

SET UP

Distribute the 13 Headstones randomly on 13 numbered squares. Do not obstruct the numbers.
Deal out 5 Geist Cards to each Hunter. The cards determine which Geists you have to capture (you may have two of the same Geist Card). Keep the cards hidden in your hands.
Choose a Geist Hunter pawn and roll the die (in the rare case that all 5 Hunters roll a 2, roll again).
Place your pawn on any square showing the number you rolled. The Hunter with the highest number goes first (in case of a tie with the highest number, the youngest Hunter goes first) and the Hunt proceeds clockwise.

1 SELECT GEIST

Study your Geist Cards. Each Geist has a unique lure and prank. Choose a Geist to capture. To capture the Geist, try to collect Zb Chips as lure in as few turns as possible. Collect Zb Chips wisely or else you'll have to waste turns discarding them!

The higher the lure, the more powerful the prank, but the longer it will take to capture the Geist. If you have a high hand, rely on your powerful pranks to beat the low hands!



2 COLLECT LURE

On your turn: 1) move diagonally the number of steps indicated by the square you begin on, 2) take (or discard) ONE Zb Chip that matches the number you land on, or just pass. Play then passes to the next Hunter. Check Movement and Play sections of the rules for more details.

Repeat this step until you have the exact lure (NO MORE, NO LESS) required by the Geist you want to capture.

NOTE: Chips must be taken from the FRONT of the tray but returned to the BACK.

Pssst....check the back of your Zb Chips! If you find a Chili Pepper, you can exchange that chip for a Chili Pepper Card. They can help you get ahead! Check rules for how to use Chili Pepper Cards.



3 CAPTURE GEIST

Now that you have the required lure, you can capture the Geist! Try to land on the Geist's Headstone in as few turns as possible. Once on the Headstone, return your chips to the tray after showing them to the other Hunters, then lay the Geist Card face-up in front of you.

Repeat step 1 through step 3 for the rest of your Geists.

Hey, GEISTing is the best part of the Hunt! After you capture a Geist, GEIST with it, i.e., play its prank on any Hunters, including yourself. GEISTing can slow your rivals down and advance your hunt. Check rules for how to GEIST.



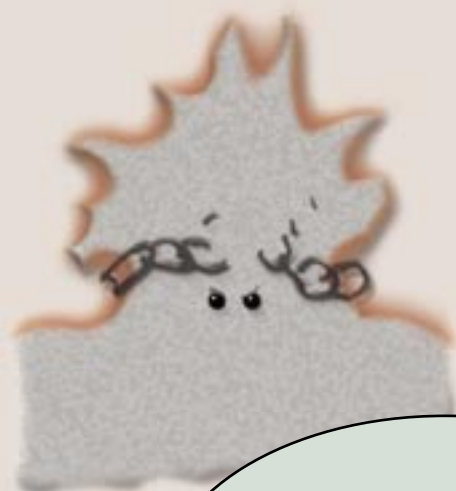
4 WIN!

On your turn, land on any unoccupied PORTAL (one of the 4 exterior black squares) to deliver your Geists to the UnderWorld. Be the 1st Hunter to deliver all your captured Geists with no remaining chips and win! Then cheer the rest of the Hunters to finish 2nd, 3rd or 4th!

QUICK INTRO

GEIST is an exhilarating race between bounty hunters to lure and capture Geists amidst wild pranks being played as traps and roadblocks. Prepare yourself for some very intense finishes!

Here are 4 quick steps that will help you get a feel for this great game. The nuances and strategies of choosing what order to capture your Geists, who and when to "GEIST" (play a prank), or when to deliver your Geists to the UnderWorld, etc. will reveal themselves the more you play.



Listen....you don't have to wait till you've captured all 5 Geists to start delivering them to the UnderWorld. Be careful, my prank can release a captured Geist that hasn't been delivered and you'll have to capture it again! Check rules for how to enter/exit the UnderWorld.