



THE CLOSEST GHOST

DESIGNED BY ANDREW LOONEY



EQUIPMENT

- 2 Looney Ludo boards
- 3 ghosts (large clear pyramids)
- 2 avatars (small pyramids or similar objects)
- 16 pieces of candy (or other tokens) which are small enough to fit under the ghost pieces



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!

GOAL

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

WHO GOES FIRST?

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

SETUP

Place the boards next to each other, with each player deciding upon the orientation of their board. 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.

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.

HOW TO WIN

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

OTHER NOTES

PLAYING WITHOUT PYRAMIDS

You can play this game even if you don't have a copy of Pyramid Arcade. You can download the printable gameboards at LooneyLabs.com/CLOSESTGHOST. Instead of the clear pyramids, you can use small plastic rings as the ghosts. A great way to get pieces to use as ghosts is to pry the detachable rings off of the tops of disposable drink bottles.

USING ACTUAL CANDY

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

HISTORICAL NOTES

This game was inspired by a design challenge from candy-maker Greg Cohen of Lofty Pursuits, who set forth parameters for a game you could play with actual pieces of candy.

This game was the Looney Labs Holiday Gift for 2019. Enjoy!

