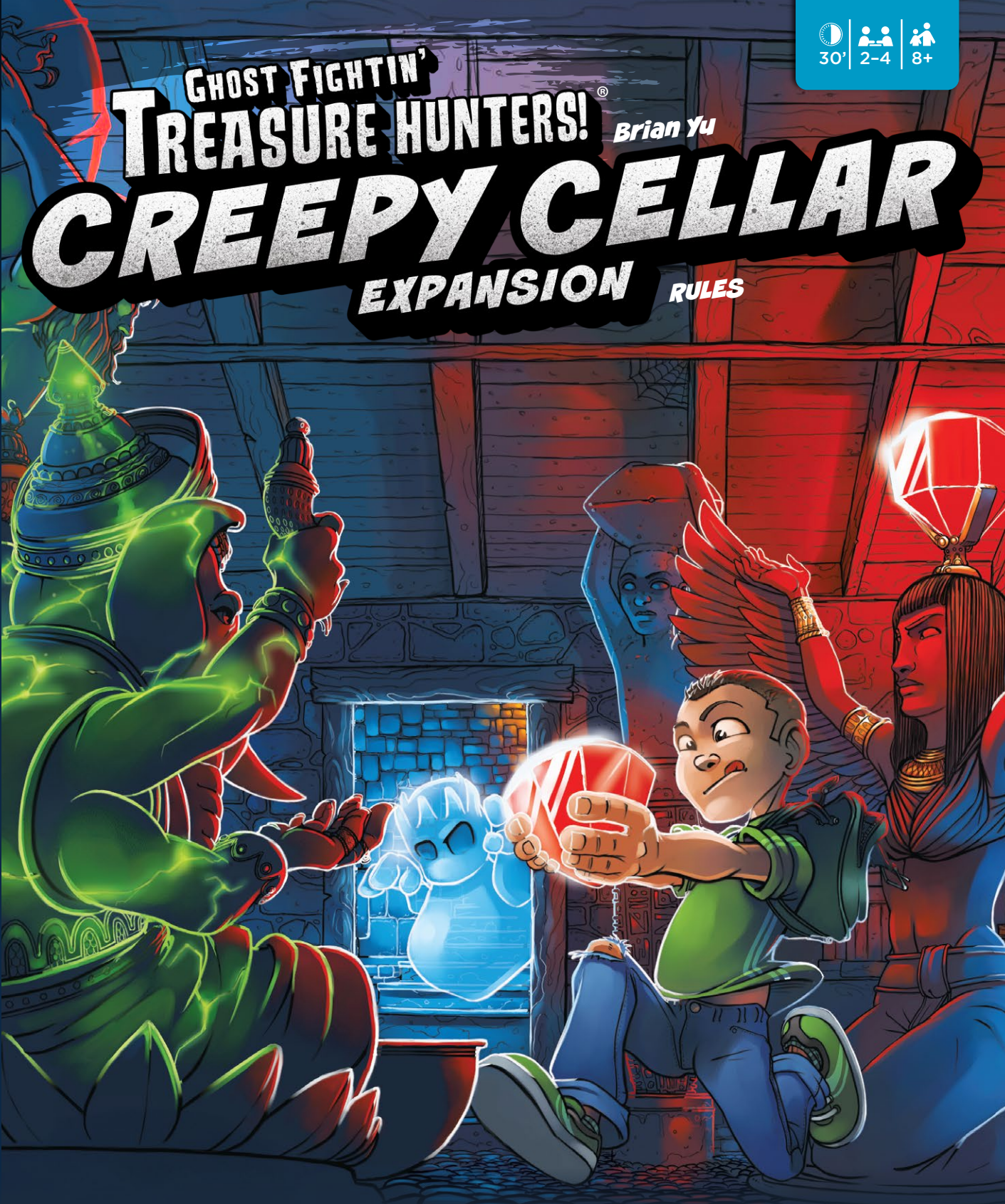


GHOST FIGHTIN' TREASURE HUNTERS!®

Brian Yu

CREEPY CELLAR

EXPANSION RULES



CONTENTS

- 1 Cellar board
- 12 Cursed Treasure tiles
- 4 Secret Passage tiles
- 6 Jinxed Item tiles (rooms B, D, E, H, J and L)
- 56 cards
 - 16 Cellar cards
 - 4 + Ghost cards
 - 6 Cursed Item cards
 - 2 Remove any Ghost
 - 2 Unlock all doors
 - 2 Extra Movement
 - 25 Ghost cards
 - Rooms A - N (14 cards)
 - Shuffle card
 - Draw 2 + Shuffle card
 - Draw 3 + Shuffle card
 - 2 Green Doors Locked cards
 - 2 Blue Doors Locked cards
 - 2 Rogue Ghost cards
 - 2 Trap Door cards
 - 14 Ghost King (A - N) cards
 - 1 Turn Order Reference card
 - 2 Hauntings
 - 4 Ghosts
 - 1 Ghost King
 - 1 Locked Door tile

