

Boo Who?

Everyone knows what you are but you.



How it works

Everyone at the party is either a **Ghost** or a **Living** guest. The house belongs to the Ghosts.

Your role card faces outward, so **you can see everyone's card except your own.**

Each round, players put **Boo** tokens on each other. Then everyone decides at the same moment: **run or stay?** The Living should run. Ghosts should stay.

Guess right and you score points. Guess wrong and the players who booed you score instead.

You play three rounds: **Dusk**, **Midnight** and the **Witching Hour**. Most points wins.

What's in the box

- **17 role cards:** 9 Ghost and 8 Living
- **24 Boo tokens:** a 3, a 2 and a 1 in each of 8 colors
- **8 card stands,** each made of two cardboard pieces
- **8 scoring cards,** plus a scoresheet

For this print-and-play, glue the stand page onto thin card (a cereal box works) before cutting. Print the card backs twice and glue one behind each role card, so every card looks the same from behind.

YOUR CARD FACES OUT



What you see



What everyone else sees

Never look at your own card until the end of the round.

Setup

1. Everyone picks a color and takes that color's stand and three Boos (3, 2 and 1), plus a scoring card. **With 4 players, put your 1 back in the box.**
2. Make the role deck using the table below: one Living card for each player, plus some Ghosts.

PLAYERS	4	5	6	7	8
Living cards	4	5	6	7	8
Ghost cards	6	6	7	8	9

The deck always has one or two more Ghosts than Living, but any mix can turn up at the table, including no Living at all.

Table talk

Chat all you like, but never tell anyone what their card says, and don't plan out loud who to boo.

Playing a round

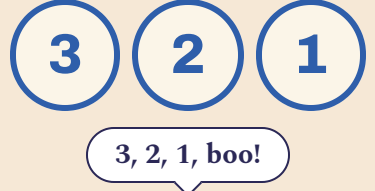
Everyone acts at the same moment, so nobody waits for a turn.

1 DEAL



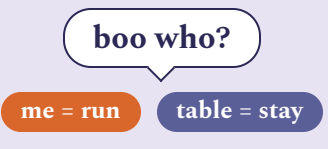
Shuffle the role cards and deal one face down to each player. Without looking at it, set yours on your stand facing out, so everyone else can see it. Set the extra cards aside unseen.

2 Boo!



Secretly pick one of your Boos. Count “3, 2, 1, boo!” and everyone places theirs in front of another player at once. Do this three times (twice at 4 players): a different player each time, never yourself.

3 RUN OR STAY?



Everyone makes a fist. Count “3, 2, 1, boo who?” and everyone answers at once: point at yourself to **run**, or point at the table to **stay**.

Flip your card and score

Everyone looks at their own card to see what they really were.

YOU WERE	AND YOU...	YOU SCORE	EACH PLAYER WHO BOOED YOU SCORES
 Living	ran	Escaped	1 point per Boo on you —
 Ghost	stayed	Haunting	1 point per Boo on you —
 Living	stayed	Scared to death	nothing the number on their Boo
 Ghost	ran	Spooked	nothing the number on their Boo

IN SHORT

Guess right: score 1 point for each Boo in front of you, whatever the numbers.

Guess wrong: you score nothing, and each player who booed you scores the number on their Boo.

Then return every Boo to its owner and shuffle the role cards back together.

EXAMPLE

Sam has three Boos in front of him: a 3, a 2 and a 1. He stays, flips his card... and he's Living. He's **scared to death**, so the three players who booed him score 3, 2 and 1.

If Sam had run, he would have **escaped** and scored 3 points himself: one for each Boo.

One long night

A game is three rounds. Each one plays the same way, with one twist.

1 Dusk  A normal round. Get a feel for the table and who likes to boo whom.	2 MIDNIGHT  →  FACE DOWN FLIP AT THE END Place your Boos face down. You can see who booed you, but not which number they used. Flip all Boos face up after everyone runs or stays, then score as normal.	3 WITCHING HOUR  double! The last round. Every point is doubled: 2 points per Boo for guessing right, and Boo owners score double the number on their Boo.
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Winning

After the Witching Hour, add up your points. The highest total wins. If players tie, they share the win.

Tips

- The more Living cards you can see, the more likely it is that you're a Ghost.
- A pile of Boos can mean "we think you're Living"... or "we hope you panic and run."
- Every Boo is a free point for that player if they guess right, so choose with care.
- Your 3 is best spent on someone likely to guess wrong: a Living guest who can see lots of Living, or a Ghost who can see almost none.

AFTER YOU PLAY

1. Did Midnight feel different from Dusk?
2. Did the Witching Hour feel like a big finish, or did it wipe out the first two rounds?
3. Did choosing between your 3, 2 and 1 feel like a real decision?
4. Did anyone feel they lost just because of the cards they were dealt?
5. Did your stand hold your card steady?
6. Would you play again right away?



Play it in your browser

A tutorial and a full night against bots, no download needed: darrendon.com/games/boo-who
Questions or feedback: darren@darrendon.com