

Solidifying Ghost Home

Now the ghost will enter the home after it's eaten.

Add the bold lines

Run.py

```
def checkGhostEvents(self):  
    ghost.startSpawn()  
    self.nodes.allowHomeAccess(ghost)  
    elif ghost.mode.current is not SPAWN:
```

Ghosts.py

```
def normalMode(self): ...  
    self.homeNode.denyAccess(DOWN, self)
```