

COMPONENTS

ENGLISH

8 dice, 28 Beetlejuice cards, 52 Resident cards.

BACKSTORY...

You've become a ghost doomed to haunt your home for the next 125 years.

None of the new owners meet your exacting standards, so you spend your time scaring them away. But sometimes Beetlejuice meddles with your efforts.

Mischievous Beetlejuice can join the game at any time, relishing the chance to mess with your plans. Whenever he's around, there will be pitfalls to avoid.

SETUP

- Shuffle the Beetlejuice cards and place them face down underneath the box lid, which represents Beetlejuice's grave.
- Place the box bottom next to Beetlejuice's grave. You will discard Beetlejuice cards into it.
- Shuffle the Resident cards and place them in the middle of the table to form the House draw pile.
- Draw 3 Resident cards and place them face up next to the House pile.



HOW TO PLAY

On your turn, try to scare off Residents to score as many points as possible before your opponents... or Beetlejuice.

Each Resident can only be scared by specific combinations of paranormal manifestations that you achieve by rolling the dice up to three times. The sides on each die have symbols representing one of the paranormal manifestations that you can perform:

	Cockroach Swarm		Transformed Barbara
	Ghostly Apparition		Transformed Adam
	Headless Corpse		The sixth side represents Beetlejuice

Card examples:

Can be scared by rolling 3	Can be scared by rolling 3 or 3	Can be scared by rolling 3 and 1

Between each die roll you can set aside one or more dice that you want to keep.

Each die only counts towards the combination for a single Resident. So if 2 Resident cards require the same symbol, you will need multiple dice showing that symbol.

You are never allowed to reroll a **B**.

You can never reroll only one die. You must always reroll at least 2, even if that means rerolling a die that you would rather have set aside.

END OF TURN

Your turn ends because of any of the following situations:

- After 3 dice rolls**
 - Collect any Residents you successfully scared, then reveal new Resident cards so there are always 3 face up on the table. Place the scared Residents you collected, face up in front of you.
- You may end your turn without using all 3 rolls if you are happy with the result and/or you don't want to run the risk of summoning Beetlejuice.**
 - Collect any Residents you successfully scared, then reveal new Resident cards so there are always 3 face up on the table.
- If your dice show 3 or more Beetlejuice symbols...**
 - End your turn immediately without collecting any Resident cards, even if you had what it took to scare them.
 - Then either summon Beetlejuice or banish him back to his grave.

BEETLEJUICE

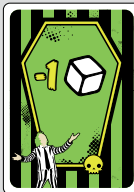
Rolling 3 or more **B** during a player's turn summons the eponymous bio-exorcist:

- Beetlejuice rises from his grave: Move the box lid to reveal the face-down Beetlejuice deck.
- He scares a Resident: Place the Resident with the highest point value face down on the table next to Beetlejuice's grave. Then draw a new Resident card to take its place.
- He plays tricks on the players: At the start of their turn, each player must draw a Beetlejuice card and apply its effect before rolling the dice.

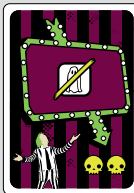
Banishing Beetlejuice:

Rolling 3 or more **B** while Beetlejuice is already in play sends him back to his grave. End your turn immediately without collecting any Resident cards, even if the relevant conditions are met. Discard the Beetlejuice cards into the box bottom and put the box top over the Beetlejuice deck again.

There are 3 types of Beetlejuice cards:



When a player draws a 1-skull card, it affects that player only. Discard this card at the end of your turn.



When a player draws a 2-skulls card, they apply its effect during their turn and then give the card to any other player. At the start of the receiving player's turn, they must draw and apply a new Beetlejuice card in addition to the effect of the 2-skulls card they were given. If you have 2 active 2-skulls cards at the end of your turn, choose one to pass to another player and discard the other into Beetlejuice's grave.



When a player draws a 3-skulls card, its effect applies to everyone until Beetlejuice is sent back to his grave. There can only be one active 3-skulls card in play so if a new 3-skulls card is drawn it replaces the existing one, which is discarded into Beetlejuice's grave.

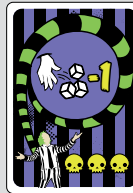
At the start of their turn, subsequent players draw a new Beetlejuice card and apply its effect in addition to that of the 3-skulls card

already in play (unless they draw another 3-skulls card). Discard the Beetlejuice cards into the box bottom and put the box top over the Beetlejuice deck again.

Beetlejuice card effects:



1 less re-roll this turn



1-skull and 3-skulls card effects apply cumulatively.



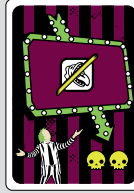
Remove 1 or 2 dice for this turn.



1-skulls and 3-skulls card effects apply cumulatively.



If this card is visible after drawing a Beetlejuice card, replace all the Residents in the middle of the table before rolling the dice (put discarded Residents underneath the House draw pile).



You can't use the pictured dice symbol(s) to scare the Residents.



It now takes 4 Beetlejuice symbols to banish Beetlejuice.



Handbook for the Recently Deceased.

The House draw pile contains a special type of card: 3 copies of the "Handbook for the Recently Deceased".

You win the Handbook for the Recently Deceased by obtaining all 6 symbols on your dice roll. If you meet this condition at the end of your turn, collect the card and place it in front of you.

At the start of any one subsequent turn, before rolling the dice, you may choose to roll a single die and gain a bonus for that turn based on the result:

	Choose which of the following effects to apply.		You may summon or banish Beetlejuice.
	Ignore the effect of any Beetlejuice card.		Collect any one Resident from the middle of the table.
	You may roll the dice up to 4 times.		You may reroll one Beetlejuice symbol.

After applying the effect, discard the Handbook for the Recently Deceased into Beetlejuice's grave and roll your dice.

END OF THE GAME

The game ends when either a player or Beetlejuice has scared 5 Residents.

If the end of the game is triggered by:

- A player:** All players add up the points on their scared Residents. Whoever has the most points wins the game.
- Beetlejuice:** He wins and all the players lose.

Optional:

After determining the winner, compare your Resident card score against Beetlejuice's Resident score, to see if you have outscored the Ghost with the Most.

"Expert" variant:

Before starting the game, players may agree to scare 8 Residents instead of the usual 5 for a tougher challenge.

ENJOY THE GAME!