



GHOU BRIEFING



You are a creepy-crawly creature of unspecified origin and agenda. You sound spooky, you look weird, and that's what you do spook participants. You are not a hunter, you are a spook!

- Roam the entirety of the area of the game blocking access to the entry points and corridors. Move often, but if you see participants trying to access some location hang around till they figure a way around you.
- You should do some random screams and scary voices sometimes, that would echo around an empty building to give that creepy feeling to the participants.
- React to the light of the led flashlight, and slowly approach it. If they try to sneak past you in darkness, be scary, test their resolve by slowly approaching in their direction. If they panic – attack.
- If the squad approaches you to the distance of 3 meters, you start running towards the squad screaming. As you can not be defeated in any way, you just need to catch one of the members of the squad to eliminate that squad.
- Attack only in short bursts! Do not chase them all around the building! You are a deterrent, not a real threat! They will be afraid of you, no doubt.
- When you catch a squad, you act and escort them back to hq, informing them that they were injured.
- Do not ambush participants ever!

disclaimer: You must know where there is a tripwire and do not chase them in that direction! It is dangerous! Also, be extra cautious with the barricades! Do not cross them after the squad!

disclaimer: Do not fight with participants, ever! If they get hostile to you, DROP THE ACT IMMEDIATELY! Remind them that this is a game!

Your role ends when a staff member that is playing the Ghost of the Armoury approaches you and informs you that you are expelled from the facility. You may want to prepare some fight scenes to make it more impactful.