where you're standing; this includes Peeking.
- You do not have to move on your turn, but if you do, it must be done before you play your card.
- The crosswalk is for safety, it does not count as space.
- Tricks are resolved in the order they were played, from bottom to top.
- The Trap Trick nullifies the Trick played immediately after it (the card played on top of the Trap).
- If no Trick is played after a Trap, it has no effect.
- During a Peek, you may view ALL Trick cards at the house.

FAQ

Won't Identities be obvious in the first round?

Not necessarily! While some games are straightforward, others are packed with surprises, bluffs, and twists.

What information can I share with other players?

You're free to say anything to anyone at any time. However, you can never SHOW your cards to another player.

Which House scores if there are no orange cubes on the board?

The house with the fewest black cubes scores the Victory Points (the Trick-or-Treaters prefer bad candy over no candy).

Which House flips if there are no black cubes on the board?

No House is flipped.

Credits

Tess and Tyler made this whole ding dang thing. Done with the emotional support of dogs, friends, a meal delivery service, many pots of coffee and bars of chocolate. Special thanks to Andy Jean Wright for fine-tuning copy when we could no longer read words.



Girls vs Ghouls

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