

Haunt My House

**Ghost & Ghoul
Banishing Guide**

For 4 – 6 players

This manual is your holy grail for ghost hunting.

It tells you everything you need to know about ghosts and
how to banish them.

Keep this with you at all times, it may save your life!

From the Hoppi Studio Team.

Contents

Introduction

Setup.....	Page 4
How To Play.....	Page 4
Blockout.....	Page 4
Object Interaction.....	Page 5

Ghosts

Introduction.....	Page 6
-------------------	--------

Banishing Rituals

The Candle Ritual.....	Page 7
------------------------	--------

Saints & Symbols.....	Page 12
-----------------------	---------

Lucifer's Levers.....	Page 14
-----------------------	---------

Introduction

Setup

One player is given a VR headset to wear.

Two players each take one of the VR hand controllers.

The remaining players will act as information handlers to help the VR players complete specific actions and win the game.

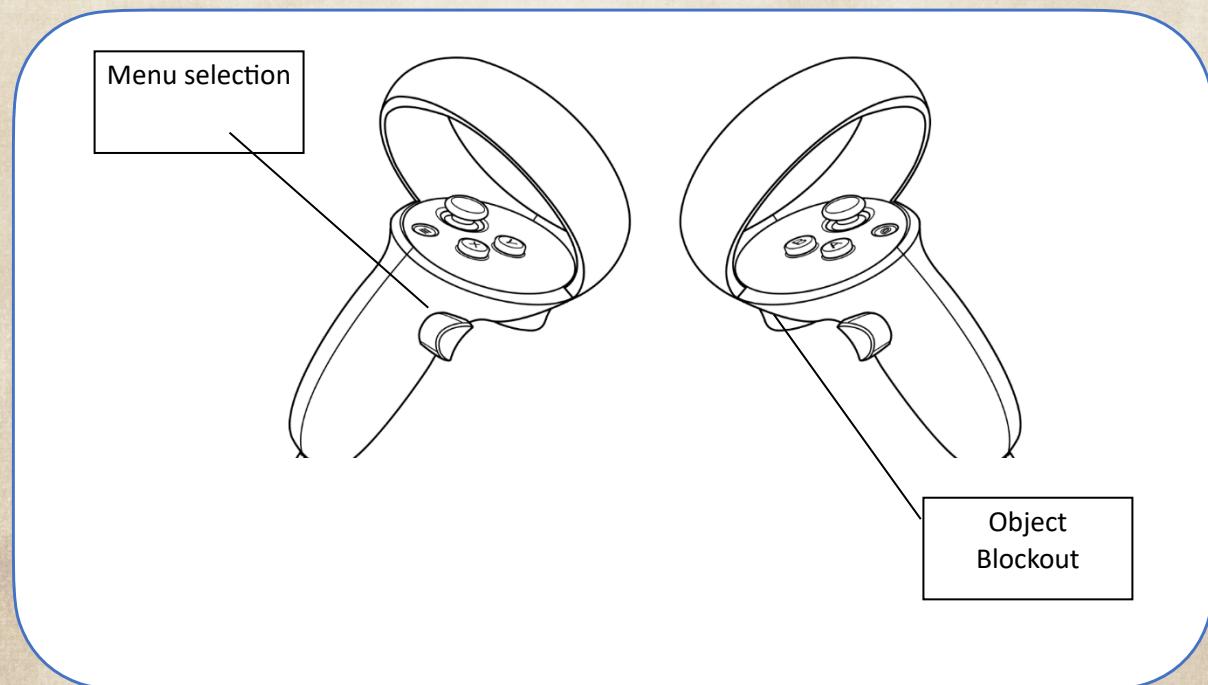
How To Play

To win the game, you will need to work with the person with the headset and the people holding the controllers to solve all the puzzles before the time runs out and ghosts kill you!

There are a total of three puzzles to solve to banish all the ghosts.

You can see your remaining time and score on the game screen.

