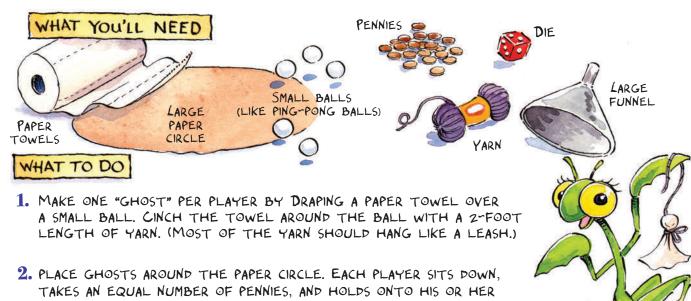


GRABBY GOBLIN GAME

ONCE UPON A TIME, I CREATED A DELIGHTFUL HALLOWEEN GAME, PERFECT FOR 4 OR MORE PLAYERS. THE OBJECT? DON'T PANIC!



3. Choose one person to be the goblin. The goblin holds the funnel, upside down, at least 2 feet above the circle.

GHOST BY ITS YARN LEASH.

4. THE GOBLIN CHOOSES 2 NUMBERS ON A DIE, ANNOUNCES THEM, THEN ROLLS. IF EITHER OF THE NUMBERS APPEARS, PLAYERS MUST PULL THEIR GHOSTS OUT OF THE CIRCLE BEFORE THE GOBLIN SLAMS THE FUNNEL OVER THEM. IF A PLAYER IS

CAUGHT BY THE FUNNEL, HE/SHE MUST GIVE THE GOBLIN A PENNY. IF THE CHOSEN NUMBERS DO NOT APPEAR, BUT A PLAYER PANICS AND YANKS HIS/HER GHOST FROM THE CIRCLE ANYWAY, HE/SHE GIVES A PENNY TO THE GOBLIN. THE GOBLIN CAN FAKE A FUNNEL SLAM, BUT IF THE FUNNEL TOUCHES ANY GHOST, THE GOBLIN MUST GIVE A PENNY TO EACH PLAYER.

5. AFTER 3 ROLLS OF THE DIE, ANOTHER PLAYER BECOMES THE GOBLIN. THE GAME IS OVER WHEN A PLAYER RUNS OUT OF PENNIES. THE PLAYER WITH THE MOST COINS WINS!

