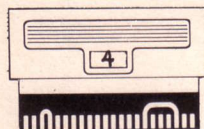


# HAUNTED HOUSE ...you are the detective groping in the dark as cats, bats, skeletons and a disappearing ghost guide you to a secret treasure! Fun for all ages. (For 2 or more players.)

## GAME AIDS



GAME CARD #4



GAME OVERLAY



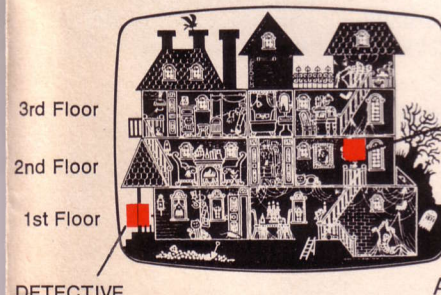
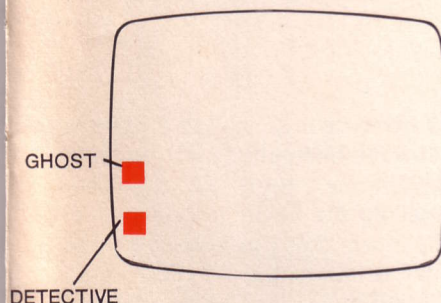
30 CLUE CARDS



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, as shown at left.
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.



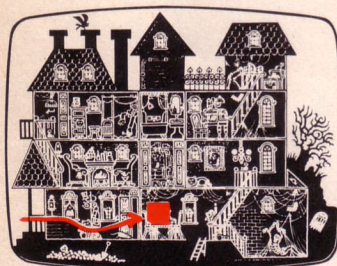
GHOST HIDES IN A CLUE AND DISAPPEARS

BASEMENT

## PLAY

(**Illust. A**). 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.) The GHOST makes himself disappear by maneuvering the DETECTIVE's light toward the GHOST until it touches and extinguishes the GHOST's light. (Use the HORIZONTAL and VERTICAL Controls.) The GHOST player then returns the DETECTIVE's light to the position shown in the illustration. The GHOST now tells the DETECTIVE to turn around.

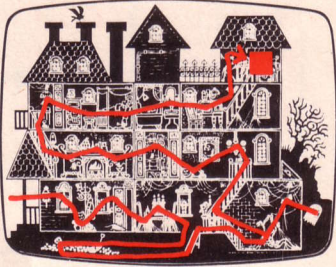
(**Illust. B**). The DETECTIVE enters the house through the door at left. The other player gives the DETECTIVE a Clue Card for each clue the DETECTIVE lights on his search for the secret treasure.



B

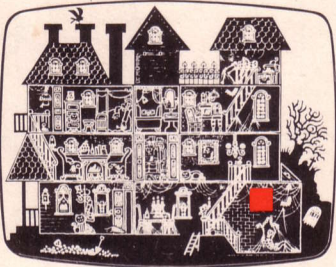


## HAUNTED HOUSE (Continued)



C

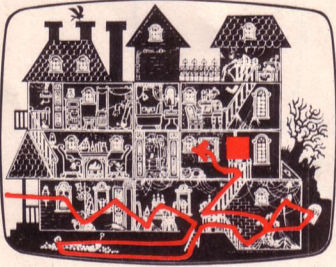
(**Illust. C**). BUT . . . the DETECTIVE must gather his clues in their proper order. (See illustration). If the DETECTIVE lights a clue out of sequence, it is considered to be sloppy police work and he does not collect any of the clues he passed by. He continues his search for the Secret Treasure.



D

(**Illust. D**). FURTHERMORE . . . 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.

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 Secret Treasure is discovered by the DETECTIVE).



E

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

(**Illust. E**). 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 DETECTIVE may elude the GHOST by going around him (finding his way through secret passages and hidden staircases, which may even take him to another floor). He may use clues he has already encountered as guides to his next clue, but he does not collect additional Clue Cards for relighting them.

## 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 *still* forfeits half of his Clue Cards. (Always counting from the haunted house entrance).

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

The DETECTIVE who gathers the most Clue Cards wins.