

Goosebumps™

ONE DAY AT HORRORLAND™

GAME

INSTRUCTIONS
2 to 4 Players



Come ride the rides at HorrorLand, the scary amusement park! Get on the Doom Slide, the Horror Bridge and the Wheel of Fear! But before you can play, beware! You must build the 3 park rides yourself!

CONTENTS

Gameboard with 3 Park Rides,
Spinner, 36 Cards, 12 Ride Tokens,
8 Plastic Pawns (4 boys, 4 girls),
3 Plastic Skulls, 8 Plastic Stands,
2 Plastic Buttons, Plastic Spinner
Arrow.

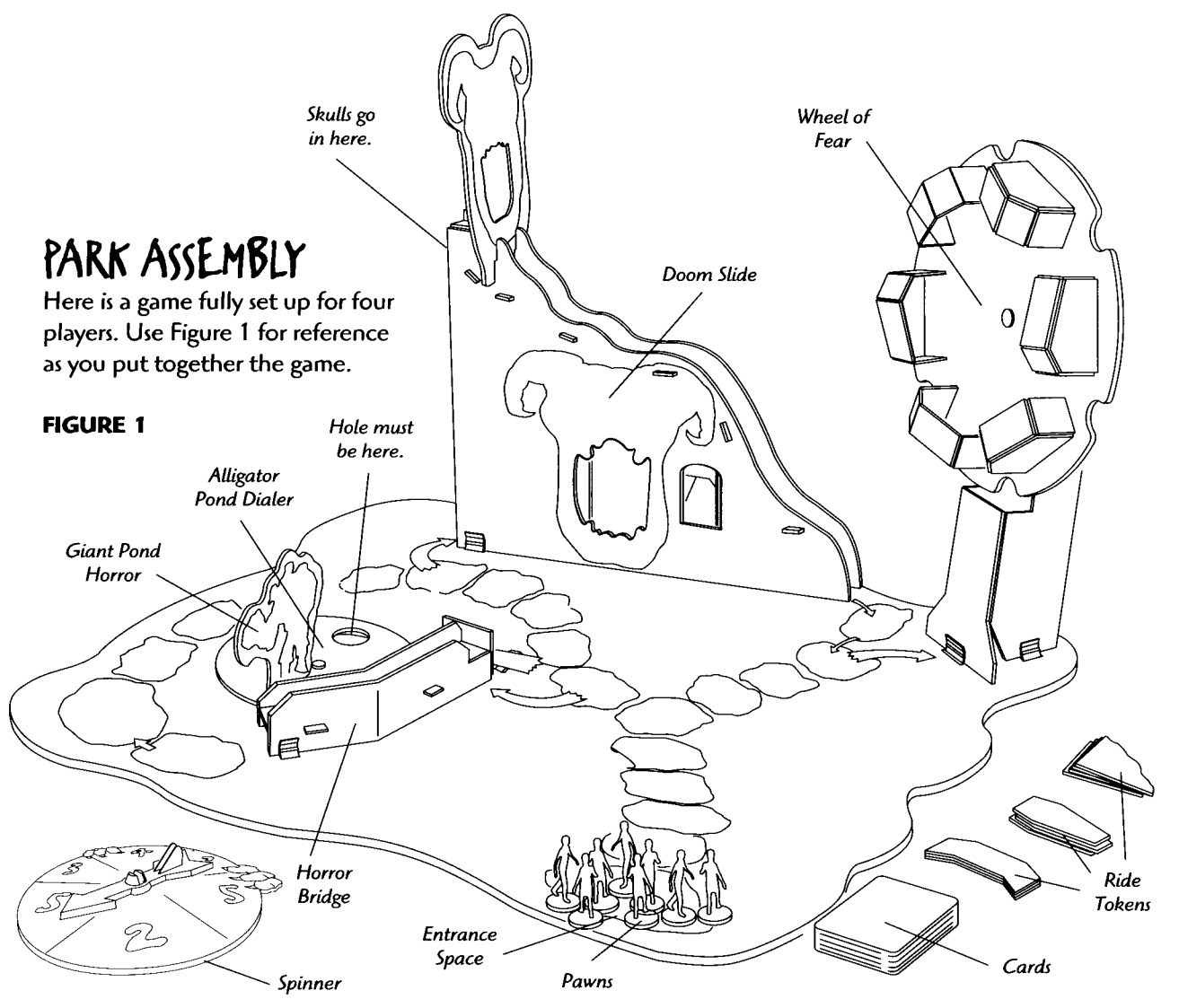
OBJECT

Be first to collect 3 different Ride Tokens (by surviving 3 different HorrorLand rides) and return both your girl pawn and boy pawn to the HorrorLand Entrance.

PARK ASSEMBLY

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

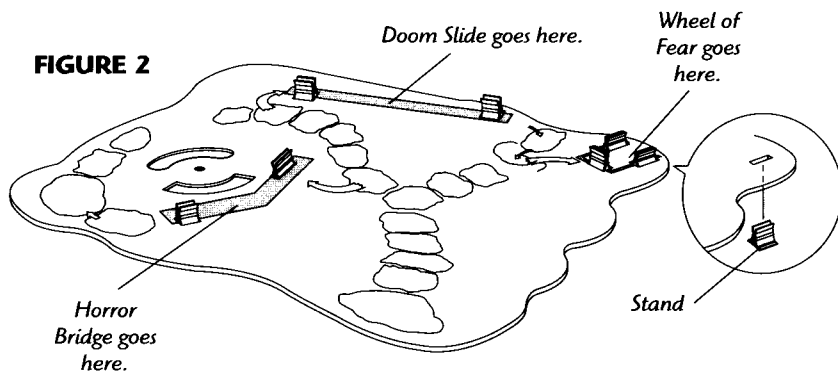
FIGURE 1



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