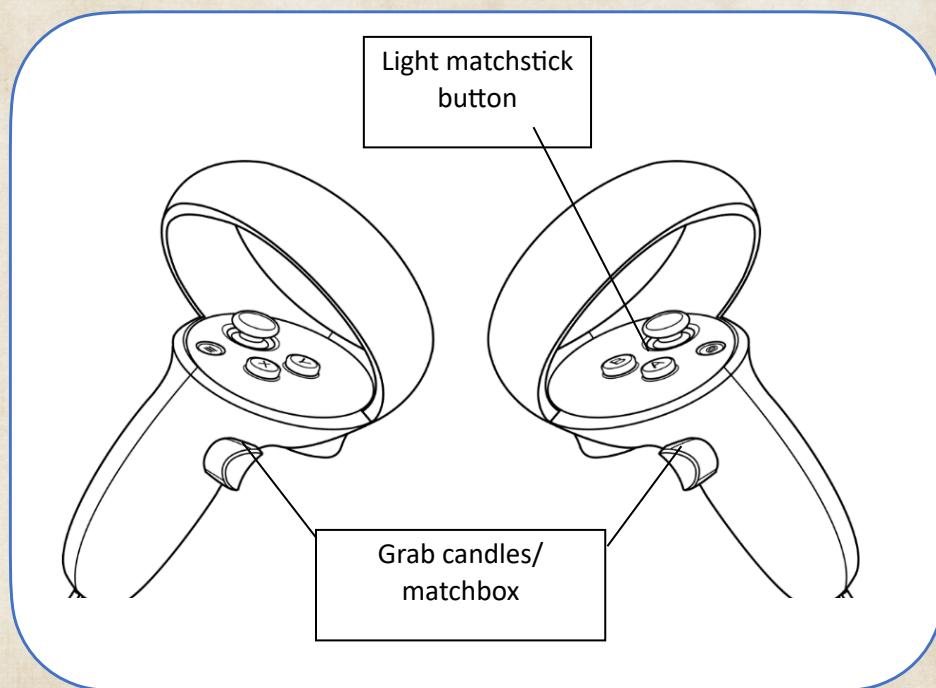
Before playing the game, you will need to block out world objects inside the game world. Use the **Trigger button** on the **right controller** on three corners of an object to create a virtual object. You can undo your last placed block out by pressing the **B button** on the **right controller**.



Once you have finished blocking out the objects in the room, press the continue button to begin the game. You can pause the game at any time using the **Y** button on the left controller.

OBJECT INTERACTION

Grabbable objects comprise candles, the matchstick, and the matchbox. These can be picked up by holding down the trigger button. Releasing the trigger will drop the held object.



Ghosts

Introduction

If you are reading this you have unleashed the ghost buried in the code of this game hidden there by a disgruntled Hoppi game developer who happened to have an affinity with the occult. Each of the ghosts you encounter will be different and, as such, will require a different ritual to be performed in order to banish it.

The headset, controllers and manual are all cursed and can not be used by one person, they must all be used by an individual to overcome the horrors you have unleashed upon yourselves you will have to work together while also employing the virtues of faith, hope, love, justice, solidarity, temperance, courage and practical wisdom to survive the devils.

Banishing Rituals

The Candle Riddle

To banish this spirit, you will have to light candles and place them upon the 7 pedestals, you will have to unlock the knowledge of alchemy locked in this book. Identify the symbols on the pedestals to learn what iteration of the ghost you face, to overcome it you will need to match the colours of the flames you create to the relevant symbols within.

Be warned though you will need to mix flames to create new colours, once lit candles will stay lit so you must mix your flames on the match and to add to your woes different iterations of this form of ghost will alter the chemistry of the world about you meaning that colour combinations can become..... unexpected.

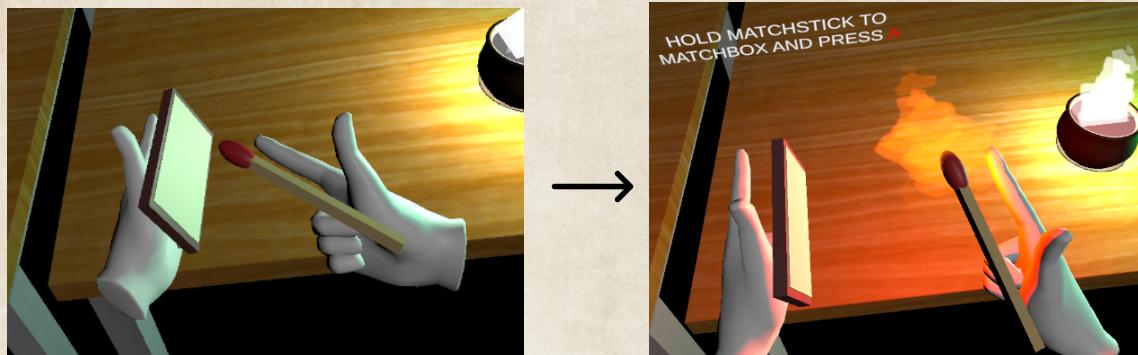
You will find two tables. One table holds three pots of coloured burning alchemical ingredients, a matchbox, and a matchstick, the other table holds a red button that can be pressed to summon more candles.

