

GEISTES BLITZ Spooky Doo



A lightning-fast reaction game
for 2 to 8 flexible minds,
ages 8 and up by Jacques Zeimet

Game Overview

While out haunting, Balduin discovered a strange object. At first, he thought it was a lampshade or a bucket, but then realised it was a magical hat that he could use to hide all sorts of things: a barrel, a mouse, even himself!

What is hidden under the hat? Call it out, lift the hat with lightning speed or snatch the right object from under your opponents' noses. Ready, set... HATS OFF!

Components

- 1 Hat
- 4 other objects (Ghost, Bottle, Barrel, Mouse)
- 60 cards



hat



ghost



bottle



barrel



mouse



cards

Set-Up

Place the ghost, bottle, mouse and barrel in the centre of the table. Place the hat over any one of these objects, covering it completely. Shuffle the cards and place the deck face-down on the table.

Gameplay

The oldest player turns the top card of the deck face-up, so that it is revealed to all players at the same time. Each player now tries to be first to carry out the correct action. That action could be:

1) Grab the object!

Is one of the objects on the card shown in its **actual colour**? Then grab that object with one hand, but don't say anything!



**Grab the
grey mouse!**



**Grab the
white ghost!**



What if the card doesn't show any object depicted in its actual colour? Then grab the object that **isn't** depicted and whose actual colour is **not** on the card!



Example: Neither the ghost nor the colour white can be seen on the card.



**Therefore,
grab the
white ghost!**

2) Grab the Hat!

Hats off! If the object hidden **under the hat** is the one you're looking for, grab the hat, revealing the object underneath, but don't say anything!



Example: Neither the barrel nor the colour blue can be seen on the card. Therefore, grab the hat, revealing the blue barrel underneath!

3) Call out the Object!

Is the **hat the object you're looking for**? Then **call out the name** of the **object hidden** under the hat, and do not touch anything (including the hat)!



Example: Neither the hat nor the colour red can be seen on the card. Therefore, call out the name of what's hidden under the hat: "GHOST!"



If you were the first to grab or call out the correct object, congratulations! Take the face-up card and place it face-down in front of you as a reward.

Any grabbed objects are put back in the middle of the table. If you grabbed the hat or correctly called out the object underneath, place it over any other object of your choice. Then the next card is revealed.

Be careful: Each player only gets **one attempt** per card.

If you make a **mistake** by either...

- calling out when you're supposed to grab or
- grabbing something when you're supposed to call out or
- calling out or grabbing something else when you are supposed to grab the hat or
- grabbing the hat incorrectly or
- **grabbing the wrong object** or
- **calling out the wrong object** or
- grabbing **and** calling out simultaneously

...then you must hand over one of your earned cards face-down **to the player that gets it right.**

If everyone got it wrong, nobody gets a card. In this case, each player must place one of their already earned cards aside (if possible), creating a jackpot pile that also includes the card that no one got right. The next correct answer wins the corresponding, newly revealed card as well as all jackpot cards.



Game End

The game is over when the deck runs out. The player that has collected the most cards is the winner!

Art.Nr.: 60 110 5085

Author: Jacques Zeimet

Illustrations: Gabriela Silveira

English Translation: Scott Huntington

©2015 Zoch Verlag

Werkstraße 1

90765 Fürth

www.zoch-verlag.com

www.facebook.com/zochspiele