2. Carefully punch out all holes and slots in the gameboard and discard waste. Insert 7 plastic stands from underneath gameboard as shown in Figure 2. (The stands hold the 3 rides onto the gameboard.)

FIGURE 2

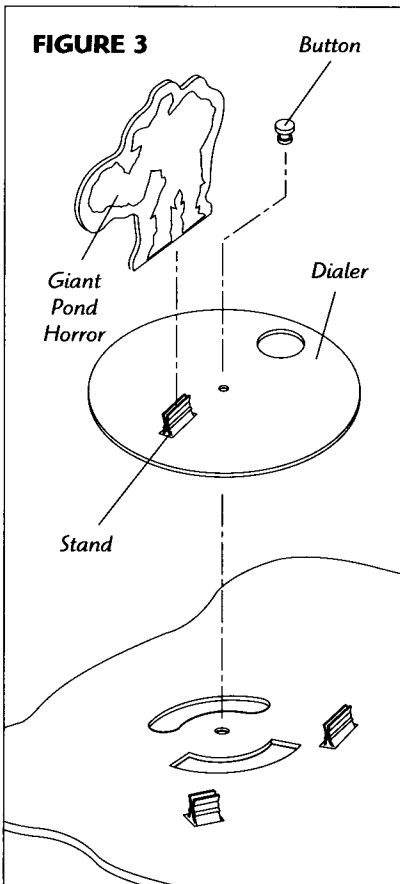


Take a ride!
Will you survive?

3. Carefully punch out the parts as needed during assembly from the cardboard parts sheets and platform. Be sure to punch out all slots and holes. Discard waste.

4. Alligator Pond Dialer (2 cardboard parts, 1 plastic stand, 1 plastic button)

Insert one stand into the dialer's slot from underneath. Then attach dialer to gameboard with button. Insert Giant Pond Horror into stand. See Figure 3.



5. Spinner (1 cardboard part, plastic spinner arrow and base)

Assemble the spinner arrow to the spinner board. See Figure 4.

6. The Horror Bridge Ride (3 cardboard parts)

Fold the two sides as shown in Figure 5. Insert walkway and assemble as shown. Insert bridge into 2 stands. See Figures 1 and 2.

