MIDNIGHT BANSHEES - Rules of Play -

This game is for 2 to 4 players. Each player selects a banshee. The banshees start on the squares in front of each door of the crypt in the center of the board. Each player rolls the dice and the highest roll goes first. Banshees move to the outer sidewalk and then move around the outer sidewalk in a clockwise direction. The object of the game is to collect 5 skulls, and the banshees can not leave the outer sidewalk and return to the crypt until they have 5 skulls (so no cutting across the middle of the board). The zombie starts on either voodoo doll corner, and must always stay on the outer sidewalk. Although the banshees can only move clockwise, the zombie may move back and forth in any direction.

During a players turn, the player rolls two dice and chooses either one of the two numbers rolled as the number the banshee will move, and the other number becomes the number of spaces the zombie will move.

The banshee moves its number of spaces first. The banshee must move the entire number of spaces indicated by whichever dice was chosen. If the banshee lands on a voodoo doll corner or a wooden stake corner, the banshee collects one voodoo doll token or one wooden stake token from the coin vault. Players can only have one wooden stake and one voodoo doll at a time. When a banshee lands on either of the red stained squares in front of the tombs, the banshee may then 'spin the bones' to open the tomb. To 'spin the bones', player holds the center spire to stabilize the gameboard, and spins the spinner wheel (it doesn't have to spin long, just enough to change which bone shards are visible). Other players may hold the corners of the board if necessary so pieces aren't knocked off when the wheel is spun. Player then lines up the bone shard on the fence with whichever bone shard is now closest on the spinner wheel. The spell of the sentinel on the tomb lid is now nullified for a short time, and the banshee may open the tomb. If the tomb contains a skeleton, the banshee collects one skull token (player may now emit a spooky banshee-like wail if they wish). If the tomb contains a vampire, the banshee must pay the vampire one skull (by returning one skull token to the coin vault). If the player has a wooden stake token, player stakes the vampire (by returning the wooden stake token to the coin vault) and doesn't lose any skulls. If the tomb contains a vampire and the banshee has no skulls, the vampire ignores the banshee.

Next, the player has the option of moving the zombie the number of squares indicated by the second number rolled, or leaving it where it is. If the zombie is moved, it must travel the entire number of spaces rolled. If the player moves the zombie onto a square occupied by one of the other banshees, or if a banshee lands on a square occupied by the zombie, that banshee is under attack by the zombie. When attacked, the banshee must give the zombie a skull to eat (by returning one skull token to the coin vault). If the banshee has a voodoo doll, they may shake it at the zombie to hypnotize it (and then return the voodoo doll token to the coin vault) to prevent the zombie from eating any of their skulls. If the banshee has no skulls, the zombie ignores the banshee. When a player is moving the banshee, they may not land on the same square as the zombie, or have it land on them, without being attacked, even though it's their turn. The zombie is used in turn by all banshees to attack each other, and will attack any of the banshees.

When one of the banshees has 5 skulls it must then return to the crypt. The banshee rolls the two dice and chooses either number to move. The banshee can return to any of the four crypt doors. It's ok if the number is higher than needed to reach a crypt door, as long as it's high enough to reach the door. The first banshee to reach any of the four squares in front of the crypt doors, with 5 skulls, wins the game! If the banshee has 5 skulls but can't reach a crypt door, the banshee still has to move the total of one of the numbers rolled, and the player may then move the zombie with the other number rolled or leave the zombie where it is.

Once a player has moved both their banshee and the zombie, their turn is complete, and the player to the left goes next. Play continues until one of the banshees gets back to the crypt with 5 skulls.

A quick version of the game can be played by racing for 3 skulls instead of 5. A simpler version can be played by leaving out the zombie and voodoo dolls (but it's much more fun to include them).