

Goosebumps™

A NIGHT IN TERROR TOWER™

GAME INSTRUCTIONS

2 to 4 Players

Sue and her brother Eddie are having a blast visiting all the historical sites in London. Then they take a tour of an old walled castle known as Terror Tower. As they wander through the dark corridors, they suddenly realize they are alone. Their tour group has vanished! And they are being followed by a man wearing a black mask and carrying an axe! Just in the nick of time, they find an exit to the street. But something is terribly wrong. There are no cars or buses. No tall buildings. Just cobblestone streets. Somehow Eddie and Sue have traveled back in time...to the 1400s!

It turns out that Eddie and Sue are really Edward and Susannah, the prince and princess of York! And the Lord High Executioner is after them. With the help of a friendly sorcerer named Morgred (and three magical stones), you can help Sue and Eddie escape to the safety of the 20th century!

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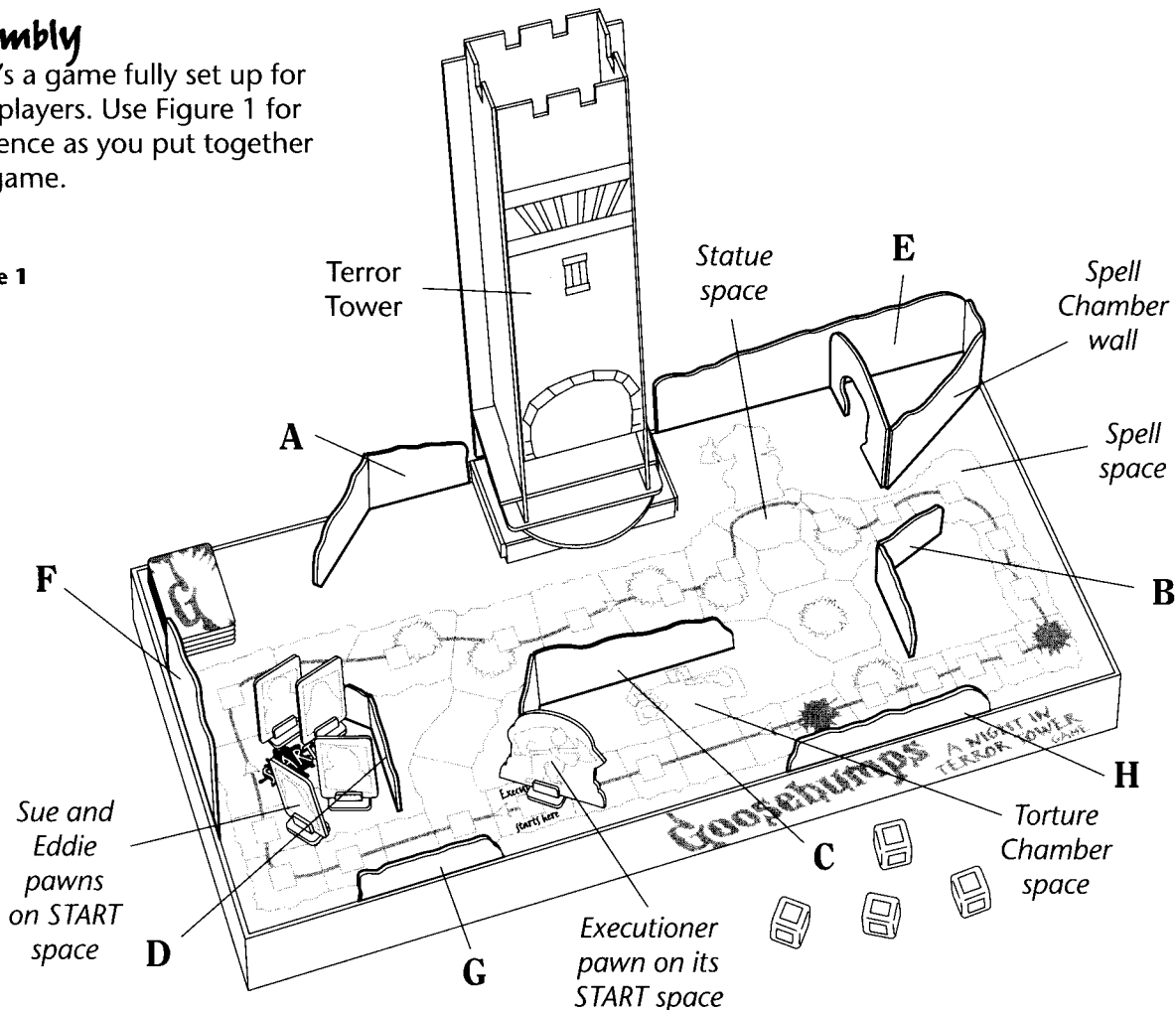
Gameboard, Terror Tower (3 parts), Tower base (3 parts), 2 Plastic clips, Plastic button, 4 Character pawns, 1 Executioner pawn, 5 Plastic pawn stands, 5 Dice, 8 Walls, 1 Spell chamber wall, 14 Cards, Label sheet.



