

GHOST FIGHTIN' TREASURE HUNTERS!™

Expansion Pack



30'



2-4



8+

CONTENTS

22 cards:

- 12 A – L cards
- 2 Green Doors Locked cards
- 2 Blue Doors Locked cards
- 2 Trap Door cards
- 2 Rogue Ghost cards
- 1 Draw 2 + Shuffle cards
- 1 Draw 3 + Shuffle cards

1 Rogue Ghost

4 Secret Passage Tiles

12 Treasures

SETUP

From the original Ghost Fightin' Treasure Hunters game, you will need the game board, movers, ghosts, hauntings and dice as well as the lettered room cards (A-L) from the original deck. Leave the rest of the original cards and all of the original treasures in the box.

- Shuffle the treasures and place 1 in every room, face-down.
- Shuffle the room cards from the original game and set them next to the game board. These cards form the Rogue Ghost draw pile.
- Shuffle the expansion pack cards and place them face-down in their designated space on the game board.
- Add a secret passage tile to rooms A, F, G, and K.
- Place the Rogue Ghost in room L.
- Place 1 ghost each in rooms C, F and I.

OBJECT OF THE GAME

The object of the game is the same. Players work as a team to escape from the house with all 12 treasures before 6 of the rooms become haunted. Win or lose, you do it together!

PLAYING THE GAME

Turn sequence remains the same; however, the cards and treasures are different and there is the new element of secret passages.

CARDS



A - L Cards (Expansion Pack)

These cards work the same as the original game.



A - L Cards (Original Game)

These cards form the Rogue Ghost draw pile and are used in conjunction with the Rogue Ghost and trap door cards.



Doors Locked Cards

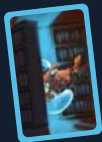
These cards work the same as the original game.

Rogue Ghost Card



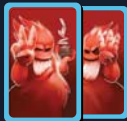
When the Rogue Ghost card is drawn, you must also draw a card from the Rogue Ghost draw pile. Move the Rogue Ghost to the room with the matching letter. If the Rogue Ghost is the third ghost in the new room, it becomes a haunting. The Rogue Ghost then moves to the next lettered room. The Rogue Ghost 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 Rogue Ghost to move you instantly to a new room. When the trap door card is drawn, you must draw a card from the Rogue Ghost 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.

Draw 2 + Shuffle and Draw 3 + Shuffle cards



These cards work the same as the original game. Reveal the number of cards noted first and resolve them in order. When drawing additional cards, ignore any Draw 2 or Draw 3 cards but resolve all other cards in the order drawn, including trap door and Rogue Ghost cards.

For example, you get a Draw 3 + Shuffle card. The 3 cards drawn are Room A, Rogue Ghost and Draw 2 + Shuffle. Add a ghost to Room A. Reveal a card from the Rogue Ghost pile to move the Rogue Ghost, and ignore the Draw 2 + Shuffle card. Next, shuffle both card piles.

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 on the other side and activates instantly when the treasure is picked up. When you pick up a treasure, it is immediately placed in your backpack. You are not allowed to pick up a treasure if you already have one in your backpack.

HERE ARE THE POWERS:



Subtract 1 from your movement every turn while holding this treasure.



If you have to draw a card at the start of your turn, you must reveal 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.



Add a ghost to the room you are currently occupying. This only happens the turn you pick up this treasure.



Add 2 ghosts, one at a time, to the room you are currently occupying. If there are already 2 ghosts in the room you are occupying, add a ghost to the room. Then, replace the 3 ghosts with a Haunting. Place the second ghost in the next lettered room. This only happens the turn you pick up this treasure.



Add a haunting to the room you are currently occupying. This only happens the turn you pick up this treasure. Discard any ghosts in this room.



You cannot leave a room if there are any ghosts in it while you are holding this treasure.

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 secret passage tile still in the game. Once a player has used a secret passage, both tiles used are removed from the game.

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