



THE HAUNTING
HOUSE 3

OBJECT OF THE GAME:

To be the first living player out of the house or the first ghost to the back corner of the attic.

SET-UP:

1. Each player chooses a color and takes the pawn and matching transparent (Ghost) pawn. Example: The red pawn and the transparent pawn tinted red.

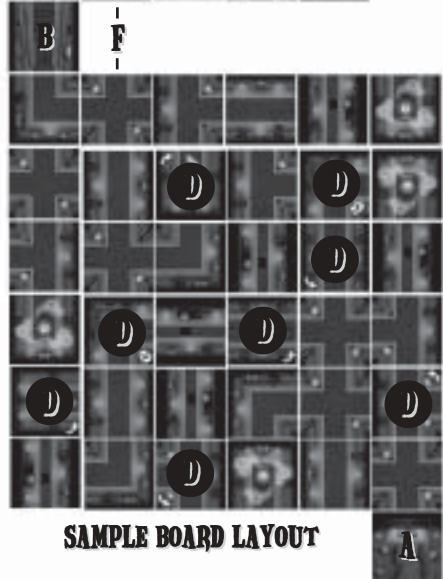
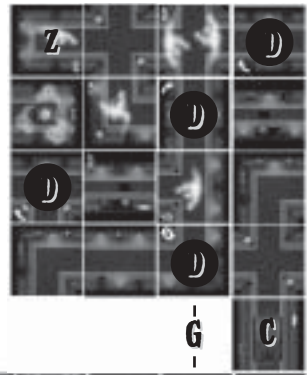
2. Each player takes the original 10 cards that match their pawn in addition to the two matching cards from this set.

3. Separate the "Entrance", "Exit" and both "Staircase" tiles from The Haunting House, The Haunting House 2 and The Haunting House 3 tiles. **Mix all of the remaining tiles together face down.**

- Place 36 tiles randomly face up in a 6 x 6 configuration for the 1st story. Attach the "Exit" to one corner. (See illustration "A".)
- Place the "Staircase" tile off one corner of the 1st story. (See illustration "B".)
- Place 25 tiles randomly face up in a 5 x 5 configuration off the "Staircase" tile for the 2nd story. (See illustration.)
- Place the Attic "Staircase" tile off one corner of the 2nd story. (See illustration "C".)
- Place the remaining 16 tiles randomly face up in a 4 x 4 configuration for the attic. (See illustration.)

(Note: The Entrance tile is not used in this game).

4. Turn the disks face down, mix and place one disk on each tile with a "turn" icon. The disks will always remain on these tiles unless removed by a player.
5. The player pawns should be placed on the center square of the 2nd story. (See illustration "X".)



SAMPLE BOARD LAYOUT



TILE DESCRIPTION:

"Staircase" tile: This tile may only be moved with a "Move Exit" card. When a "Move Exit" card is played the "Staircase" may only be moved one tile to the left or right. It must always be adjacent

to its previous position. The “Staircase” must always connect the 1st and 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. (See illustration “F”.)

Attic “Staircase” tile: This tile may only be moved with a “Move Exit” card. When a “Move Exit” card is played the “Staircase” may only be moved one tile to the left or right. It must always be adjacent to its previous position. The attic “Staircase” must always connect the 2nd and attic 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. (See illustration “G”.)



Automatically flipping icon tiles: These tiles have the “flip” icon. They automatically turn over when a player leaves the tile unless it is occupied by another player. These tiles are flipped to face up again when the starter marker is passed to the next player (before each random round). The orientation may not be changed once it is flipped back without a card effect.



- Flipped tiles can be switched with other flipped tiles or tiles that were not flipped.

- The tile will not flip if a player is switching with another player via the “Switch Places” card.

- **Players may never look at or move on to flipped tiles.**

CARD DESCRIPTIONS:

“**Move 3**” - Move your pawn three tiles. You may move back through your starting position. You may not move diagonally. You must move the entire three spaces if you can. May be used in the random round as well as the chosen card round.



“**Now You Are Dead**” - This card is only used in the random round and may not be used in the chosen card round. When this card comes up, if you are on a square with a ghost (a ghost is actually pictured on the tile - not a shadow, not a light.) you are now a ghost. (See illustration.)



GHOST TILE



NON-GHOST TILE

GHOST RULES:

- When you become a ghost, replace your pawn with your “ghost” pawn.
- When you become a ghost, your objective changes. You must now reach the corner opposite the location of the attic “Staircase” to win the game. This location is determined at the beginning of the game and does not change throughout the game. (See “Set Up” Illustration “Z”.)
- When you are a ghost, you cannot move through passages as you did when you were “alive”. As a ghost, you may only move through one wall for your

movement. (See below.) Ghosts may not move through two walls without a “Secret Passage” card. (See below.) The only exception is “Staircases,” through which you move normally. You move through one wall for each movement. (See “Set Up” Illustration “K,L,M”. A ghost that starts on tile “K” could use a “Move 2 Spaces” card to move to tile “M” through tile “L.”)

Card effects when you are a ghost:

“Move 1, 2 or 3“: You may only move through one wall for each movement space.

“Switch Places“: You can still switch with other players when you are a ghost whether they are as well or still “alive”. Rotation and flipping does not occur if either player is on those tiles.

“Secret Passage“: This allows you to walk through two walls instead of your normal one.

“Rotate 90“, “Rotate 180“, “Switch 2 Tiles“, “Move Exit” and “Hall of Mirrors“: Played as usual.

“Trap Door“: Ghosts are subject to trap doors. If a player (“alive” or “ghost”) is on a Staircase when your “Trap Door” card comes up, the player moves to the closest trap door tile on either floor. If there are two the same distance apart, you decide which one to occupy.

“Now You Are Dead“: If this card comes up again when you are already a ghost, it has no effect.

GAME PLAY:

- The random and chosen rounds are played the same as in “The Haunting House”.
- Players must use the “Staircase” tiles to move between floors.
- You may share a tile with a player who is a ghost.
- When a player is a ghost, they are not affected by the “Ghost” disks.

WINNING THE GAME:

- The first player who is alive and leaves by the exit or who is a ghost and gets to the corner square opposite the attic Staircase wins the game. When you are not a ghost, you may move out of the house with more movements than required. If you are a ghost, you must end your movement on the corner square of the attic to win the game.

Game Concept and Design: Kerry Breitenstein

Additional Development: Todd A. Breitenstein and Jonathan Breitenstein

Art: Dave Aikins

Layout and Design: Todd A. Breitenstein

Playtesters: Alexander, Jonathan, and Marissa, Steve Donohue, Brian May, Adam Cardoza, Richard Smith-Monahan, Dirk Ringersma, Tom Ray, Matt Russell

Twilight Creations, Inc. Cold Spring, KY 41076

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