Assembly

Here's a game fully set up for four players. Use Figure 1 for reference as you put together the game.

Figure 1

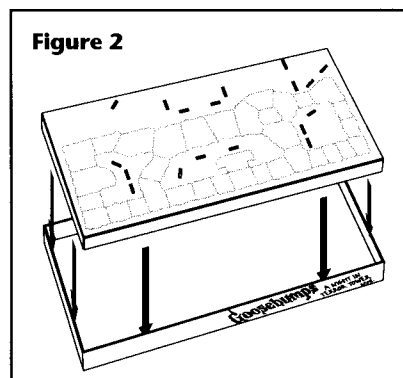


1. Remove the cardboard platform and all parts from the game box.

2. Many of the parts on the cardboard sheets are letter-coded to match the parts shown in the assembly directions. Use these letters to help you place the parts in the correct locations. Discard cardboard waste. Remove the parts from the bag. Discard bag.

3. Carefully punch out the slots in the gameboard platform.

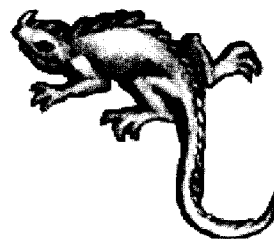
Discard waste. Place the gameboard platform back into the box bottom as shown in Figure 2.

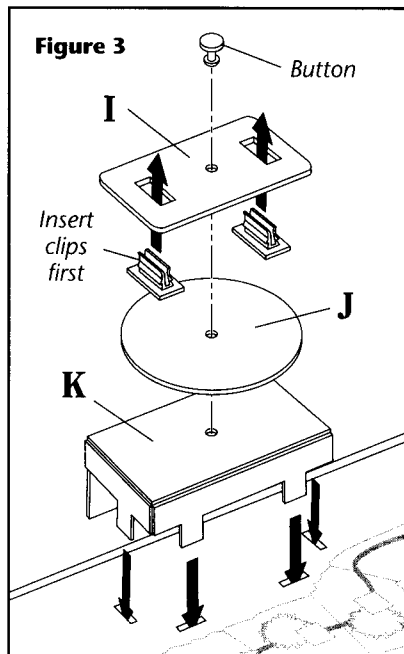


4. Tower Base

(3 cardboard parts, 2 plastic clips, 1 plastic button)

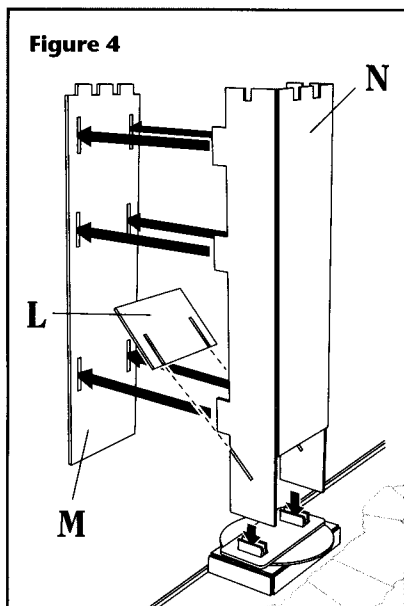
Fold the bottom part along its scored lines and attach it to the gameboard. See Figure 3. Then attach the other parts as shown.





5. The Tower (3 cardboard parts)

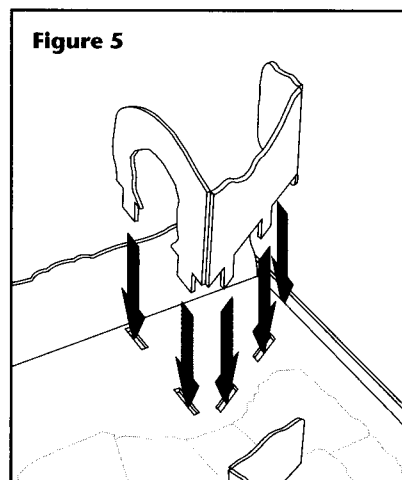
Fold the large wall along the scored lines as shown. See Figure 4. Then assemble the other two parts and attach the Tower to the clips in the base.



