

## For 2 to 6 players / Ages 7 and up

GOOSEBUMPS and associated logos are trademarks of Parachute Press, Inc. © 1997 Parachute Press, Inc. All Rights Reserved.

Rules © 1997 Hasbro, Inc., Pawtucket, RI 02862. All Rights Reserved, Printed in U.S.A.

## 48 cards:

- 8 Curly, the Cool Ghoul™
- 8 The Wolf
- 9 Prince Khor-Ru
- 7 The Mud Monster
- 6 Slappy
- 3 Cuddles
- 7 The Horror

Be first to get rid of all your cards. How? When that Cool Ghoul Curly the Skeleton and his friends turn up, do the right thing—and don't goof!

- The youngest player mixes up and deals all the cards, face down, equally to all players. If there are cards left
  over, put them aside out of play.
- Stack your cards face down in front of you.

(see next page for 2-player game)

- The player to the dealer's left goes first.
- On your turn, flip over the top card in your stack and place it face up in the center of the table. Flip the card away from you—no fair checking out the picture before the others can see it!
- Now everyone—including you—simultaneously responds to the picture on the card you just flipped. For what to do, see the illustrations at the right.
- Did you all do the right thing?
  Good! The game continues: The next player to the left flips up his or her top card and adds it to the pile in the center.
- Did somebody goof? If any one player goofs and does the wrong thing, that player takes all the flipped-up cards and adds them, face down, to the bottom of his or her stack. Any time you get stuck with a new stack (even if it's just one card), it becomes your turn to flip up the next card.
- If more than one player goofed, the discards stay where they are—no one takes them.

Get rid of your stack of cards first, and you win!

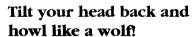
Gameplay is the same with these exceptions:

- Go through your own stack of cards once.
- **Did you do the wrong thing?** Take the flipped-up cards from the table and put them in a separate *face-up* pile next to you.
- When both players' stacks are gone, count up your collected "goof" cards.
   The player with fewer cards wins.

Remember, all players react together. Here's what to do when you see...



Put your hand on top of your head and say, "Boo, Dude!"





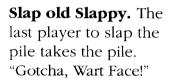


Stand up and thrust your arms straight out in front of you just like the mummy, Prince Khor-Ru.



## Hold your nose!

The Mud Monster's just swum up out of the swamp and P-U, he stinks!



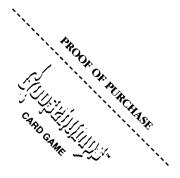




**Slap the pile.** If you get your hand down first, remove Cuddles, then give the rest of the discards to whomever you wish! (Hint, hint: Pick on the player with the fewest cards.) Put Cuddles *aside*, out of play.

**Do nothing**. **Say nothing**. If you do or say anything, or you do the wrong thing, take the pile.







We will be happy to hear your questions or comments about this game. Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915, or phone 508-921-3500.