FIGURE 4

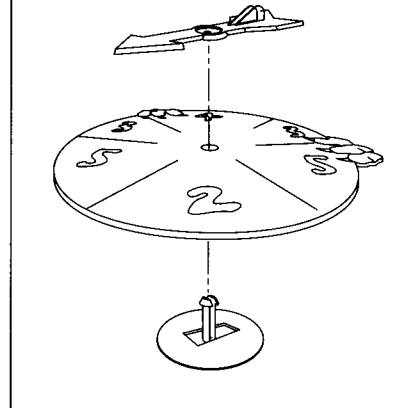
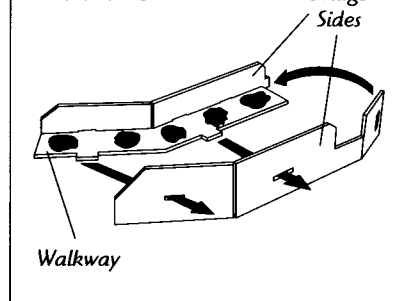


FIGURE 5



7. The Doom Slide Ride (5 cardboard parts, 3 skulls)

Carefully fold part of the Slide Back to form a drop chute. Be sure to fold down ramp and insert it into back slot to create an open window. See Figure 6.

Carefully fold the long Top Slide Runway and the short Bottom Slide Runway as shown and insert them into the Slide Back. See Figure 6A.

FIGURE 6

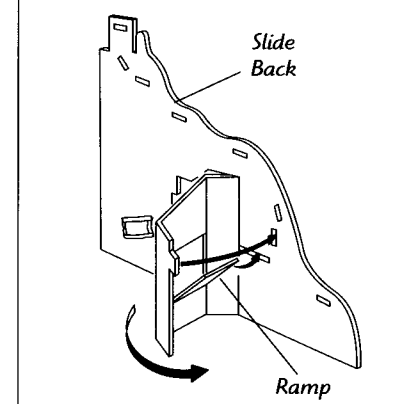
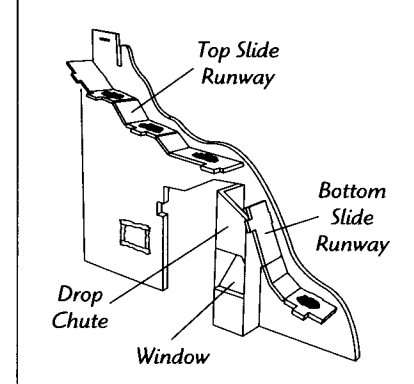


FIGURE 6A

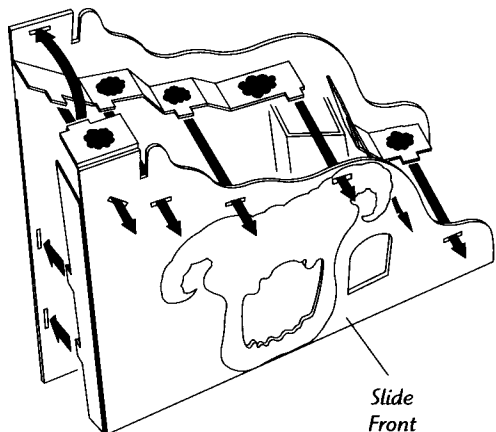


FRONT EXIT.

Don't bother.
You will never escape.

Carefully fold Slide Front as shown and attach to Slide Back (and Top and Bottom Runways). See Figure 6B.

FIGURE 6B



Insert Doom Slide into 2 stands. See Figures 1 and 2. Then slide the Doom Slide Head into slots at top of slide. Load 3 skulls into the chute behind the Head. See Figure 6C.

8. The Wheel of Fear Ride (8 cardboard parts, 1 plastic button)

Carefully fold the 6 coffins and insert them into the wheel. Then fold the base and attach wheel to base with button. See Figure 7. Insert wheel into 3 stands. See Figures 1 and 2.

