

The Haunting House **Component List**

The Haunting House

- 6 Playing Pieces (Red, Orange, Yellow, Green Blue, White)
- 1 Starting Player marker (Black pawn)
- 36 Hallway tiles (6 'T' intersections, 6 straight corridors, 6 dead ends, 6 corners, 6 intersections, 6 trap doors)
- 1 Entrance tile
- 1 Exit tile
- 60 Action cards (colour coded, 10 per player)
- Colour rules sheet (4 pages)

The Haunting House 2 – The Second Story

- 20 'Revolving' Hallway tiles (6 'T' intersections, 6 straight corridors, 4 dead ends, 4 corners)
- 5 Hallway tiles (5 intersections)
- 1 Staircase tile
- 16 Action modifier disks (4 trade card, 4 switch disks, 4 no rotation, 4 cancel card)
- 4 'Ghost' disks
- Black & White rules sheet (4 pages)

The Haunting House- Don't Go in the Attic

- 6 Transparent 'Ghost' Playing Pieces (Red, Orange, Yellow, Green Blue, White)
- 12 'Flipping' Hallway tiles (3 'T' intersections, 3 dead ends, 3 corners, 3 intersections)
- 4 Trap doors
- 1 Attic staircase
- 12 Action cards (colour coded, 2 per player, 'Now you're dead!' Move Three Spaces)
- Black & White rules sheet (4 pages)

The Haunting House- They Just Don't Build 'em Like They Used To!

- 25 'Collapsing' Hallway tiles (6 'T' intersections, 6 straight corridors, 4 dead ends, 4 corners, 5 intersections)
- 1 Basement staircase
- 1 Basement exit
- 20 action modifier disks (5 Key, 5 Monster, 5 Steal Disk, 5 Move Tile)
- Black & White rules sheet (4 pages)