

Goosebumps[®]

INSTRUCTIONS

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

OBJECT

You're a Goosebumps monster who has escaped from your manuscript to roam the streets of Madison. The only threat to your continued monster mayhem is the magical typewriter of R.L.Stine. So it's a race across town to make sure you capture the typewriter and can never again be trapped between the pages of a book!

TO BEGIN

- All players choose a Monster Character and place it on the START space.
- One player shuffles the deck and deals each player FOUR cards.
- Place the deck within reach of all players.
- The player to the left of the dealer begins and play moves clockwise.

TAKING A TURN

The first part of every turn is picking up enough cards to make a hand of five cards. For your first turn this will be one card, but on subsequent turns you may have to pick up more.

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

Players follow the trail of manuscript pages. There are THREE ways to advance:

Play a numbered card from your hand. Example: play a 3, move forward three spaces. If you land on a Landmark at the completion of your move, you must take another turn. Draw a card and play again.

Play 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 it. If you are on a Landmark you are safe from the effects of Monster Mayhem cards (except the Found Your Book card).

After you have played a card (or cards) from your hand and have moved accordingly, your turn is over and play shifts to the player on your left. Be sure to pay attention because there are 2 Monster Mayhem cards that you can play during other players' turns.

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.

LANDMARKS

The Landmarks on the path are: R.L. Stine's House, Madison Police Station, the Graveyard, the Highschool, and the Amusement Park. 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 3 of a Kind and Monster Mayhem cards cannot be used to reach it.



SHORTCUT THROUGH THE GRAVEYARD

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

STEAL

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.) STEAL spaces are also in effect if you are moved onto them by another player, in which case it becomes your turn to steal. Play then continues to the left of the last player to steal. (When you are moved by another player onto the STEAL space - stealing a card becomes your turn, you do not get a regular turn.)

MOVING BACK

There are two ways to move backwards:

A player lands exactly on a space occupied by another player (other than a Landmark). The player that was landed on must move back to the spot previously occupied by the player that landed on them.

A Monster Mayhem card is played. All players must follow the instructions on the Monster Mayhem cards.

THE END

The first player to reach THE END space wins. You win by playing a card with the exact or greater number, needed to land on THE END space. Note: You CANNOT use a Monster Mayhem card or 3 of Kind to win the game!

ALTERNATE START

When playing with 5-6 players you might want to start on R.L. Stine's House for a shorter game.

MONSTER MAYHEM CARDS

Play these cards during your turn.



PAL OF THE PRAYING MANTIS
Nothings gets in your way when you're with the biggest monster on the block. Proceed to the next Landmark.



Note: THE END space is NOT a Landmark!



Hitch a ride in the
HAUNTED CAR
Pass the player immediately ahead and take the space in front of them.



If you are in the lead, you might want to save this card until someone passes you, or it has no effect.



FOUND YOUR BOOK!
Move ahead 6 and send the lead player back to their previous Landmark (even if they are on another Landmark).



If you are the lead player, move the player immediately behind you to their last landmark.



R.L. Stine!
RUN AWAY! All players move back 5 spaces (even you).



Helpful Hint: This card applies to you too, so you might want to save it for when you are on a Landmark and safe from it's effect.

Play these cards during other players' turns.



ROLLIN' WITH MY GNOMIES
Protection from:
Freeze Ray,
Found Your Book,
and R.L.Stine cards.



Play to block any attempt to move you using a Monster Mayhem card.



FREEZE RAY!
Oops, friendly fire! Stay where you are! Cancels a Three-of-a-Kind and now it's your turn!



The player who played 3 of a Kind immediately loses their turn and does not move to the next Landmark. Play moves to the player that used the Freeze Ray card.

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