9. Punch out the 12 Ride tokens and set them near the game-

board as shown in Figure 1.

THE SCARY SETUP

1. See Figure 1 to correctly set up the Alligator Pond Dialer and the 3 rides.
2. Give each player matching color boy and girl pawns. Place all pawns on the HorrorLand Entrance space.
3. Shuffle the cards and place the deck facedown within easy reach of all players. Keep the spinner and all Ride tokens nearby.

Welcome to HorrorLand!

You and your friends got lost looking for Zoo Gardens Theme Park and found HorrorLand instead! The HorrorLand Amusement Park is run by the Horrors (large green monsters with horns on their heads and scary red eyes). The Horrors give you free tickets to go on their scary-looking rides – but watch out! You never know just where you'll end up when you step on a HorrorLand ride!



FIGURE 6C

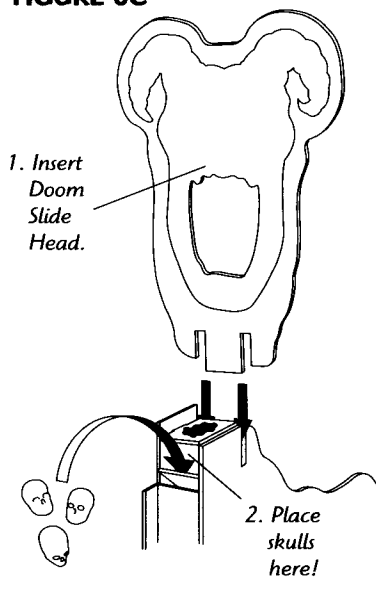
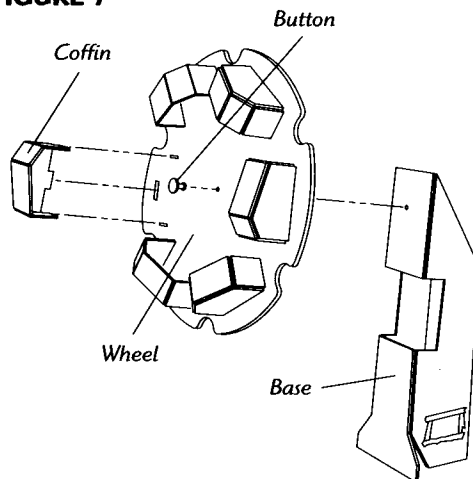


FIGURE 7



NO EXIT.
No one leaves
HorrorLand alive!

PLAY FOR YOUR LIFE!

Who goes first? The player who has read the most *Goosebumps*® books goes first! (If there is a tie, the youngest player then goes first.) Play continues clockwise.

Your Goal: To collect Ticket cards so you can go on all 3 rides and collect the 3 different Ride tokens. Most of the cards in the card deck are Ticket cards. To collect cards, land on "G" spaces!

On Your Turn

- 1 Spin the spinner.
- 2 Move one of your pawns (or start a ride if you spin a 2).
- 3 Play a card, if you wish. (You may play any number of cards anytime on your turn before or after you spin.)

Pawn Movement Rules

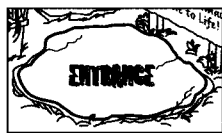
- 1 Move only one pawn (GIRL or BOY) per turn by spinner count. (Sometimes you are directed to move a particular pawn by the spinner!)
- 2 Always move the full spinner count *except* when moving onto the Wheel of Fear or returning to the Entrance space to win the game.

1 A pawn can be moved in any direction on the gameboard, but it cannot double-back on the same space on a turn. **Important:** On the Doom Slide and the Horror Bridge rides, your pawn can only move forwards, not backwards.

2 One or more pawns may occupy the same gameboard space (or coffin on the Wheel of Fear).

3 Only one pawn is allowed per space on the Doom Slide or Horror Bridge Ride. If you land on an occupied Doom Slide or Horror Bridge Ride space, move your pawn to the next unoccupied space ahead (even if you move off the ride!).

The Gameboard Path



The Entrance Space is where you start and where someone wins! You can also move here during the game since a pawn is always safe from harm on this space.



