## GHOST GAME

## A GAME FOR TWO PLAYERS

GAME PLAY
On your turn, color in any number of ghosts which lie directly next to one another in a straight line.

## RESTRICTIONS

- One player may only color ghosts lying in horizontal rows.
- The other player may only color ghosts lying in vertical columns.
- Either player may use their turn to color a single ghost since it is part of both a horizontal row and a vertical column.


Adapted from Crosscram (Invented by James Bynum in 1972 and Featured in GAMES Magazine \#9 January/February 1979)
Ghost by LSE Designs from Noun Project (CC BY 3.0)

