

SPOOKY BAR

Screamingly good fun for 2-4 people aged 8 and up by Benjamin Schwer

Big news from the town of Nirvania – it's getting spook-tacular!

Rumour has it, ghosts have been stirring up all kinds of mischief in this mysterious little town, and curious thrill-seekers are pouring in to catch a glimpse of the paranormal action!

Sensing a golden opportunity, you decide to jump on the trend and open your very own spooky bar! Ghoulish drinks, eerie vibes, and ghostly encounters? Yes, please! But wait... you're not the only one with this frightfully good idea.

Other bar owners have moved in, and now it's a race to be the hauntspot of Nirvania!

Your mission? Keep your guests entertained, sell them creepy-cool souvenirs of ghosts in bottles! and make sure they spend their money at your place. But there's a twist – the ghosts need to show up and you'll have to catch them before you can bottle them!

Just don't let things get too spooky... If the haunt level gets out of hand, your terrified guests might run out screaming – without paying their tab!

Contents



4 Bars

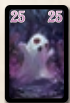


20 Guests (4 of each type)

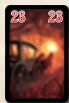


8 Multipliers/Events

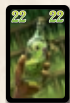
55 Cards
(values 1–55):



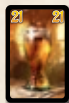
13× Summon
a ghost



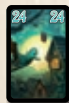
11× Bid a
guest goodbye



11× Capture
a ghost



10× Serve
a drink



10× Move
a ghost



10 Pink
ghosts



25 White
ghosts



30 Drinks

Overview

At each of your bars, **5 guests** are hanging out, ready to enjoy some drinks and maybe take home a spooky souvenir—ghosts trapped in bottles!

Each round, everyone picks and plays 2 action cards at the same time. What you can do with them depends not just on your own cards, but also on what the others play!

The game is over when the last guest leaves one of the bars.

Whoever has the most money at the end wins!

Set up

These rules are for 2–4 players.

If you're playing with 2 players, check out the extra rules on page 7.

- 1 Each player takes a **bar** and places it in front of them.
- 2 Each player takes 5 different **guests** and places them in a random order at the counter of their bar.
- 3 Shuffle the **cards** and deal 5 cards to each player. Put the rest in a draw pile in the centre of the table. Leave some space nearby for a discard pile.
- 4 Set aside the **ghosts**, **drinks**, and **multipliers** as a general supply,  upwards. (You won't need the event variant cards unless you're playing the variant.) The ghost supply is called the **graveyard**.
- 5 Each player takes 1 **white ghost** from the graveyard and places it above their bar.
- 6 Each player takes 1 **drink** from the supply and places it on 1 guest of their choice.

Hint:

If you run out of ghosts or drinks, you can use the multiplier tokens  as a stand-in. Place them upwards—each ghost or drink on this token counts as 5 of that item.



How a round works

- 1. Choose your actions:** Each player picks **2 different action cards** from their hand and places them **face down** in front of them.
(Don't forget to check the special rules in the box on the right!)
- 2. Reveal:** Everyone turns their 2 cards face up **at the same time.**
- 3. Resolve actions:** All played cards are resolved **in order**, starting with the **highest number**, going down to the lowest.

Want to see an example of a round? Check out page 6!

General rules for resolving action cards

The number of times you can perform the action on your card depends on how many copies of that card are visible in the moment of playing:

- **3 or more players chose this card:** You can't use the action. Turn your card over **unused**.
- **Exactly 2 players chose this card:** You can do the action **twice** (if possible). (*Exception: see the 'Summon a ghost' action on page 4.*) Then turn the card over.
- **Only you chose this card:** You can do the action once (if possible), then turn the card over.



Example with 3 players:

- Card 40 was played by 1 player -> The action is performed **once**.
- Card 31 was played by all 3 players -> The action **cannot be used**.
- Cards 29 and 28 were each played by 1 player -> Each action is performed **once**.
- Card 21 was played by 2 players -> The action is performed **twice**.
- Card 11 was played by 1 player -> The action is performed **once**.

You must perform an action if possible – even if it puts you at a disadvantage.

Special rule 1: If you have **3 cards** with the same action in your hand, you can play them together as a **wild card**—that means you can use them to represent any action you choose! Here's how to do it:

- Choose and play 1 regular card face down, just like normal. It must show a different action than the one you're using for the wild card.
- Play the wild card instead of your second card: Place the 3 identical cards face down together.
- When you reveal the cards, sort the 3 wild cards so that the card with the **lowest** number is on top—that's the value used during resolution. The other numbers don't matter.



