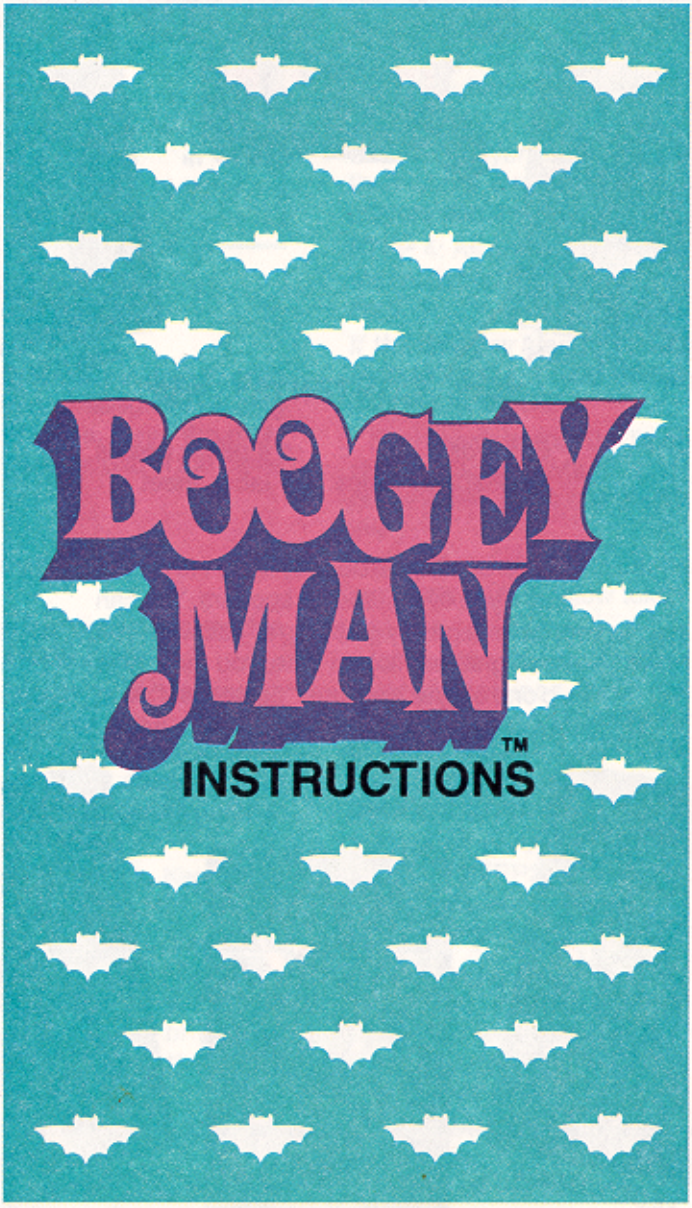


FOR 3 TO 5 PLAYERS

BOOGEY MAN™

BOOGEY MAN

FRAIDY CAT

CONTENTS:

- 60 cards
- 25 flashlight chips
- 4 pillow tokens
- label sheet

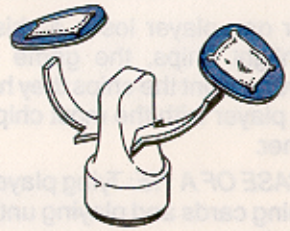
Watch out for the Boogey Man! He'll try to scare you every time he appears. You can hide from him by grabbing a "pillow"! If you don't grab a pillow in time, you must give up one of your precious "flashlights". Run out of flashlights and you lose the game.

TEDDY BEAR

SCARY TREE

COAT RACK

The Pillow Tokens



Apply labels to both sides of the tokens as shown.

OBJECT:

Spot the Boogey Man in time to grab a pillow token and keep from losing your flashlight chips. Have the most flashlight chips at the end of the game and win!

SET-UP

1. Remove the flashlight chips from the sheet. Each player takes 5.

2. Choose a player to be the dealer. The dealer shuffles the cards and deals the entire deck out, facedown, to the players. *NOTE:* It doesn't matter if players don't have the same number of cards.

3. Do not look at your cards. Keep them facedown and put them in a pile.

4. Place the pillow tokens in the center of the table within reach of all players. The number of tokens you place there depends on the number of players playing the game. Put any remaining tokens out of play.

- In a 3 player game--place 2 tokens on the table.
- In a 4 player game--place 3 tokens on the table.
- In a 5 player game--place 4 tokens on the table.

GAME PLAY

STEP 1: All players place a hand on the top card in their pile and get ready to turn it over.

STEP 2: When all players are ready, they simultaneously shout "Ready.. ..Go!"

STEP 3: Players simultaneously turn their cards over on the table so all players can see all the cards.

STEP 4: All players quickly glance at the cards and try to spot a Boogey Man card.

If the Boogey Man IS on one of the faceup cards, these things should happen IN ORDER:

- First player to spot the Boogey Man shouts "Boogey Man!" and grabs a pillow token. (Only one player may do this.)
- All other players must first scream, and then grab a pillow token.
- The player who does not get a pillow token and/or any player who does not react as explained above must pay a penalty by losing a flashlight chip. See LOSING A FLASHLIGHT CHIP on the next page for more on this. Lost flashlight chips are placed out of play.
- Players continue playing by repeating STEPS 1-4, and placing another faceup card on top of their faceup card already on the table.

If the Boogey Man IS NOT on one of the faceup cards: Players continue playing by repeating STEPS 1-4, and placing another faceup card on top of their faceup card already on the table.

EMPTY HAND: When any player runs out of cards, reshuffle the entire deck and deal all the cards out again.

LOSING A FLASHLIGHT CHIP

You lose a flashlight chip every time:

- You fail to grab a pillow token.
- You fail to ***scream*** before you grab a pillow token. *NOTE:* The first person to shout "Boogey Man" does not have to scream, too.
- You shout "Boogey Man" or scream when a Boogey Man card is not on the table.
- After "Boogey Man" is shouted first, you shout "Boogey Man" again by mistake and grab a pillow token without screaming.

IMPORTANT: There is no penalty if you shout "Boogey Man" and you're not the first to do so, but you must then SCREAM and grab a pillow token in order to avoid the penalty.

Additional Notes:

- A player can only lose one flashlight chip each time new cards are placed on the table BUT more than one player can lose a chip at the same time.
- If 2 or more players shout "Boogey Man" at about the same time one of these two things happen: The other player(s) judge who was first, or a tie is declared and no one loses a flashlight chip.

WINNING THE GAME

After one player loses all his or her flashlight chips, the game is over. Players count the chips they have left. The player with the most chips is the winner.

IN CASE OF A TIE: Tying players keep flipping cards and playing until the tie is broken.

©1987 Milton Bradley Company. All Rights Reserved.

4833-X1