HOW to PLAY

THE CLOSEST GHOST

OVERVIEW

You and your best friend are exploring a haunted house on Halloween. Suddenly a ghost pops up and you both drop your trick-or-treat bags, scattering your precious candies all around you. The first player to finish picking up their candy wins — but watch out for the ghosts!

EQUIPMENT

Although designed as a new game for Pyramid Arcade, you don't actually need pyramids in order to play. You will need:

- 2 avatar pieces, one for each player (small tokens, pieces from other games, etc)
- 3 ghost pieces, which can fit over the candy pieces (a great way to make these is by pulling the detachable rings off of the tops of disposable drink bottles)
- The printable gameboard, which you can download at: LooneyLabs.com/CLOSESTGHOST
- 16 small pieces of candy (or other tokens)

GOAL

Be the first to clear your starting board of all candy.

SETUP

Place the avatars on the two center squares and place a piece of candy on all the other squares. Place two of the ghosts on the squares with corner dots. After determining who will go first, the other player places the third ghost onto any open square.
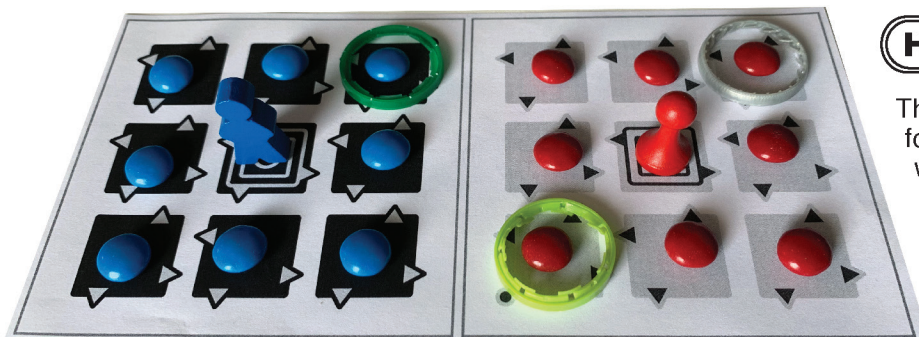
GOING FIRST

The person who most recently offered actual candy to those present goes first.

HOW TO PLAY

On your turn, move your avatar one space. You can only move in a direction shown by an arrow, but you can follow arrows pointing off the board to wrap around to the other side. You cannot enter a space occupied by a ghost. You must move your piece unless it's trapped.

If the space you land on contains a piece of candy, remove it from the board.

After moving your piece, move the closest ghost one space. Ghosts do not have to follow the arrows. Ghosts cannot enter a space occupied by an avatar or another ghost.

THE CLOSEST GHOST: You can only move the ghost closest to your piece. Measure the distance by counting the number of orthogonal moves between the pieces. Do not take wraparound moves into account when computing closeness. If multiple ghosts are the same distance away, you get to choose which to move.

USING ACTUAL CANDY

If you are playing with real candy, you are allowed to eat the candy as soon you remove it from play. When the game ends, the winner takes possession of all candy still on the board.

HOW TO WIN

When the last piece of candy on your board has been removed (by whom does not matter), then you win!

HISTORICAL NOTES

This game was the Looney Labs Holiday Gift for 2019. It was created by Andrew Looney, who was inspired by a design challenge from candy-maker Greg Cohen of Lofty Pursuits.

Illustrations by Trin Hess.

LOONEY LABS