Resolving wild cards

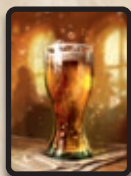
When resolving actions, here's how wild cards (made from 3 identical cards) are treated:

- For the other players, only the top card of the wild cards counts—this shows the action chosen. In the example, this is shown by card number 3.
- When it's your turn to resolve your wild card, you then choose which action it represents. However, there are 2 important restrictions:
 - + You can't choose the action shown on your other face-up card, if it hasn't been resolved yet.
 - + You can't choose an action that is already face up on 2 or more other players' cards.



Special rule 2: If you have 5 cards with the same action in your hand, you can discard all 5 cards and draw 5 new ones from the draw pile.

Action Cards

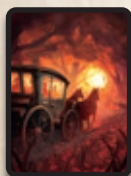


SERVE A DRINK

Your guests' glasses should never be empty—though some guests are thirstier than others!

Take 1 drink from the supply and place it on any 1 guest at your bar.

You don't have to spread drinks evenly and a guest can have multiple drinks.

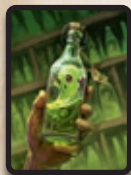


BID A GUEST GOODBYE

When guests leave, they pay their tab, leave a tip and may even offer you a favour!

Choose a guest who has had at least 1 drink. Say goodbye by removing them from your bar. You may now use that guest's favour (if possible). Turn the guest face down and place them and their drinks next to your bar. At the end of the game, each guest and each drink next to your bar is worth 1 coin.

See page 8 for the list of guest favours.

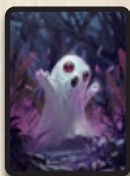


CAPTURE A GHOST

Bottle a ghost and sell it as a spooky souvenir!

If there's a ghost above your bar, take it and place it next to your bar.

Pink ghosts are worth 5 coins and white ghosts are worth 3 coins.



SUMMON A GHOST

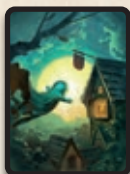
Summon a ghost to haunt your bar.

Take 1 white ghost from the graveyard and place it above your bar.

Special Rule: If exactly 2 '**Summon a ghost**' cards are face up this round, you don't get 2 white ghosts, instead, you get **1 pink ghost**.



If you now have 3 or more ghosts above your bar, perform the action '**Scare a guest**' (see page 5).



MOVE A GHOST

Sometimes you can move a ghost from one bar to another.

Move 1 ghost from any bar to any other bar. If you need to move 2 ghosts, they must be different ghosts.

Special Case: If there's no ghost available to move: Take 1 white ghost from the graveyard and place it above any bar.

If you now have 3 or more ghosts above your bar, perform the **additional action:** '**Scare a guest**' (see page 5).

Additional Action: SCARE A GUEST

Too many ghosts at once are a bit eerie—some guests may flee to another tavern.

When a bar has **3 or more ghosts** above it, 1 guest gets scared and flees:

- If you moved the ghost to **another player's bar**: Choose 1 guest from that bar (along with any drinks they have). Place them **next** to your own bar, just like a departed guest. However, you don't receive their favour.

- If you placed the ghost at **your own bar**: Choose 1 of your own guests to flee. Return that guest and any drinks they had to the box.

In both cases, return all ghosts from above the affected bar to the graveyard.



End of the round

When all played cards have been resolved and turned over, the round ends.

Place all the overturned cards on the discard pile.

Check for an empty bar (no guests left):

- If at least 1 bar has no guests left: The game ends and you proceed to the final scoring.

- If all bars still have guests: Everyone refills their hand to 5 cards, and the next round begins.

If the draw pile is empty, shuffle the discard pile to create a new draw pile.

End of the game and final scoring

When the game ends, it's time to count your coins!



Each pink ghost you've captured = 5 coins



Each white ghost you've captured = 3 coins



Each guest next to your bar = 1 coin



Each drink next to your bar = 1 coin

The player with the most coins wins the game!

If there is a tie, the tied player with the fewest guests in their bar wins. If players are still tied, they share the victory!

Want to keep the fun going? You can play a series of games and combine scores!

You could play a set number of games (we recommend 3) or keep playing until someone reaches 50 coins total (or more).

Example of a round

- 1 Everyone has played 2 cards face down and now reveals them. The actions are resolved starting from the highest card number:
- 2 49: Player C moves a ghost from Player B's bar to Player A's bar.
- 3 48: Player C's card can't be used because 3 players played this action, so it's turned over but unused.
- 4 43: Player B can bid up to 2 guests goodbye, but only 1 guest has a drink. Player B also takes a white ghost favour from the departed guest.
- 5 21: Player A places 1 drink on the guest to their right.
- 6 20: Player B uses a wild card to perform the 'Capture a ghost' action and places a ghost next to their bar.
- 7 18: Player A bids goodbye to a guest who has a drink. After the round, they use the guest's favour to refill their hand to 7 cards.
- 8 **Summary:**
 - Player A has collected 1 guest and 1 drink -> worth 2 coins
 - Player B has collected 1 guest, 1 drink, and 1 white ghost -> worth 5 coins
 - Player C was unlucky and didn't earn any coins this round.