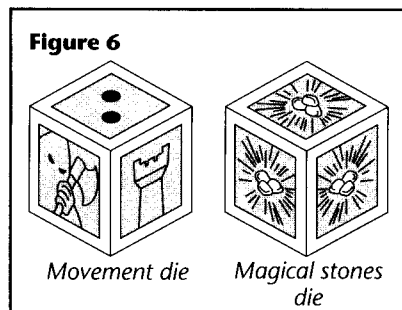
6. Stone Walls and the Spell Chamber

(9 cardboard parts)

Fold the walls marked A through D along their scored lines and insert them into the gameboard. See Figure 1. Insert the remaining walls (E through H) between the gameboard and the box bottom as shown. Then fold the Spell Chamber wall along its scored lines and insert it into the gameboard as shown in Figure 5.

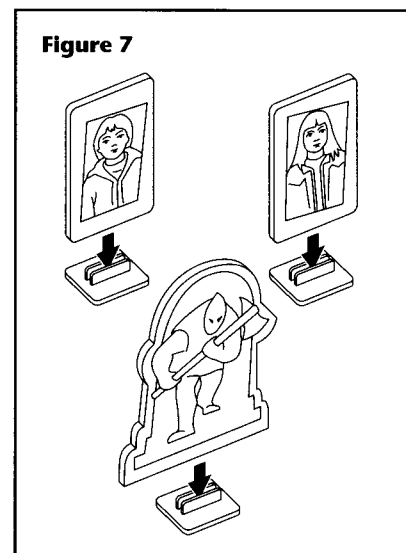


7. Labels: Apply the labels to the dice as indicated on the label sheet. You'll have four movement dice and one magical stones die.



8. Pawns (5 cardboard parts, 5 plastic pawn stands)

Insert the Sue and Eddie pawns (two of each) and the Executioner pawn into their stands. See Figure 7.



Setup

Refer to Figure 1 for placement of the following:

1. Place the Executioner on the Executioner's START space.
2. Each player chooses one Sue or Eddie pawn and places it on the START space. Place any unused pawns out of play.
3. Shuffle the cards and place them facedown on the gameboard on the space marked CARDS.
4. Place the magical stones die out of play for now.

Object of the Game

Find a magical stones card and be first to successfully roll the magical stones die from Terror Tower into the Spell Chamber. (This casts the spell that returns Sue and Eddie to the 20th century.)

Gameplay

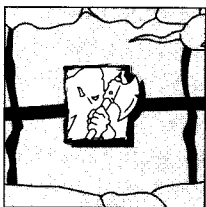
The scariest-looking player goes first. If there's any doubt about who is the scariest, then the oldest player goes first.

On your turn, do the following in order. Each step is explained below.

1. Roll the four movement dice.
2. Move the Executioner (if rolled).
3. Use the Terror Tower (if rolled).
4. Move your pawn (optional).

A Quick Look at Movement on the Gamepath

Sue and Eddie pawns may move onto any space and go in any direction. The Executioner pawn always moves clockwise around the gameboard and moves only onto Executioner spaces.



An Executioner space

1. Rolling the dice.

Roll the four movement dice.

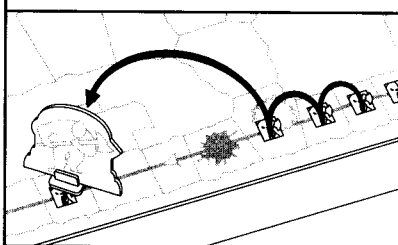


2. Moving the Executioner

The Executioner's path is connected with

a purple line. He moves clockwise around the gameboard, moving only onto the special Executioner spaces. For each Executioner symbol you rolled, move the Executioner pawn one space as shown in Figure 8.

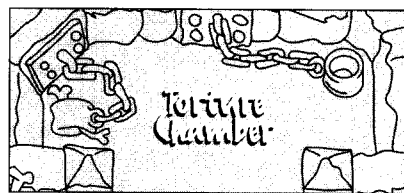
Figure 8 Example:
You rolled 3 Executioner symbols.



Move the Executioner pawn as shown.

