**Goosebumps INSTRUCTIONS**

**Contents:** Game Board, 6 Monster Characters, 65 Cards (nine sets of 1-6 and 11 Monster Mayhem Cards)

**To begin:**

You are a Goosebumps monster who has escaped from your manuscript to roam the streets of Madison. The first card to your continued monster mayhem is the magical R.L. Stine. It’s so you across town to make sure you capture the typewriter and can never again be trapped between the pages of a book!

To play:

1. One player shuffles the deck and deals each player FOUR cards.
2. All players choose a Monster Character and place it on the START space.
3. Play moves clockwise.
4. The player to the left of the dealer begins and play moves clockwise.
5. The first part of every turn is picking up enough cards to make a hand of five cards.
   - Always pick up a card (or cards) to start your turn.
   - For your first turn this will be one card, but on subsequent turns you may have to pick up more.

**Playing Three of a Kind:**

If a player collects three cards of the same number, they may play all three at once to move directly to the next Landmark.

**Playing a Monster Mayhem card:**

If you play a Monster Mayhem card, all players must follow the instructions on the Monster Mayhem cards.

**R.L. Stine’s House:**

- If you land exactly on the Graveyard Shortcut sign on the path then you may proceed to the top tombstone.
- Take the shortcut through the Graveyard.

**The End:**

When you are on a Landmark, you are safe from the effects of Monster Mayhem cards – except Found Your Book! Landmarks are the only spaces that 2 or more players can occupy at the same time. Note: The End is NOT a Landmark and 2 of 4 and Monster Mayhem cards cannot be used to reach it.

**ALWAYS PICK UP A CARD (OR CARDS) TO START YOUR TURN.**

**Winning the Game:**

The first player to reach THE END space wins. You win by playing a card with the exact or greater number needed to make a new draw pile.

When it is your turn and the draw pile is out of cards, another player must gather the discarded cards and shuffle them to make a new draw pile.

**Found Your Book:**

- When playing with 5-6 players you might want to start on R.L. Stine’s House for a shorter game.
- If you land on a STEAL space, pick a player (and without looking) steal one of their cards. Play it immediately and move accordingly. This might help you take another turn or it might not help at all! (The player who had a card stolen will pick up an extra card at the beginning of their next turn)
- If you are in the lead, you might want to save this card until someone passes you.
- If you are the lead player, move one space beyond the last space occupied by the player that lands on you.
- If you land on a STEAL space, pick a player (and without looking) steal one of their cards. Play it immediately and move accordingly. This might help you take another turn or it might not help at all! (The player who had a card stolen will pick up an extra card at the beginning of their next turn)
- If you land exactly on the Graveyard Shortcut sign on the path then you may proceed to the top tombstone.
- Take the shortcut through the Graveyard.

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**Helpful Hint:** This card applies to you too, so you may want to save it before someone moves onto or a Landmark card allows them to affect it.

**Try These:**

- Play an unplayed card from your hand. Example: play a 3, move forward three spaces.
- If you are on a STEAL space, pick a player (and without looking) steal one of their cards. Play it immediately and move accordingly. This might help you take another turn or it might not help at all! (The player who had a card stolen will pick up an extra card at the beginning of their next turn)
- If you land on a STEAL space, pick a player (and without looking) steal one of their cards. Play it immediately and move accordingly. This might help you take another turn or it might not help at all! (The player who had a card stolen will pick up an extra card at the beginning of their next turn)