

TRANSOGRAM®
PROUDLY PRESENTS

GREEN GHOST



**THE LUMINOUS GAME
YOU CAN PLAY IN THE DARK**

IMPLEMENTS

- Luminous Playing Board (legs to be attached)
- 3 Crypts (folded boxes)
- 3 Crypt Covers (3 luminous keyholes to be placed on each)
- "Bat Feathers"
- "Bones"
- "Snakes"
- 4 Plastic Keys (to open crypt covers)
- Green Ghost Spinner (eyes and finger are luminous)
- 6 Numbers (1 to 6) and 6 Dividers (all luminous)
- 12 small plastic Ghost Kids
- 3 pieces of scenery: 1 Shipwreck
 - 1 Haunted House
 - 1 Gnarled Tree
- 4 "Pets" (1 Cat, 1 Bat, 1 Rat, 1 Vulture)



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FACTORIES: Easton, Pa. • Sturgis, Mich. • Sikeston, Mo. • Toronto, Ont

IDEA OF GAME



Green Ghost is looking for his son Kelly, who is out in the ghost town with the other little green ghosts, stirring up the bats, snakes, and bones in the crypts of Spookyville.

Players act as Green Ghost's "Pets," the Cat, the Bat, the Rat, and the Vulture. He sends them out to round up the 12 little ghosts, Olive, Emerald, Lime, Chartreuse, Jade, Bottle, Nile, Mint, Ever, Forest, Bilious (call him Bill) and KELLY.

Green Ghost whirrs about making his ghastly ghost sounds and directs the "Pets" in their moves. The Pets vanish from the path and re-appear someplace else, as this will be the only way they can reach the crypts of Spookyville, where KELLY and his friends are gleefully playing.

There is a key for each Crypt cover and you will be constantly exchanging these keys with the other players during the game. To search a crypt a Pet must have the key that fits the keyhole. Using the key, the player lifts the cover and reaches inside the crypt which contains Feathers, Snakes, or Bones, along with the little Ghosts.

When the 12 ghosts have been collected, players put all their ghosts in the circles on the base of the Green Ghost Spinner. A player then spins Green Ghost and when he stops spinning, his luminous finger will be pointing to KELLY! The winner is the player that found the piece originally.

LUMINOUS PARTS OF GAME

Now that you have the idea of the game, we will explain about the LUMINOUS PLAYING BOARD and other parts of the Green Ghost Game.

These luminous parts are made of a phosphorescent material that glows in the dark and also has the mysterious power to recharge itself when exposed to light.

After playing a game in the dark, when the lights are turned on again, the board and other luminous pieces are recharged and will glow even brighter for the next game!

If, during play, the board fades in brightness, turning on the light for a moment will make it glow brighter.

You may of course play the game in a lighted room, as you would any other game, but it's a **terrifically** funny ghost game when played in the DARK!

SETTING UP GAME

Press in the 6 legs into the holes on the bottom of the board until they are firmly seated and the board is level.

Remove the Keys, Bones and the playing pieces (Pets) from the bag and carefully snap them apart.

The Pale Green numbers 1 to 6 are to be snapped into the small holes in the base of the Green Ghost Spinner, and the Pale Green dividers (small bars) are to be snapped in also, alternating with the numbers.

Assemble the 3 boxes by folding the flaps and place one in each crypt (large rectangular hole) from underneath the board, with the open side facing up.

The Haunted House is to be dropped into the slots next to the Crypt in the middle of the board and slid over to lock it in place.



The Gnarled Tree is to be dropped into the slots next to the Crypt showing the design of branches and the Hangman's Noose.




The Shipwreck is dropped into the slots next to the Crypt showing the design of water, fish, etc.

MAKE SURE TO SLIDE ALL THREE PIECES OVER TO LOCK THEM IN PLACE.

Place the 12 Snakes  into the Crypt next to the Shipwreck, and also put in 4 little Ghosts . Place the Bones  into the Crypt next to the Haunted House, along with 4 little ghosts . The Feathers  are to be placed in the Crypt next to the Charled Tree, also with 4 little ghosts 

Cover each Crypt with one of the 3 Doors provided. A keyhole (these are luminous) gets popped into each Door.

All players should sit on either "long" side of the board. This will make it easier to reach everything.


One player takes the 4 Keys , mixes them up, and places them under the board without looking at them. The youngest player will then spin Green Ghost (hold top of Green Ghost's head), and whoever Green Ghost points to after stopping, will be first in the Game and play will follow to his left.