Spaces the Executioner Lands On

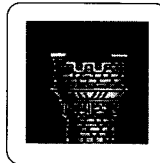
- If the Executioner moves onto a green Executioner space occupied by a Sue or Eddie pawn, the landed-on pawn immediately moves back to START. The Executioner ends his move on that space, even if he has moves left on the dice roll.
- If the Executioner moves onto a brown Executioner space occupied by a Sue or Eddie pawn, the landed-on pawn immediately moves to



the Torture Chamber space. The Executioner ends his move on that space, even if he has moves left on the dice roll.

- If the Executioner passes over a Sue or Eddie pawn (if they are on a space that is between Executioner spaces), then they are not sent back to START or to the Torture Chamber.
- If the Executioner ends his move on a space without any pawns, then nothing happens.
- If you roll four Executioner symbols, move the Executioner pawn to any Executioner space you want. Then move any Sue or Eddie pawns on that space back to the START or Torture Chamber space as described above.
- Some Executioner spaces are also marked with special wording or symbols. They should be ignored by the Executioner.

3. Using Terror Tower



For each Terror Tower symbol rolled, you may drop one die down the

Tower, trying to knock over your opponents' pawns (or the Executioner). Here's how:

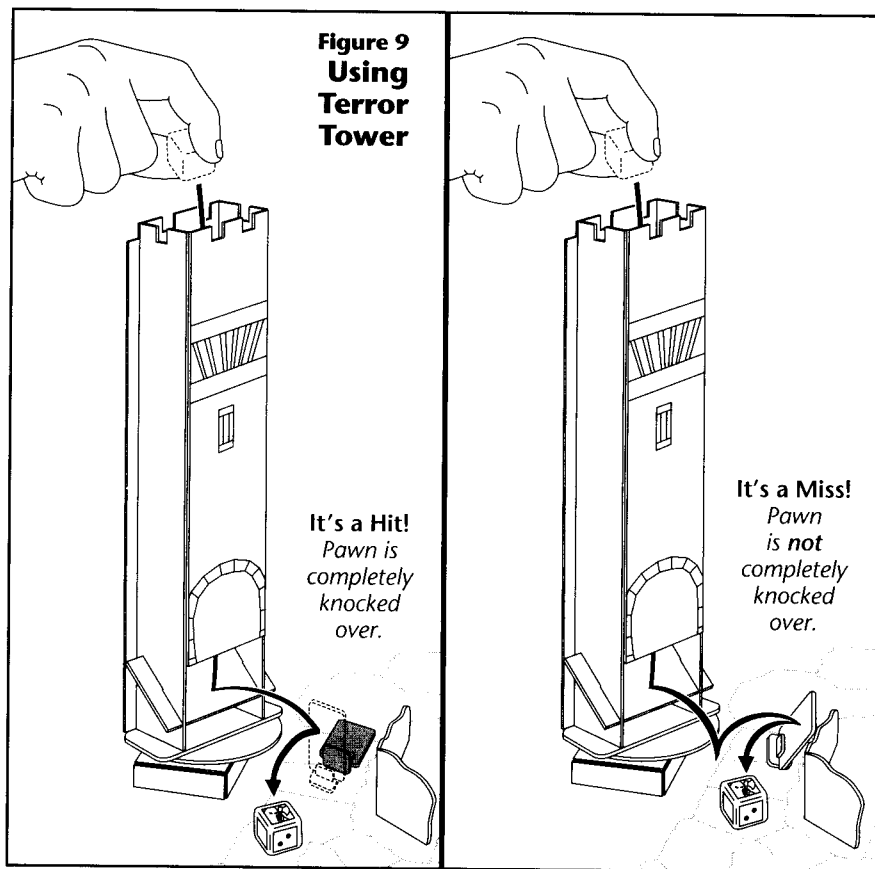


Figure 9
Using
Terror
Tower

It's a Hit!
Pawn is
completely
knocked
over.

It's a Miss!
Pawn
is *not*
completely
knocked
over.

1. Rotate and aim the front of the Tower toward the pawns you want to knock over. See Figure 9 above.

2. Drop one die at a time down the Tower for each Tower symbol you rolled.

- Any Sue or Eddie pawn (on a green space) that is completely knocked over is returned to START.

- Any Sue or Eddie pawn (on a brown space) that is completely knocked over is placed on the Torture Chamber space.



- If the Executioner pawn is completely knocked over, move it to the Statue space.

