GHOST GUARD · The Ghost Box

Keeper only! Hide this mat behind a standing folder (the box lid).

HHH row

start with 3 HEADS

chips for this row (secret card)

coin 1 | coin 2 | coin 3

TTT row

start with 3 TAILS

chips for this row (secret card)

coin 1 | coin 2 | coin 3

Flip k: turn coin k over in BOTH rows. Sign k: in every row whose coin k shows TAILS, swap every chip colour (green ↔ red).
Check: answer only "coins 1 & 2 match / don't match" and "coins 2 & 3 match / don't match". The answer is the same in both rows.
Peek k: roll the d10 with the Peek card; remove the losing row, then say what coin k shows. The secret is lost.

GUARDIAN

?

Check

Ask the Keeper:
"Do coins 1 & 2 match?"
"Do coins 2 & 3 match?"
Then fix one coin.

Guardian card

GUARDIAN

?

Check

Ask the Keeper:
"Do coins 1 & 2 match?"
"Do coins 2 & 3 match?"
Then fix one coin.

Guardian card

GUARDIAN

?

Check

Ask the Keeper:
"Do coins 1 & 2 match?"
"Do coins 2 & 3 match?"
Then fix one coin.

Guardian card

GUARDIAN

Z

Rest

Do nothing tonight.

Guardian card

GUARDIAN

Z

Rest

Do nothing tonight.

Guardian card

GUARDIAN

Z

Rest

Do nothing tonight.

Guardian card

GUARDIAN

Z

Rest

Do nothing tonight.

Guardian card

GREMLIN

⟲

Flip

Pick coin 1, 2 or 3.
The Keeper turns it
over in BOTH rows.

Gremlin card · bit-flip error (X)

GREMLIN

⟲

Flip

Pick coin 1, 2 or 3.
The Keeper turns it
over in BOTH rows.

Gremlin card · bit-flip error (X)

GREMLIN





Calm

Nothing happens.

Gremlin card

GREMLIN





Calm

Nothing happens.

Gremlin card

GREMLIN





Calm

Nothing happens.

Gremlin card

GREMLIN





Calm

Nothing happens.

Gremlin card

GREMLIN





Calm

Nothing happens.

Gremlin card

GREMLIN



±

Sign

Pick coin 1, 2 or 3.
Rows with TAILS there swap chip colours.
(Level 2 only)

Gremlin card · phase error (Z)

GUARDIAN · KEEP FACE UP

Check table

1 & 2	2 & 3	turn
match	match	nothing
don't	match	coin 1
don't	don't	coin 2
match	don't	coin 3

Two flips before a check? The table points at the wrong coin, and the rows swap. The Gremlin wins.

syndrome decoding

KEEPER · PEEK CARD

Peek = collapse

Chance of a row = its chips² divided by the total.

Roll the d10:
2 chips vs 1 → 1–8 / 9–10
3 chips vs 1 → 1–9 / 10
(the bigger row gets the low numbers)

Remove the other row.

Born rule

EVERYONE

How to win

7 nights, one card each.
Guardian: 3 Check, 4 Rest.
Gremlin: 2 Flip, 5 Calm.
After night 7: free final Check and fix.
Open the box: same chips, same colours, same rows?
Yes → Guardian wins.
No → Gremlin wins.

swap roles every game

KEEPER · SECRET CARD

HHH row



TTT row



Peek odds: HHH 80% · TTT 20%
d10: HHH row stays on 1–8

KEEPER · SECRET CARD

HHH row



TTT row



Peek odds: HHH 20% · TTT 80%
d10: TTT row stays on 1–8

KEEPER · SECRET CARD

HHH row



TTT row



Peek odds: HHH 80% · TTT 20%
d10: HHH row stays on 1–8

KEEPER · SECRET CARD

HHH row



TTT row



Peek odds: HHH 20% · TTT 80%
d10: TTT row stays on 1–8

KEEPER · SECRET CARD

HHH row



TTT row



Peek odds: HHH 90% · TTT 10%
d10: HHH row stays on 1–9

KEEPER · SECRET CARD

HHH row



TTT row



Peek odds: HHH 10% · TTT 90%
d10: TTT row stays on 1–9

KEEPER · SECRET CARD

HHH row



TTT row



Peek odds: HHH 90% · TTT 10%
d10: HHH row stays on 1–9

KEEPER · SECRET CARD

HHH row



TTT row



Peek odds: HHH 10% · TTT 90%
d10: TTT row stays on 1–9

KEEPER

Build the ghost

1. Draw a secret card; keep it face down.
2. HHH row: 3 coins HEADS + that row's chips.
3. TTT row: 3 coins TAILS + that row's chips.
4. Stand the folder up.

Never say anything except "match" / "don't match".

GHOST GUARD · Night tracker

One sheet per game. Fill in each night as cards are revealed.

Guardian: _____ Gremlin: _____ Keeper: _____

Night	Guardian card	Keeper: 1 & 2	Keeper: 2 & 3	Coin turned	Gremlin card (at the end)
1					
2					
3					
4					
5					
6					
7					
Final	Check (free)				—

Open the box: ☐ **Guardian wins (same chips, same colours, same rows)**
☐ **Gremlin wins because:** ☐ **rows swapped** ☐ **colours soured** ☐ **peeked**

Think about it

1. Which nights were most dangerous for the Guardian? Why?

2. Did a Check ever tell you what the secret chips were? Why not?

3. Two different coins were flipped before one Check. What did the table say, and what happened?

4. (Level 2) Did any Check notice the Sign card? What would a guard against Sign errors need?

Class tally — Guardian wins: _____ of _____ games. With best play by both sides: half.