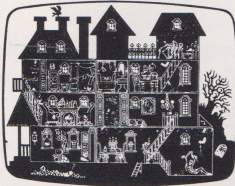
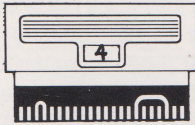


# HAUNTED HOUSE ... the detective gropes in the dark, gathering all the clues possible, as he works his way to the treasure on the top floor of the haunted house. Fun for all ages. (For 2 or more players.)

## GAME AIDS



GAME CARD #4

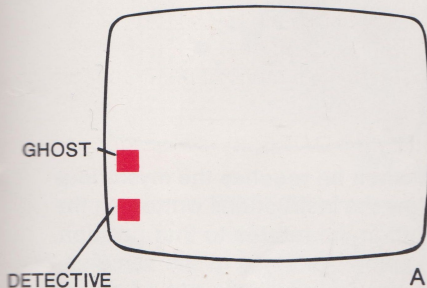
GAME OVERLAY

30 CLUE CARDS

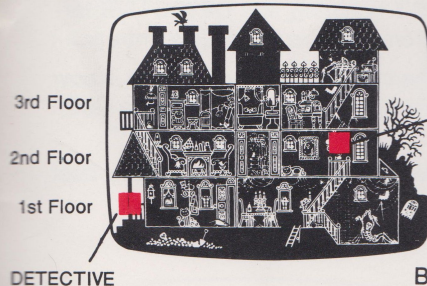
13 SECRET MESSAGE CARDS

## SET UP

1. Insert GAME CARD #4 into the Master Control Unit.
2. The left player, Player 1, is the DETECTIVE. The right player, Player 2, is the GHOST. Position the DETECTIVE and GHOST lights. (Illustr. A).
3. Place the HAUNTED HOUSE Overlay on the screen.
4. Shuffle the SECRET MESSAGE Cards and place them face down in front of the DETECTIVE. Arrange the CLUE CARDS in numerical order and place them in front of the GHOST with card one on top.



A

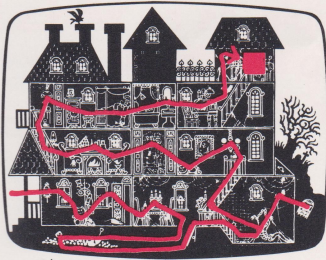


BASEMENT

## PLAY

While the DETECTIVE turns his head, the GHOST positions his light behind any of the clues, except the bat on the 3rd floor. The clues are the translucent objects in the house, other than windows. (Illustr. B). The GHOST now makes his light disappear by taking the DETECTIVE's Player Control Unit and maneuvers the DETECTIVE's light toward the GHOST's light. When the two lights meet, the GHOST's light will extinguish. The GHOST is now hidden from view. The GHOST player then returns the DETECTIVE's light to the front door of the house as shown. (Illustr. B). The GHOST now tells the DETECTIVE to turn around.

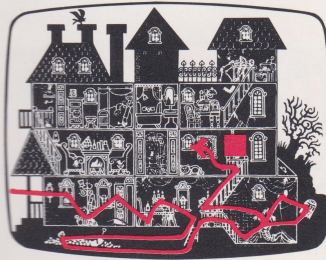
## HAUNTED HOUSE (Continued)



C



D



E

DETECTIVE MUST GO AROUND  
GHOST WHO REVEALS HIMSELF  
IN THIS EXAMPLE  
(IN CHANDELIER.)

The DETECTIVE is now ready to enter the house as he reclaims his Player Control Unit. He must gather his clues in their proper order. (**Illust. C**). The GHOST who is holding the CLUE CARDS will guide the DETECTIVE in his search for all the clues by calling out each one the DETECTIVE is to light. The GHOST starts the DETECTIVE on his way by turning over CLUE CARD #1 and announces LANTERN. If the clue is lighted by the DETECTIVE, the GHOST lays that card face up in front of the DETECTIVE. CLUE CARD #2 is turned over and announced by the GHOST. Play continues with the GHOST announcing each clue position the DETECTIVE must light.

Should the DETECTIVE light a clue out of sequence, it is considered sloppy police work and he does not collect any of the clues he passed by. The DETECTIVE's search continues from the clue just lit.

If the DETECTIVE reveals his whereabouts at a window by lighting it, he must return to his last clue position and give back that Clue Card to the GHOST. (**Illust. D**).

When the DETECTIVE approaches the clue just before the GHOST's hiding place, the GHOST reveals himself by pressing his RESET Button, and says "Boo!" (The GHOST must remain in his hiding place until the DETECTIVE has completed his search for all clues.)

The DETECTIVE must be very careful not to get too close to the GHOST . . . or the GHOST will disappear and, as a penalty, the GHOST takes half of the Clue Cards the DETECTIVE has won. The CLUE CARDS returned to the GHOST, must always be the lowest numbered cards. The DETECTIVE must elude the GHOST by going around him. (**Illust. E**).

## SECRET MESSAGES

The DETECTIVE takes a *secret message card* when he reaches the mysterious letter on the desk on the 3rd floor. He must follow the instructions written on the card. If he is instructed to a previous clue position, he returns to that position, and play continues, with the DETECTIVE relighting the clues in the same sequence as before. (He now has the opportunity to win previously missed clues.) If the clue position is one in which the GHOST is hiding, the DETECTIVE forfeits half of his Clue Cards. (Always counting from the haunted house entrance.)

When the DETECTIVE reaches the Treasure, he counts his Clue Cards. It is now the next player's turn to be the DETECTIVE. Play begins as before. Write down your score so you do not forget it.

The player that collects the most CLUE CARDS during his turn, is the best DETECTIVE.