To banish this foe you must work together to place candles onto all of the correct pedestals, good luck!

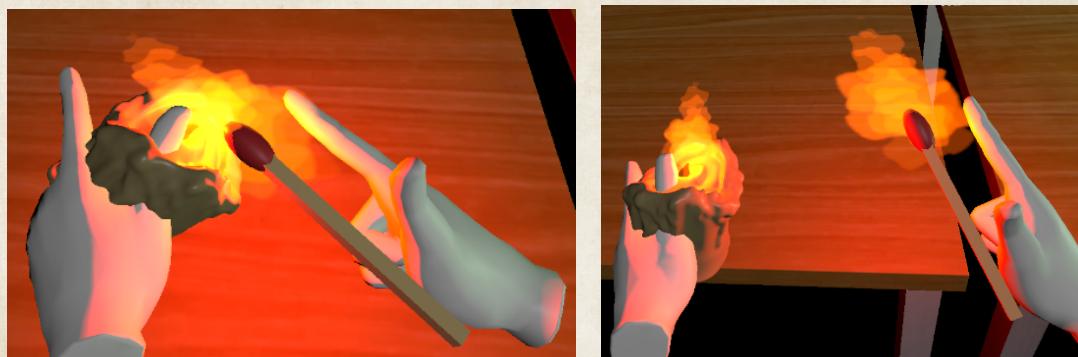


IGNITING FLAMMABLE OBJECTS

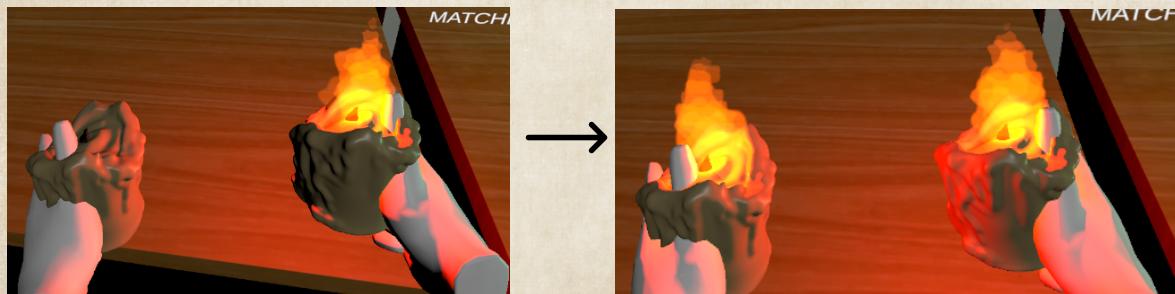
By bringing the matchstick towards the matchbox and pressing the A button, the matchstick can be lit with an orange flame colour.



Candles can be ignited when the matchstick is brought in contact with it.

