

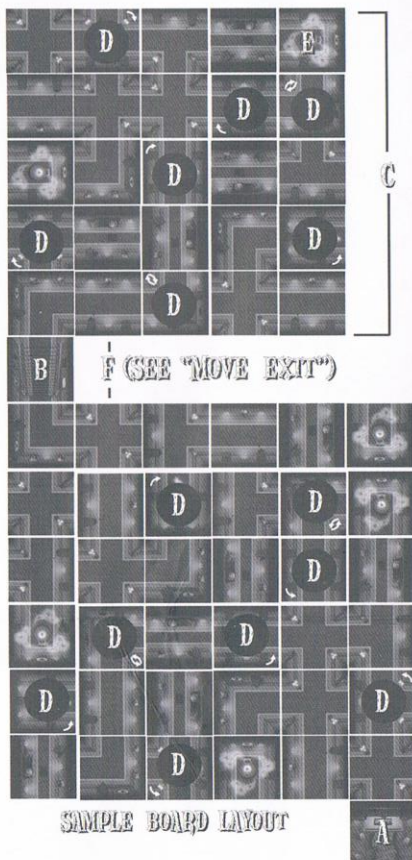
OBJECT OF THE GAME:

To be the first player to make it out of the house... ALIVE!

SET-UP:

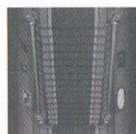
- Each player chooses a color and takes the pawn and ten cards (identified by the back) of that color from the original set.
- Separate the "Entrance", "Exit" and "Staircase" tiles from "The Haunting House" and "The Haunting House 2" tiles. Mix all the remaining tiles from both sets together face down.
 - Place 36 tiles randomly face up in a 6 x 6 configuration for the 1st story.
 - Place the "Staircase" tile off one corner of the 1st story. (Illus. B)
 - Place the "Exit" on a corner of the 1st floor on the opposite side of the house as the "Staircase" tile. (Illus. A)
 - Place the remaining tiles in a 5 x 5 configuration with one corner starting at the "Staircase" tile for the 2nd story, having the 2nd story overlap the 1st as noted. (Illus. C)

(Note: The "Entrance" tile is not used in this game)
- Turn the disks face down, mix and place them on the tiles with a "turn icon" (See "Icon Tiles" below), one per tile. The disks will always remain on these tiles unless removed by a player or with the "Switch Disk" action. Specifically, when a tile is switched with another tile, the disks switch with them. (Illus. D)
 - The player pawns should be placed on the corner tile of the 2nd story the furthest from the "Exit" tile. If this tile is a trap door tile, switch it with an adjacent tile so the player pawns are starting on a non-trap door tile. (Illus. E)



TILE DESCRIPTION:

- **Staircase tile:** This tile may only be moved with a "Move Exit" card, which allows it to move adjacently one square. The "Staircase" must always connect the 1st and the 2nd stories. If the tile is occupied, it may not be moved even with the "Move Exit" card. This tile cannot be rotated, switched or moved in any other way.



• **Icon tiles:** These are the tiles with a rotate icon in the corner. They automatically rotate when a player lands on the tile unless there is a "Ghost" disk (see "Ghost Disk" below).

"A" Indicates 90 degree rotation right.

"B" Indicates 90 degree rotation left.

"C" Indicates 180 degree rotation.



DISK DESCRIPTION:

- When a player lands on an "Icon" tile containing a disk, the disk must be looked at before any other actions take place, including the automatic rotation of the "Icon" tile. All disks, except the "Ghost" disk do not have to be revealed to the other players and are placed face down in front of the encountering player.
- The face down disks in front of a player may be discarded to use their actions. There is no limit to the number of disks a player can discard.

Ghost Disk - When a player flips over a "Ghost" disk, it must be revealed to the other players, then placed on the same tile face down. The pawn is moved back to its previous location. The action must then be taken or continued using a different path, if possible. For example, a player performing a "Move 2" action lands on an "Icon" tile, revealing a "Ghost" disk would move back one tile of movement, and move to a different ending tile, if possible.



"Trade Card" - This disk may be discarded to trade your card with another player's card. This is done after cards have been turned over for a round, but before any player takes an action. Once trading is complete, actions take place in the regular turn sequence. For example: If Dan turns over a card that says "Trap Door" and Amy turns over a card that says "Move Exit", Dan can discard a "Trade Action" disk to move the "Exit" instead of moving to the closest trap door. Amy would move to the nearest trap door tile. *(Note: Cards do not physically change possession.)*



"Switch Disks" - Discard this disk to switch the position of any two disks on the board without looking at them. The disks are switched and placed back on the same two tiles. This can be done at any point of an action, including when a player lands on a tile containing a "Ghost" disk. In this case the disk can be switched with another disk, and if it is a non-ghost disk, the player does not have to move back to the previous tile.



"Cancel Card" - Discard this disk to cancel any card before that action is taken by a player.

“No Rotation” - Discard this disk to prevent an “Icon” tile from automatically rotating when a player lands on it.



CARD DESCRIPTIONS:

All the card descriptions are the same as in “The Haunting House” except:

“Move Exit” - In addition to moving the “Exit”, this card now allows a player to move the “Staircase” tile. The “Staircase” may be moved to an adjacent square as long as the “Staircase” still connects the 1st and 2nd floors. If the player chooses to move the “Exit” tile, it can never be placed over the “Staircase” tile or on the corner adjacent to the “Staircase” tile. (Illus. F on “Sample Board Layout”)

“Trap Door” - The effect of the “Trap Door” card is the same, but players must stay on the same floor, even if a trap door tile is closer by going up or down the stairs. If a player is on the “Staircase” when the “Trap Door” card comes up, they would go to the closest trap door tile on the 1st floor.

GAME PLAY AND WINNING THE GAME:

- The random and chosen card rounds are played the same as in “The Haunting House”.
- Players must use the “Staircase” tile to move between floors.
- The first player to leave the house using the “Exit” tile wins the game.

Everyone else...DIES!

Game Concept and Design: Kerry Breitenstein

Additional Development: Todd A. Breitenstein

Art: Dave Aikins

Layout and Design: Todd A. Breitenstein

Editing: Patrick Phalen

Playtesters: Alexander, Jonathan, and Marissa, Amy and Dan Frohlich, Douglas, Heather and Diane C. Breitenstein, Oh...and Some Guys

Twilight Creations, Inc. Cold Spring, KY 41076

© 2004 Twilight Creations, Inc. All Rights Reserved.

Twilight Creations, Inc., The Twilight Creations, Inc. logo and “Where Fun Comes To Life” are trademarks or registered trademarks of Twilight Creations, Inc.

All Rights Reserved.