**IMDB Link**

<https://www.imdb.com/title/tt0024285/>

**Episode description**

A dark and stormy night. Pluto is spirited away to the spooky mansion of an evil genius for a mad transplant scheme to put his head on the body of a chicken. Mickey gives chase, but find himself threatened severely by the house and its denizens.

Linked assets

<https://opengameart.org/content/picked-coin-echo>

<https://opengameart.org/content/step-sound-walking>

<https://www.freesfx.co.uk/sfx/cut> (7th page “Small Saw Cutting at Saw Mill”)

<https://freesound.org/people/7778/sounds/202312/>

<https://assetstore.unity.com/packages/vfx/shaders/ultra-emissive-particles-shader-52144>

<https://assetstore.unity.com/packages/vfx/particles/fire-explosions/fire-explosion-vfx-48795>

<https://www.1001fonts.com/rialto-font.html#license>

<https://pixabay.com/en/arrow-show-right-symbol-icon-389125/>

https://opengameart.org/content/horror-ambient

**Anything you want to say to players before they play?**

This game was inspired by a scene in the episode when Mickey is seen walking though a 3d corridor. We thought it was very cool seeing such an experimental part of early animation.

Our games goal is simply making your way through the randomly generated dungeon until you get enough keys from the coffins to enter the exit.

Controls

W,A,S,D / on screen controls to move

Use the mouse to click on the collectable coins and coffins