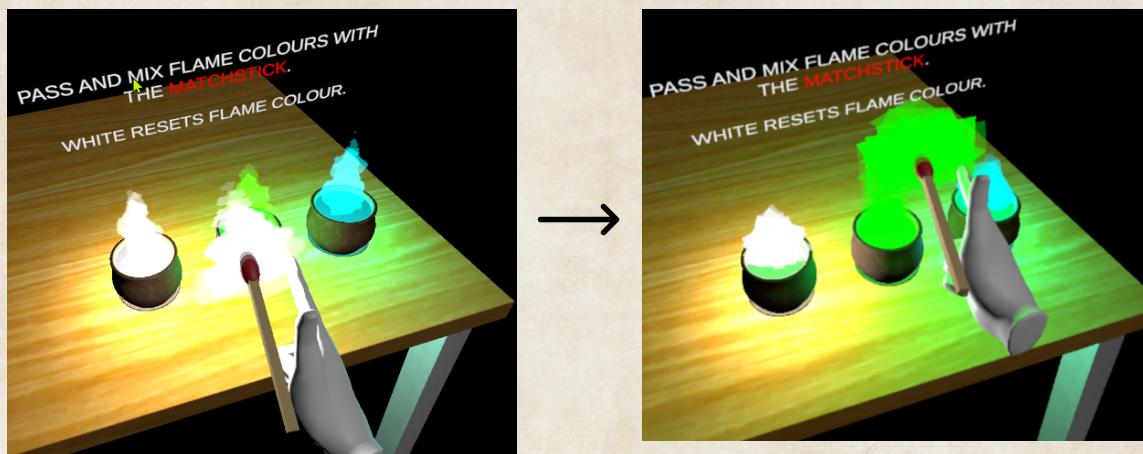


Unlit candles may also be set alight by bringing an already-lit candle in contact with it.



COLOUR MIXING

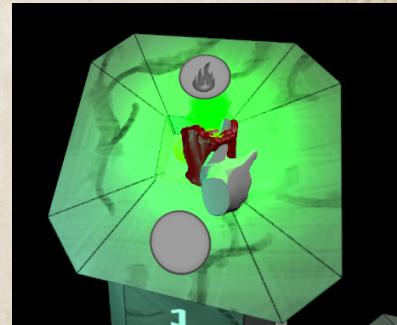
Flame colours can be passed using the matchstick. The matchstick flame colour can be reset at any time by passing the matchstick flame through a white flame. Mixing with any other colour after doing this will turn the flame colour to the newly collided colour. I.e., White =ck Green.



By combining the correct colours, a new colour can be produced. In the example below, mixing an orange flame with a blue flame produces a red flame.

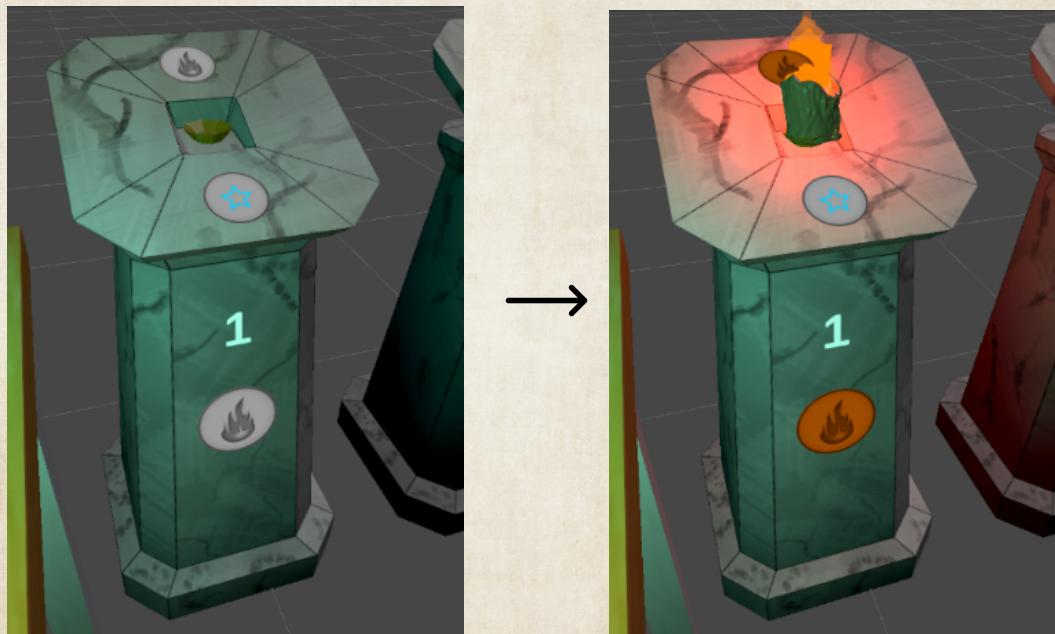


Attempting to mix a flame colour with another flame colour that doesn't match an existing colour mixing rule will result in the matchstick flame being extinguished.