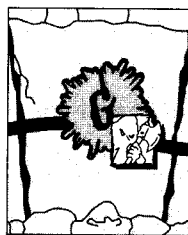
- If a pawn is hit but not completely knocked over, that pawn is returned to the space it was on.

4. Moving Your Pawn

Add up any pips (dots) rolled on the dice. Then move your pawn the *total amount* rolled or not at all. (Moving your pawn is always optional.) You may move your pawn onto any unoccupied space and in any

direction. Never move a pawn onto the same space twice in one turn.

Important! Always check the path ahead before you move your pawn! If your move will end on a space occupied by the Executioner (including the Spell space), then move in another direction or don't move at all! Of course, you may move *past* the Executioner without penalty if you have moves left on your dice roll — just don't end your move on him!



- If you end your move on a space marked with a "G" symbol, take a card from the top of the draw

pile. Keep it secret from the other players. You may play that card now or later. See *Playing the Cards* section on the next page for details.



- If you end your move on a "Steal a Card" space, take a card from any player. (Don't peek until after you take the card.) You may play that card now or later.

- If you end your move on an opponent's pawn, move your pawn forward to the next empty space. More than one Sue or Eddie pawn may *not* occupy the same space, except on the START space, the Torture Chamber space and the Spell space.



- You do not have to land on the Spell space by exact count. If you land on the Spell space

(and have a magical stones card), play the card immediately. See *Landing on the Spell Space* section at right for details. If you land on the Spell space (and do *not* have a magical stones card), continue moving around the gameboard on future turns until you get that card.

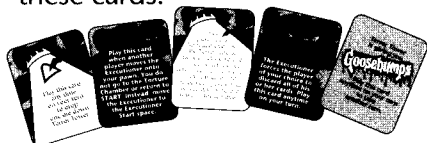
- Whenever your pawn occupies a space without the Executioner symbol, it is safe from the Executioner.

5. Playing the Cards

If you end your move on a space marked with a "G" symbol, take a card from the top of the draw pile. If the draw pile is used up, shuffle the discard pile to create a new draw pile. If there are no cards left in either the draw or discard pile, then take a card from any player. You may play it now or later. If you decide to play it later, keep it secret from the other players. After playing a card, place it facedown in the discard pile. You may have more than one card at a time and you may play more than one card on a turn.

The 5 special cards —

Follow the directions on each of these cards.



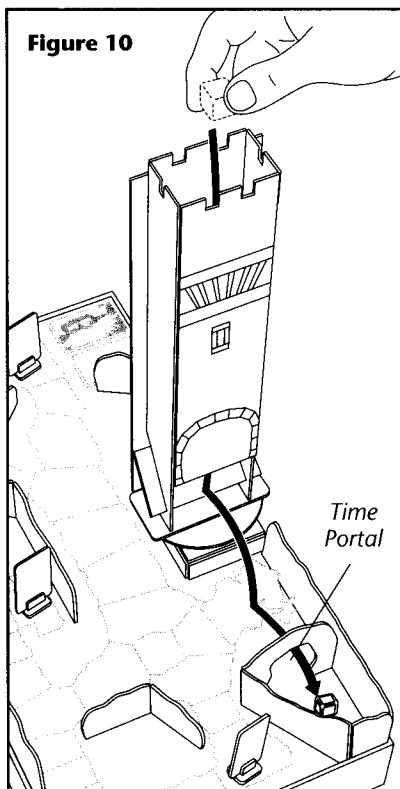
The magical stones cards — Once you have this card, try to reach the Spell space as soon as possible.

You must have one of these cards before you can try to return to the 20th century.

6. Landing on the Spell Space (when you have a magical stones card)

If you land on the Spell space, show everyone that you have a magical stones card. Then aim the Tower toward the time portal in the Spell Chamber (see *Figure 10*) and drop the magical stones die into the Tower. Try to roll the die through the time portal and into the Spell Chamber.

Figure 10



- If the die rolls through the time portal into the Spell Chamber, you win the game!



If the die does not roll through the time portal, but the image of the good sorcerer Morgred is rolled, you get another try.

- If the die knocks down any pawns, follow the same rules described earlier.



- If the die does not roll through the time portal, but the image of the magical stones is rolled, your turn is over. *Keep your magical stones card to try again on your next turn.*

Note: If an opponent takes your only magical stones card, continue moving around the gameboard on future turns until you get that card.

Winning the Game

The first person to roll the magical stones die through the time portal and into the Spell Chamber wins the game.



WARNING:

CHOKING HAZARD—Small parts.
Not for children under 3 years.

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