Each player, in turn, chooses one Pet and reaches under the board and takes one Key. Players must make sure they do not allow others to see the Key they have.

In games with less than 4 players, the remaining Pets are placed in different corners of the board, where they will remain, unmoved, throughout the game. The extra Keys are placed under the board, below each extra Pet, for use during the game.


NOW IS THE TIME TO TURN OFF THE LIGHTS AND START TO PLAY.

TO PLAY

To appear on the board, bring your Pet, in turn, up from underneath the board through ANY SMALL RECTANGULAR HOLE  on a path. Put your Pet in one of the spaces on either side of the hole

NOTE: The 3 OVAL HOLES around the Crypts are not on a path, therefore, you cannot start through these holes.

THE KEYS

Three of the keys can unlock a Crypt cover. For example, the key with the square base can unlock the cover with the square keyhole. The fourth Key  is a "dud" and can open nothing.

Find out which Key you are holding by feeling it, but do not let the other players know what you have. Your Key tells you which Crypt to go to. If you have the Haunted House Key, you cannot use it on any other cover, therefore, you must go to the Haunted House.

"DUDD" KEY AND PET PICTURE SPACES

If you have the "dud" Key, your first object will be to exchange it with another player. To exchange this Key, you must land, BY DIRECT COUNT ONLY, in a space picturing a Pet. You may then exchange Keys with the Pet pictured in that space. If the pictured Pet happens to be out of play (in the corners), you may still exchange Keys by taking the Key placed under that pet, and substituting your Key in its place.

Asking for an exchange of Keys from another player is voluntary. If for example, you land on a Cat Picture, you do not have to exchange Keys with the Cat unless you want to. WHEN ONE PLAYER HAS ASKED FOR AN EXCHANGE OF KEYS, THE OTHER PLAYER MUST EXCHANGE.

THE MOVES

The moves are made on a path according to the Green Ghost Spinner. Each space, including each hole and each Pet picture, counts as "1." As you move, count the hole as a space, but do not go into it except by DIRECT COUNT.

TO REACH THE CRYPTS

You must "vanish" by DIRECT COUNT into any of the small rectangular holes on your path. You may move forward or backward, but in only one direction on the same turn. After disappearing, you then appear through the OVAL HOLE next to the Crypt you were heading for.

If you do not get a direct count into a hole, you simply move the indicated number of spaces on your path, in any direction, and wait for your next turn.

TO COLLECT A LITTLE GHOST

As soon as you appear next to a Crypt you immediately use your key to lift the cover

Reach in and feel around for a little ghost, take one out and place it in front of you. Replace the cover; your turn has ended.

AFTER USING A KEY, YOU MUST EXCHANGE IT

Decide which Pet you would like to exchange Keys with. Vanish through the OVAL HOLE and appear through any RECTANGULAR HOLE, placing your Pet on the space picturing the Pet with whom you wish to exchange Keys. This is NOT a voluntary exchange. You MUST exchange your key after it has been used to enter a Crypt. By exchanging your Key you will have a new destination. Spin and take your regular turn after the exchange.

If you are waiting next to a Crypt when another player makes an exchange with you, you must immediately "vanish" and appear on a empty space on the path.

If several exchanges should take place and you have the same Key back again, you may go back to visit the same Crypt if you wish.

If you have to exchange Keys before having a chance to use it, your destination changes according to the Key in your possession when it is your turn.

TRY TO KEEP TRACK OF THE KEYS, SO YOU WILL NOT ASK A PET FOR A KEY YOU DO NOT WANT.

END OF GAME

When there are no little Ghosts left in the Crypts play ends.

GREEN GHOST CHOOSES KELLY

After all play has ended, players are to place their Ghosts in the circles on the base of the Green Ghost Spinner. Each player places his Ghosts in a line next to each other, so that he can remember which Ghosts are his. EXAMPLE: You have collected 5 Ghosts. You have placed a Ghost to the right of Number 2 and another one to the left of Number 2. Two more have been placed to the right and left of Number 3 and the fifth Ghost has been placed to the left of Number 4.

The player who collected the least amount of little Ghosts spins the Green Ghost Spinner.

When Green Ghost stops spinning, he will be pointing to a little ghost. (In case he points to a line between two Ghosts, spin again.)

The little Ghost that Green Ghost points to is KELLY, and the player who originally found that piece is the winner!