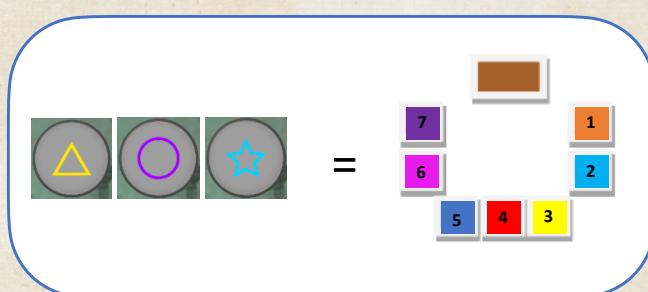
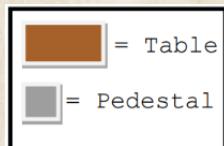
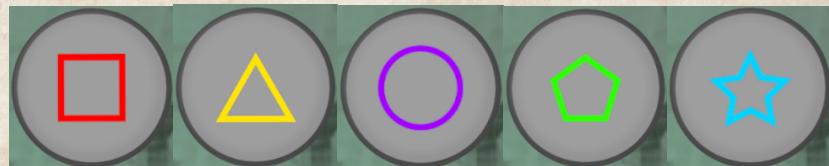
To place a candle on a pedestal simply grab and drop the candle over the base of the pedestal's candle holder. The candle will glow green or red whilst in the player's hand when hovered over the candle holder, depending on whether the candle is allowed to be placed there.

Once a candle has been successfully placed, the pedestal's flame symbol will glow in the colour of its placed candle's flame.

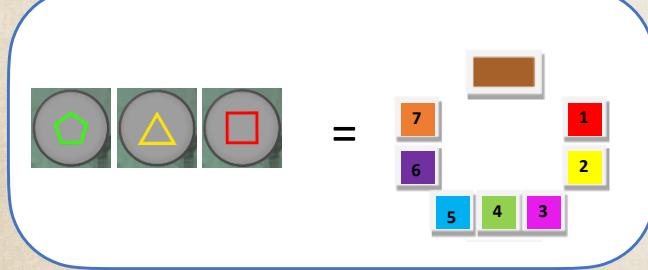


Depending on which pattern is in play, each pedestal will require different coloured candles to be placed on it. Furthermore, a different colour mixing ruleset will be introduced for each pattern. The VR player must communicate to the other players which three shape symbols they can see engraved on the pedestals. Using this information, the other players must inform the VR player which pedestals require which coloured candle; as well as telling them how to produce specific flame colours.

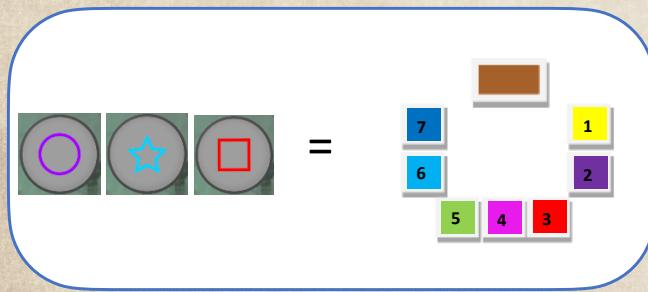
Three of the following five shapes will appear on random pedestals upon starting the game. These will help indicate which pattern is currently in play. The colour of each shape does not change.