1-7



C



A

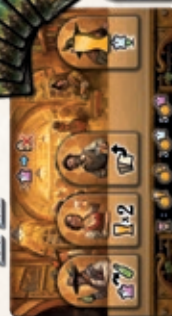


B

8



C



A



B



Variants

For more variety, you can reveal 1 of the **events** (back of the multipliers) before each game. This event changes a rule for the duration of the game.

A list of events can be found on page 8.



Extra rules for a 2-player game

GAME SETUP

Set up the game as if there are 3 of you playing. The virtual third player (we'll call him Tom) will make auTOMatic moves. He places his drink on any 1 of his guests.

GAME ROUND

After revealing your own action cards, it's time to determine what Tom will do this round.

Draw 2 cards from the draw pile, 1 at a time. Place the first card to Tom's left, the second to his right. If the second card has the same action as the first, discard it and keep drawing until Tom has 2 different action cards in front of him.

Now resolve Tom's actions based on his cards.

Attract a ghost: Follows the same rules as normal players.

Serve a drink: Tom places each drink on a guest who doesn't yet have a drink. If all his guests already have the same number of drinks, he distributes the drinks as evenly as possible.

Bid a guest goodbye: Tom bids goodbye to 1 guest from his bar—specifically, the guest with the most drinks. If multiple guests are tied, choose any one of them. If none of Tom's guests has a drink then none of his guests depart this round. Tom never receives the guests' favours.

Capture a ghost: If Tom has both a pink and a white ghost above his bar, he always captures the pink ghost first.

Move a ghost: Each time Tom resolves a 'Move a ghost' action, follow these steps:

Check if Tom has at least **1 ghost** above his bar that hasn't been moved this turn:

- 1. If Yes:** Move 1 ghost (pink before white) to the player on the side where Tom's 'Move a Ghost' card is placed.
- 2. If No:** Tom moves 1 ghost to his bar instead. The ghost will be moved from one of these places in the following order:
 - a. From the player on the side where the 'Move a ghost' card is placed
 - b. From the other player
 - c. From the graveyard

As soon as one of these options works, the card is resolved.

FINAL SCORE

If you want Tom to be included in the final scoring, give him 2 coins for each guest instead of 1.

Otherwise, ignore his score.

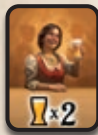
Appendix

GUEST FAVOURS



Worker

Discard 1 card from your hand to perform that card's action once. Ignore how many copies of the action card are face up.



Beauty

Choose 1 guest in your bar and double their drinks, if possible.



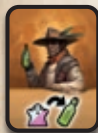
Witch

If you want, summon 1 white ghost from the graveyard to your bar.



Scholar

At the end of the round, refill your hand to 7 cards (instead of 5), once.



Ghost Hunter

Capture 1 ghost from your bar, if possible.

EVENTS



Ghosts only scare guests when there are 4 ghosts above a bar (instead of 3).



Start the game with 2 ghosts above your bar (instead of 1).



Each time you bid a guest goodbye, a white ghost arrives above your bar.



Anyone who scares a guest (even from their own bar) receives this token. Whoever has it at the end of the game earns 2 coins.



Anyone who bids 2 guests goodbye in a round, gets this token. Whoever has it at the end of the game earns 2 coins.



Ghosts taken from the graveyard during a 'Move a ghost' action are always pink.



Start with 2 drinks (instead of 1).



Before final scoring, reveal 1 extra card. When its turn comes during resolution, it is discarded unused.



IMPRINT

Designer: Benjamin Schwer

Illustration: Lukas Siegmon

Layout: Fiore GmbH Büro für Gestaltung

Production: Michael Schmitt, Ralph Bruhn

Editor: Ralph Bruhn

Proofreading: Kaddy Arendt

English Language Editing: Nicky Thomas

Vertrieb: Hutter Trade GmbH + Co. KG

Bgm.-Landmann-Platz 1

89312 Günzburg, Deutschland

www.hutter-trade.com



**EDITION
SPIELWIESE**

© 2026 Edition Spielwiese

Simon-Dach-Str. 21

10245 Berlin, Deutschland

www.edition-spielwiese.de

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