

Item no.: 368594

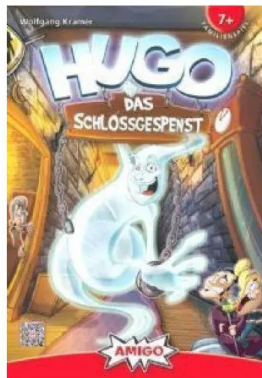
## AMI03610 - HUGO - The castle ghost, board game, 2-8 players aged 7+

from **17,69 EUR**

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shipping weight: 0.70 kg

Manufacturer: AMIGO Spiel + Freizeit GmbH



### Product Description

Roll the dice, move and hide from Hugo! The guests in the castle are having the time of their lives. When the tower clock strikes 12 times, the cellar door opens and Hugo - the castle ghost - appears. Everyone tries to hide from Hugo in one of the many castle rooms. Whoever Hugo catches is banished to the cellar and receives scare points. Who will have the fewest creepy points at the end of the midnight adventure? A simple game for the whole family, with two different sides to the game board. How to play HUGO - The Castle Ghost. At the start, each player places their figures on any of the gallery spaces on the game board and places their chip on space "10" of the spooky path. The Hugo figure is placed on the cellar door and Hugo's chip is placed on the space with the time "23:45" on the round scale. The player whose turn it is rolls the dice and moves one of their figures forwards by the number rolled. Hugo is moved when a player rolls the Hugo symbol. Hugo moves three spaces forwards at the start of the game. As the game progresses, he moves faster and faster. Pieces in the rooms are safe from Hugo, but only one piece may stand in a room. Pieces can throw each other out of a room. Pieces in the gallery can be caught by Hugo. They are immediately sent to the cellar stairs and the player receives scary points. The game ends after five scary rounds or as soon as a player has 46 scary points. The player with the fewest creepy points wins. The back of the game board can be used for a spooky variant. Details- Language: German- Age: 7+Contents- 30 guest figures - 8 guest chips- 1 round counter for Hugo - 1 dice 1 Hugo figure - 1 game board (printed on both sides) - 1 set of instructions

### Specifications

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All details, up-to-date  
prices and availability

