# 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.

### ENDING THE GAME

The player that colors in the last ghost loses.



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