

GHOSTS!

Ghosts! was invented by Alex Randolph and is played on a 6×6 board with an exit at each corner. Each player has eight ghosts, four good and four bad, and he knows which is which but his opponent does not. Ghosts move one square laterally or vertically (not diagonally), and capture by moving to a square occupied by an opponent's ghost.

You start by placing your men in the middle of your back two ranks (dotted squares), in whatever order you please, and you win either (a) by capturing all opponent's ghosts, or (b) by persuading your opponent to capture all your bad ghosts, or (c) by moving one of your good ghosts out through one of the two exits at the opposite side of the board (bad ghosts cannot get through the exits).



