You and three of your friends have been mysteriously transported into the heart of a strange and ghoulish amusement park! Welcome to HorrorLand!

The goal of the game is to... well, get out of HorrorLand! But in order to escape, you must first do four things: Ride the Coffin Cruise to the four Horror Zones on the park; Defeat each Horror at their own game; Collect all four of the Terrible Tokens; and finally, find your way through the devious Stagger Inn on your way (hopefully) out of HorrorLand! Good luck! (You'll need it...)

HorrorLand is comprised of 4 different Horror Zones around where the Players must travel:

• The Chiller House
• The Black Lagoon Water Park
• Zombie Plaza
• Vampire Village

There are also the Coffin Cruise and the Stagger Inn in the center of the board, which have different challenges.

The spinner provides two numbers:

• Arrow Head: The number to which the Arrow Head points is always the number of spaces the Player moves.

• Arrow Tail: The number to which the Arrow Tail points has two uses:
  1) Where on the Coffin Cruise, the Arrow Tail indicates the number of times the Coffin Cruise turns
  2) When in a Horror Zone, the Arrow Tail indicates the number of moves for the Horror.

Players always move first. The Coffin Cruise or Horrors always move second.

Let's begin...!

Each Player chooses a mover and begins on the Start spot in the Horror Zone that corresponds to the color of their mover.

Each of the Horror movers are placed on the Horror Showdown spot in their corresponding Horror Zones. Terrible Tokens are placed in a pile within reach of all players. Youngest Player goes first. Play moves to the left.

At the beginning of their turn, each Player has the option to:

• a) Move through the Horror Zone where they begin the game to get their first Terrible Token
• b) Get on the Coffin Cruise to go to a different Horror Zone.

The Coffin Cruise

The Coffin Cruise is the way you ride from one Horror Zone to another. However, because it is always moving, it can be difficult to get to the specific Zone you need.

• If a player chooses to get on the Coffin Cruise ride, the player moves into the coffin directly adjacent to their Start spot. Once there, the player spins the spinner and turns the Coffin Cruise the number of times designated by the Arrow Tail.

• If the player lands in front of the entrance to a different Horror Zone, they can immediately move onto that Spot or OR they can stay in the coffin to try and land in a different area of the park on their next turn.

• If the player does not stop at an entrance to a different Horror Zone, they must remain on the Coffin Cruise until their next turn.

Coffin Cruise General Rules

• The Coffin Cruise always moves counter-clockwise.

• Coffin Cruise does not turn unless there is at least one Player on the ride OR there is a Player in the Stagger Inn.

• Players who are riding the Coffin Cruise do not use their Arrow Head number, only the Arrow Tail number to indicate how many times to turn the Coffin Cruise.

• Only one Player can occupy a coffin at any time. If there is an instance where a Player can only get into a coffin that is occupied, they can instead move into the coffin either in front of or behind the occupied coffin.

Horror Zone

The Horror Zones are the domains of four different Horrors and you have to successfully navigate your way to the Horror Showdown spot without getting caught. Once you make it to the Horror Showdown, you must face the Horror one-on-one in a game of skill and chance and try to win one of their Terrible Tokens!

• The person to the Player's left plays as the Horror for that round. The Horror begins at the Horror Showdown spot.

• The Player spins and moves the number of spaces designated by the Arrow Head. Then, the Horror moves the number of spaces designated by the Arrow Tail. The Horror is trying to catch the Player.

• The Player must avoid the Horror and reach the Horror Showdown spot. (See The Horror Showdown section.)

• If the Player lands on a Goosebumps™ spot (indicated by a Goosebumps™ “G”), they cannot be caught by the Horror.

• If the Horror catches the Player OR the Player loses the Horror Showdown, the Player must go back to the Start spot. The Horror stays where it is on the path.

• At the beginning of their next turn, the Player can try again in that Zone or move back onto the Coffin Cruise.

• If the Player wins the Horror Showdown, they receive a Terrible Token corresponding to that Horror Zone and they move directly back on to the Coffin Cruise ride.