If you land on a blank space, nothing happens.



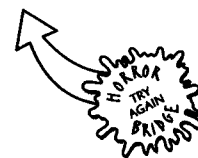
If you land on a "G" space, draw a card. (You may or may not be able to play it right away. See *The Cards* below.)

Here's a shortcut! If you move



onto the Coffin Cruise space, you can move to the Werewolf Village space if you wish and continue your move, if you can.

A Pay Ticket arrow is *not* counted as a space. The arrows remind you that you need to "pay" a Ticket card to get on a ride. See *The 3 Park Rides* on page 6.



Each ride has a Try Again space. If your pawn is knocked off any of the 3 rides, place your pawn on that ride's Try Again space. On your next turn, move your pawn out onto the gameboard path again.

The Cards

As you play, you'll draw cards from the draw pile whenever you land on a "G" space. When you draw a card, play it immediately or hold onto it per the card's directions. There are many different cards in the deck, although most are Ticket cards.

You only play cards on your own turn — but you may play any number of cards at any time during your turn!

When you play a card, read it aloud, follow its directions, and then place it faceup in a discard pile. If the draw pile runs out of cards, shuffle the discard pile to create a new draw pile.

Remember: You *cannot* play any cards on a pawn on the Entrance space. It is a safe space.

Keep cards that will be played later *secret* from your opponents!

The directions on the cards tell you how to use them. Most often you'll play a Ticket card to go on a ride or play another card to start up a ride to try to knock an opponent off it. Sometimes you'll even want to send an opponent onto a ride he or she already has a token for. This is a good way to slow down a player's progress!

The 3 Park Rides

Your goal is to complete a ride and *not* get knocked off it or fall out of it. If you complete the ride, you'll collect that ride's token.

THE DOOM SLIDE AND THE HORROR BRIDGE



To Get on Either Ride: Play a Ticket card as the Pay Ticket arrow directs and continue your move down the slide or across the bridge. See Figure 8.



To Complete Either Ride & Collect a Token: On your turn, move by spinner count

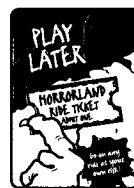


down the slide or across the bridge. It may take several turns to do this. As soon as you move off the ride, collect that ride's token and continue to move if you can.

Getting Knocked off a Ride: Oh, no! While you're on a ride, an opponent may play a card or may be directed by the spinner to start up the ride and your pawn could get knocked off. See *Start up a Ride to Knock an Opponent Off!* below.

THE WHEEL OF FEAR

Important: The wheel ride is different than the other two rides! You must start it up the minute you get on it!



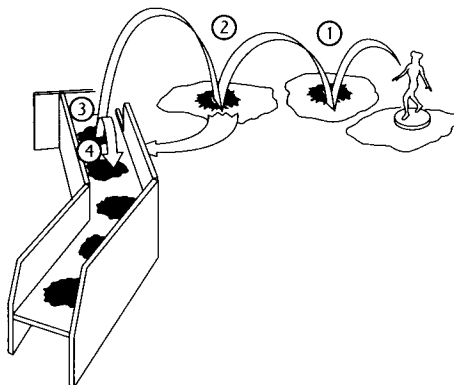
To Get on and Take a Wheel Ride: Play a Ticket card as the Pay Ticket arrow directs and move your pawn into any one of the wheel's coffins. Then

start up the ride immediately by spinning the wheel. Don't give it a wimpy spin! It should go around several times!

To Complete the Wheel Ride & Collect a Token:

If your pawn stays on the wheel ride (even if it just hangs by an arm), it is safe for now. However, it must stay on the wheel ride until your next turn to complete the ride. Watch out! Your

FIGURE 8



You spun 4. Move your pawn 2 spaces and pay a Ticket card to get on the ride! Then continue your move 2 Bridge spaces!

opponents may try to start up the wheel ride to knock you off! If your pawn survives until your next turn, you may move it back onto the gameboard (to the same space from where you got on the ride), collect the wheel ride's token and move onto the path if you can.