Colour Mixing Rules				
	+		=	
	+		=	
	+		=	
	+		=	
	+		=	



Colour Mixing Rules				
	+		=	
	+		=	
	+		=	
	+		=	
	+		=	



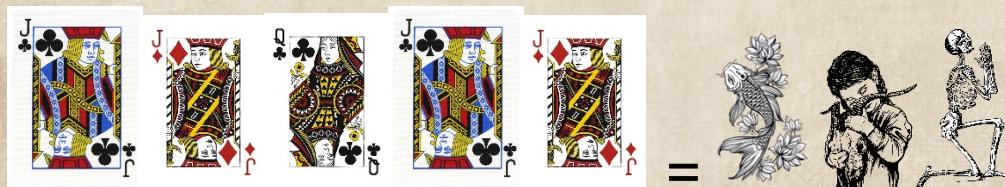
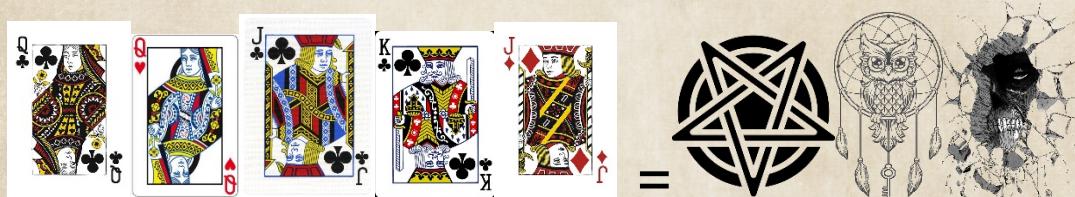
Colour Mixing Rules				
	+		=	
	+		=	
	+		=	
	+		=	
	+		=	

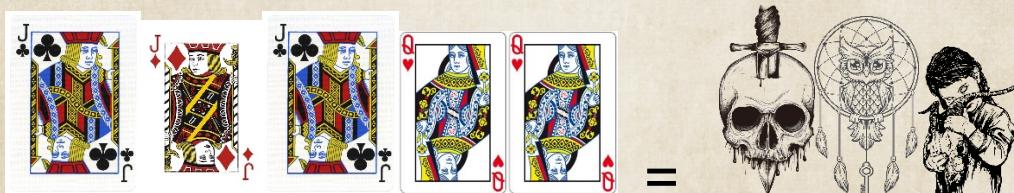
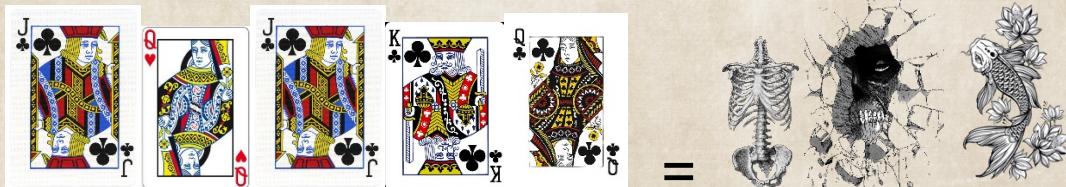
Saints & Symbols

To banish this fiend you will need to look at the cards on the wall and decipher the ancient code hidden within them, you must find the three symbols that the cards will show to you and offer them up to receive your salvation.

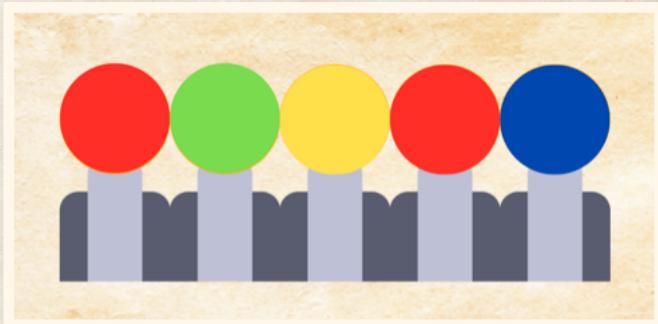
Be wary though the cards don't appear in order and you must look at the cards present in the 5, the only comfort I can offer is that just as they are out of order the order you place them in is of little concern to the powers of light and dark.

Work together and be virtuous, only then will you overcome this trial!





Lucifer's Levers



I am a puzzle, with colours.

Listen closely to the colour patterns and one of the riddles should solve the puzzle.

Red is up, and down is **Green**, **Yellow** is up, can you see what I mean? **Red** is in the middle, as you can see, And down is the colour of **Blue**, can you agree? Put them all together, and you will see.

With hues in their places, a pattern in sight: **Blue** holds the middle, a calming hue, **Yellow** rises up, and **Red** falls anew. **Green** stands tall, And **Blue** descends, a detail to know. Piece it all together, just waiting to be set free.

A tale to be told: **Yellow** falls down, and **Red** does the same, **Blue** rises up, In the middle stands **Green**, with a steadfast stance, And **Yellow** ascends, with a colourful dance.