Horror Zone General Rules

• Movement is open ended. Player and Horror can go left, right, forward, backward.

• Player and Horror must use the exact number of moves that they spin.

• More than one Player can be on the same spot at the same time. However, the Horror can only catch the Player who is in play at that time.

• The Arrow Tail number does NOT turn the Coffin Cruise during this game play. It is only for the Horror's movement.

The Stagger Inn

You enter the devious Stagger Inn on your way to the Horror Showdown, you must face the Horror one-on-one in a game of skill and chance and try to win one of their Terrible Tokens!

• If the Horror catches the Player, a Terrible Token can also be used.

• Player calls "Dreaded Heads" (Heads or "Scalps") (Tails) while the coin is in the air.

• Horror rolls a coin. A Terrible Token can also be used.

• Horror lets coin fall on floor or table.

• A correct guess wins the Terrible Token.

The Horror Showdown

Once a Player has defeated their last Horror and collected their fourth and final Terrible Token, they are immediately transported to the Stagger Inn where they just might be able to escape from HorrorLand!

The Stagger Inn - An end to the Horror

• Once a Player has collected all four of their Terrible Tokens, the Player must immediately place their mover on either of the two Start spots in the Stagger Inn located in the center of the Coffin Cruise ride.

• On their next turn and subsequent turns, Players spin the spinner as usual. The Arrow Head still represents the number of spaces for the Player to move. The Arrow Tail still represents the number of times to turn the Stagger Inn.

• The Player can choose to go in either direction off the Start spot but once they choose, they must move in that direction for the remainder of the game.

• Players move along the path of the Stagger Inn until they spin the exact number that lands them on a Goosebumps™ spot (indicated by a Goosebumps™ “G”).

• After the Player lands on a Goosebumps™ spot, they may stay put and hope that, once the Stagger Inn stops turning, they are directly aligned to the EXIT gate OR on their next turn, they may move along the path again and try to get to a different Goosebumps™ spot.

Winning the Game

On their turn, if a Player is on a Goosebumps™ spot and the Stagger Inn stops so the Player is directly aligned with the EXIT gate, they can escape HorrorLand and win the game!
ASSEMBLY INSTRUCTIONS

1) Carefully pop out all the game board pieces.
2) Push the bottom part of the plastic pin (A) up through the bottom of the swamp center section (B) and place on the table or floor.
3) Push two of the black plastic standies (C) up through the bottom of one of the four Horror Zones (D) so they are snug in the openings and flush against the bottom of the board.
4) Attach the Horror Zone to the swamp center section like a puzzle piece. NOTE: The Horror Zones can be placed in any order around the board.
5) Repeat steps 3 and 4 for each of the other three Horror Zones.
6) Place the washer (E) over the plastic pin and so it sits on top of the swamp center section.
7) Push four of the black plastic standies up through the bottom of the Coffin Cruise (F) so they are snug in the openings and flush against the bottom of the board.
8) Place the Coffin Cruise over the the plastic pin so it sits on top of the washer and swamp center section.
9) Thread the top part of the plastic pin (G) into the bottom part. You can use a screwdriver or a quarter to make it easier. NOTE: DO NOT SCREW IN TOO TIGHTLY. Three turns should be sufficient.
10) Take the first section of the Stagger Inn (H) and slide it snugly into two of the standies in the Coffin Cruise.
11) Place the second section of the Stagger Inn (I) over the first so they create an X and slide it snugly into the remaining two standies in the Coffin Cruise. NOTE: The Stagger Inn is what you will use to turn the Coffin Cruise so please be gentle.
12) Take one of the four HorrorLand sections (J) and slide it snugly into two of the standies in the Horror Zones. NOTE: The HorrorLand sections go across the gap between the Horror Zones. This is so an opening is created to allow the mover to get into the Horror Zone. The HorrorLand sections can be placed in any order around the board.
13) Repeat step 12 for each of the other three HorrorLand sections.
14) Place the base of the plastic spinner (K) through the opening in the bottom of the spinner board (L).
15) Snap the spinner arrow (M) into the base. Give it a spin!