



Ghost Hunter

Deep in the night, the ghosts in the castle come to life. Will the ghost hunter manage to chase away all the ghosts or will it continue to haunt the castle?



3+



6+

Getting started

- ✖ At the start of the game, players are automatically assigned roles: Ghosts (regular players) and the Ghost Hunter (the tagger).
- ✖ As long as your Picoo controller is white (Ghost) or green (Hunter), you can move freely: the Hunter can tag the Ghosts, and the Ghosts try to avoid the Ghost Hunter.
 - Is a Ghost tagged by the Hunter?
Then the Ghost is out of the game.
- ✖ When your Picoo Controller starts flashing orange, it's time to stop moving!
- ✖ Does a Ghost move while their Picoo Controller is blinking red? Then they are out of the game.
- ✖ Does the Hunter move while their Picoo Controller is blinking red? Then the Hunter is not out of the game, but a previously eliminated Ghost comes back into play!



End of the game

- ✕ The Ghosts that are still in play at the end of the game are the winners of the game.
- ✕ Did the Ghost Hunter tag all the Ghosts?
Then the Ghost Hunter wins.

Colors and interaction

Ghosts

-  *White + vibrate + beep*
you are free to move
-  *Blinking orange + vibrate + beep*
prepare to stop moving
-  *Blinking red*
do not move
-  *Red + 2x vibrate + incorrect sound*
you are out of the game
-  *White + correct sound*
you can rejoin the game

Ghost Hunter

-  *Blinking green*
time out
-  *Green + vibrate + beep*
you are free to move
-  *Blinking green + 2x vibrate + correct sound*
you tagged a Ghost



Blinking orange + vibrate + beep
prepare to stop moving



Blinking red
do not move



Blinking red + vibrate + incorrect sound
a Ghost rejoins the game

