

WAIT!
DON'T
PANIC

GRABBY GOBLIN GAME

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

WHAT YOU'LL NEED



WHAT TO DO

1. MAKE ONE "GHOST" PER PLAYER BY DRAPING A PAPER TOWEL OVER A SMALL BALL. CINCH THE TOWEL AROUND THE BALL WITH A 2-FOOT LENGTH OF YARN. (MOST OF THE YARN SHOULD HANG LIKE A LEASH.)
2. PLACE GHOSTS AROUND THE PAPER CIRCLE. EACH PLAYER SITS DOWN, TAKES AN EQUAL NUMBER OF PENNIES, AND HOLDS ONTO HIS OR HER GHOST BY ITS YARN LEASH.
3. CHOOSE ONE PERSON TO BE THE GOBLIN. THE GOBLIN HOLDS THE FUNNEL, UPSIDE DOWN, AT LEAST 2 FEET ABOVE THE CIRCLE.
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!