OBJECT OF THE GAME

A Ghost King has taken over the castle! The front doors locked the moment you entered and the only way to open it is to take the treasures down to the Cellar rooms. Do this and get the whole team out of the castle before all 8 hauntings are on the board and win!

SET UP

NOTE: This is for Nightmare Mode. To ease into the expansion, see the "Alternate Modes" section.

Set out the original Game Board from the Ghost Fightin' Treasure Hunters game.

FROM THE ORIGINAL GAME, YOU WILL NEED:

- Original Game Board
- Ghosts & Hauntings
- Movers
- Dice



CELLAR CARDS



GHOST KING CARDS



GHOST CARDS



TREASURE



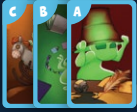
JINXED ITEM

- Place the **CELLAR BOARD** to the left of the Game Board.
- Shuffle the **CURSED TREASURES** and place 1 in every room on the Original Game Board, face-down.
- Shuffle the **GHOST CARDS** and place them face-down on the game board to form the Ghost card deck. The discard pile can be formed face-up next to it.
- Shuffle the **GHOST KING CARDS** and place them face-down on the Cellar Board to form the Ghost King deck. The discard pile can be formed face-up next to it. If the Ghost King deck is ever empty, shuffle the discards and form a new Ghost King deck.
- Shuffle the **CELLAR CARDS** and place them face-down on the Cellar Board to form the Cellar deck.
- Shuffle the Jinxed Item tiles and place them face-down next to the Cellar Board.
- Add **SECRET PASSAGE TILES** to rooms A, F, G and K.
- Place the **GHOST KING** in room L.
- Place 1 Ghost in rooms C, F and I and M.

LET'S PLAY

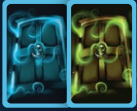
Just like the original game, a player's turn always begins by rolling the movement (numbered) die. If there is a ghost icon, flip the top card in the Ghost card deck.

GHOST CARDS:



ROOM CARDS (A-N)

These work the same as the original game. Players must place a Ghost in the room with the matching letter to the card.



GREEN OR BLUE DOORS LOCKED CARDS

These work the same as the original game. Doors of the corresponding color become locked. Remember, players cannot move through locked doors.



DRAW 2 AND DRAW 3 + SHUFFLE CARDS

These cards work the same as the original game - draw the required number of cards and shuffle all cards, including any Doors Locked cards. NOTE - you may ignore any cards listed at the bottom of the +Draw cards.



SHUFFLE CARD

Shuffle both the Ghost and Ghost King card decks.



GHOST KING CARD

When the Ghost King card is drawn, you must also draw a card from the Ghost King (A-N) deck. Move the Ghost King to the room with the matching letter. If the Ghost King is ever in a room with 2 other ghosts, it becomes a haunting. The Ghost King then moves to the next lettered room. The Ghost King can never be fought. He will stay on the game board, moving from room to room, until the game ends.



TRAP DOOR CARD

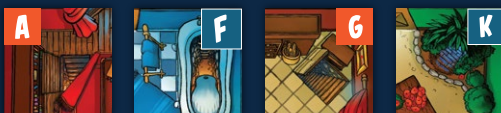
A trap door card allows the tricky Ghost King to move you instantly to a new room. When the trap door card is drawn, you must draw a card from the Ghost King pile. Immediately move your character to the room with the matching letter. You may move out of the new room using your movement die result as normal.

FIGHTING GHOSTS AND HAUNTINGS

All rules remain the same regarding Ghosts and Hauntings; however, the Ghost King can never be fought.

SECRET PASSAGES

If a player is in a room with a secret passage tile during their movement phase, they can use one movement point to move to any other room containing a secret passage tile. Once a player has used a secret passage, the tile is removed from the room they left.