Getting Knocked off the Wheel Ride: Oh, no! If you or an opponent spins the wheel and your pawn falls off, immediately place it on the Wheel of Fear's Try Again space.

Start up a Ride to Knock an Opponent Off!

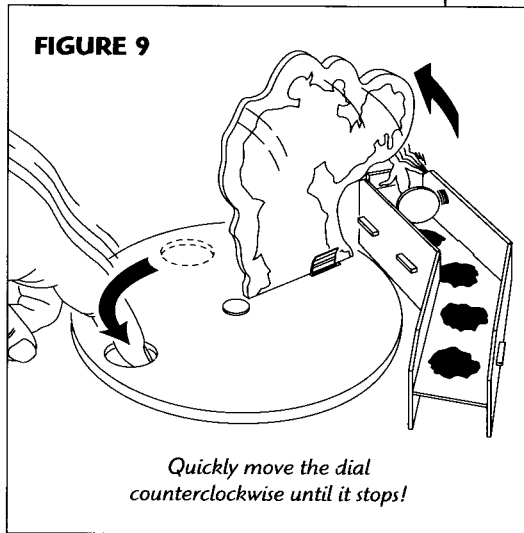
Anytime on your turn, you may play certain cards or may be directed by the spinner to start up a ride to try to knock your opponent off a ride.

The Doom Slide: To start the ride, lift the Head off the top of the slide to release the skulls. (After the skulls tumble out, put the Head back in its original position and reload the skulls.)

☠ If any pawns are completely knocked off the Doom Slide by the skulls, immediately move the pawn(s) to the Doom Slide's Try Again space.

☠ If any pawns are *not* completely knocked off the ride, the player who made the skulls fall moves the pawn(s) to any space(s) on the Doom Slide.

The Horror Bridge: To start the ride, place your finger in the dialer opening and quickly move the dialer counterclockwise until it stops. See Figure 9. Then put the dialer opening back in its original position.



☠ If any pawns are completely knocked off the bridge by the Giant Pond Horror, immediately move the pawn(s) to the Horror Bridge's Try Again space.

☠ If any pawns are completely knocked off the bridge and are also *catapulted through the Horror's mouth* on the Doom Slide's side, move the pawn(s) to the Horror Bridge's Try Again space and the player(s) who own the catapulted pawn(s) *must discard all cards!*

☠ If any pawns are *not* completely knocked off the bridge, the player who turned the dialer can now move the pawn(s) to any space(s) on the bridge.

The Wheel of Fear: You already know how to start this ride! Just give it a good spin and hope your opponents' pawns fall out. If any pawns fall out, place the pawn(s) on the Wheel of Fear's Try Again space. If none of the pawns fall out, too bad. They remain in their coffins (safe for now!).



Take a ride!
Will you survive?

OTHER RIDE RULES

- ☠ Two or more pawns may be on the same ride at the same time on different spaces.
- ☠ One or more pawns may be in the same coffin on the Wheel of Fear ride.
- ☠ You may go on the same ride more than once, but you may only collect one Ride token for each ride.
- ☠ If an opponent plays a card and puts your pawn on a ride, neither one of you has to play a Ticket card. If your pawn completes the ride, collect a token (if you don't already have one!).
- ☠ A pawn is considered completely knocked off any ride if the pawn touches the flat gameboard.
- ☠ If any pawn falls from the Wheel of Fear when you are removing your pawn from the ride, just put the fallen pawn back on the ride in its original position.

RETURN TO THE ENTRANCE TO WIN!

When you collect all 3 different Ride tokens, you must get both of your pawns back to the Entrance space to win! When returning to the Entrance with all 3 tokens, a pawn does not have to land on the Entrance space by exact count.

Once a pawn reaches the Entrance, it cannot be moved by another player playing a card — it's safe! However, you could move your own pawn back onto the gameboard from the Entrance space, if you need to. (For example: If you draw a card that makes you lose a token, you may need to go get another Ticket card.)

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