TREASURES



Most of the original rules concerning treasures hold true from the original game, but there's a new feature. This time the treasures also have a power that is revealed and activates instantly when the treasure is picked up. When you pick up a treasure, place it in your backpack facing out. **NOTE:** You must fight the ghosts in the room before picking up the treasure.

CURSED TREASURES



Subtract 1 from your movement rolls while holding this treasure.



If you have to draw a Ghost card at the start of your turn, you must draw one additional card while holding this treasure. A roll of a 6 on the movement die still means that you draw no cards.



You can't fight alone. You can only fight if at least one other person is in your room while holding this treasure.



You cannot use secret passages while holding this treasure.



If you are in a room and holding this treasure at the start of your turn, you must add a ghost to that room before you roll the die. If you start your turn in a hallway space, ignore this step.



You cannot leave a room with a green ghost or a haunting in it while holding this treasure.

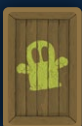
DROPPING OFF A TREASURE

DROP OFF TREASURE

All treasures must be dropped off in the numbered spaces in the two cellar rooms. It's not important which treasure goes into which spot, but players must fill the spots in numerical order.

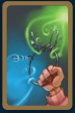


PICK UP CELLAR CARD



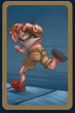
After completing the drop-off, that player must draw a Cellar card and resolve its effects. Dropping off a treasure ends the player's movement phase; however, they must fight if there is a ghost in the room before ending their turn.

CELLAR CARDS



UNLOCK ALL DOORS

Discard any Doors Locked cards that may be activated. All doors are now unlocked.



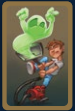
FREE MOVEMENT

Roll the movement die and immediately move up to the number rolled. You may fight and/or pick up treasures after your move. You do NOT place a ghost on this roll.



+GHOST CARD

Draw from the Ghost King deck and add a Ghost to the room specified.



REMOVE GHOST

Remove any one ghost (except for the Ghost King) from the board.



JINXED ITEM CARD

Draw one Jinxed Item tile from the pile and place it in your backpack. As long as you are holding a Jinxed Item, you cannot pick up treasures or leave the house.

JINXED ITEM



To get rid of the Jinxed Item, you must drop it off in the room indicated on the back of the tile. When you get rid of a Jinxed Item, you may place a previously discarded secret passage tile in its indicated room. If there are no available secret passage tiles, ignore this step.



WINNING THE GAME

Once all Treasures are safely placed in the cellar and all players have exited the castle, everyone wins!

If all Hauntings are on the board, everyone loses.

ALTERNATE MODES

If you want an easier way to play the game, try **BASIC** or **ADVANCED** mode and use these game components:

BASIC

In this mode, use the original 8 treasures instead of the 12 cursed treasures. The goal is to get all 8 treasures into the cellar. Ignore the numbers printed on the treasure tokens. You still have to fill in the cellar treasure spaces in numerical order.

FROM THE ORIGINAL GAME, YOU WILL NEED:

- Original Game Board
- Movers
- Ghosts & Hauntings
- Dice
- Treasures

FROM THE CREEPY CELLAR EXPANSION YOU WILL NEED:

- Ghost Cards (Remove Blue and Green Doors Locked, Draw 2 + Shuffle and Draw 3+ Shuffle cards from the Ghost deck)
- Ghosts & Hauntings
- Ghost King

ADVANCED

As above, but now you have to drop off the treasures in numerical order – so the first treasure you put in the cellar must be the treasure token with a 1 printed on it AND it has to go in the number 1 slot in the cellar. The 2 treasure is next and so on until all eight treasures have been placed in the cellar.

FROM THE ORIGINAL GAME, YOU WILL NEED:

- Original Game Board
- Movers
- Ghosts & Hauntings
- Dice
- Treasures

FROM THE CREEPY CELLAR EXPANSION:

- All cards
- Ghosts, Hauntings and Ghost King

QUICK REFERENCE

TURN ORDER

- ROLL
- REVEAL GHOST CARD (IF NEEDED)
- MOVE
- FIGHT
- DROP OFF CURSED ITEM
- PICK UP TREASURE



*Subtract 1
From Movement*



*Draw One Additional
Ghost Card*



*You Cannot
Fight Ghosts Alone*



*You Cannot
Use Trap Doors*



*Add A Ghost
To Your Room At
The Start of Your Turn*



*You Cannot
Leave A Room
With Ghosts*