



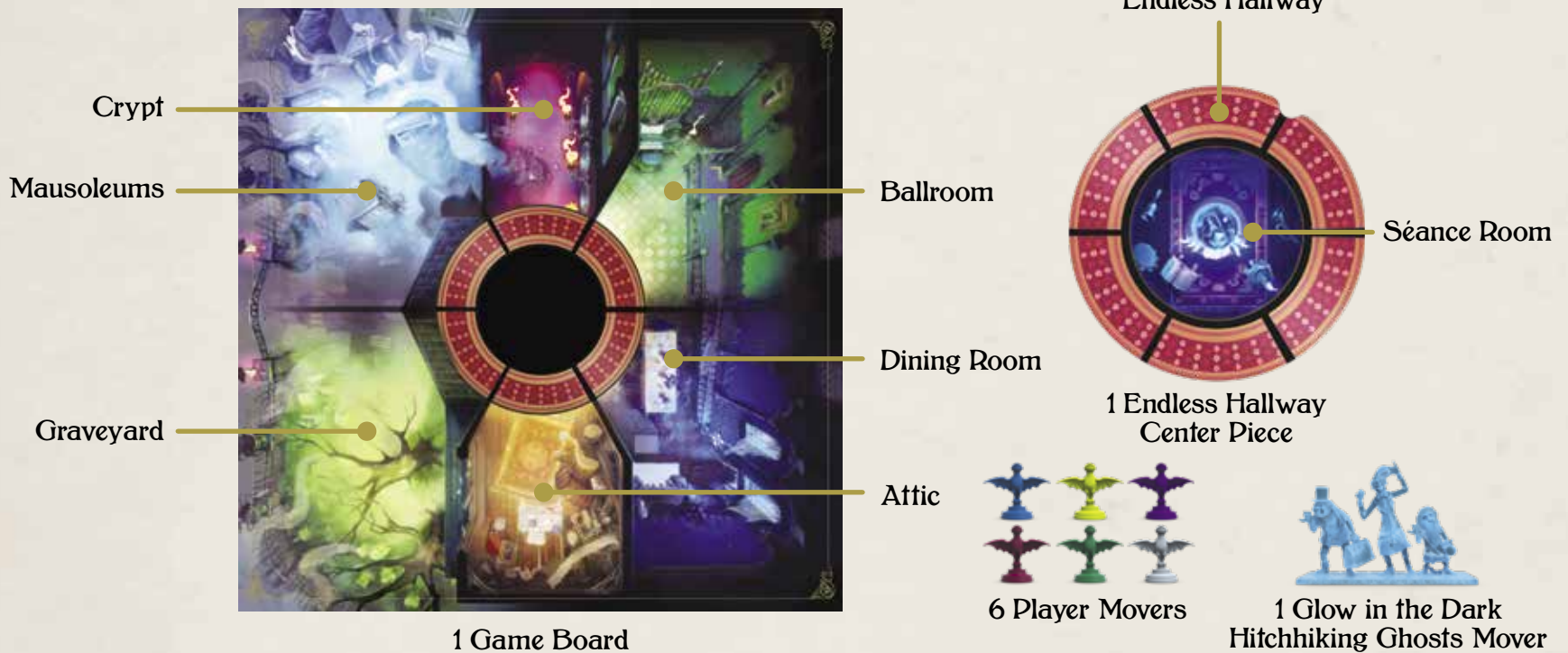
The *Disney*
Haunted Mansion

CALL of the SPIRITS
GAME

Ages 8+
2-6 Players
30 Minutes

~ Magic Kingdom Park Edition ~

CONTENTS



Haunt Card Box



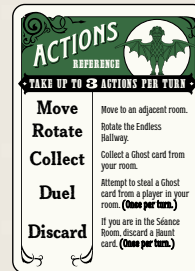
120 Haunt Cards



99 Ghost Cards



14 Event Cards



6 Reference Cards



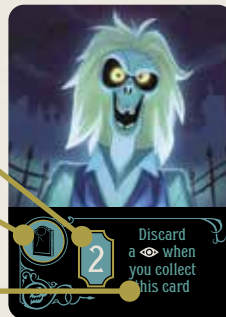
1 First-Player Marker



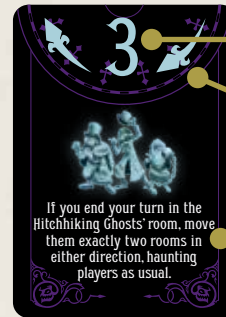
2 Bidding Dials

ANATOMY OF A CARD

Point Value
Ghost Type Icon
Effect
(Not all Ghost cards have an Effect)



Ghost Cards



Event Cards

Number of Rooms to Move the Hitchhiking Ghosts
Which Direction to Move the Hitchhiking Ghosts
Round Condition

SETUP

- 1 Place the game board in the center of the table.
- 2 Place the Endless Hallway center piece into the center of the game board so that it rotates easily.
- 3 Each player chooses a color and takes the corresponding mover and Reference card. Place your mover in the Séance Room, at the dead center of the game board.
- 4 Place the Hitchhiking Ghosts mover in the Crypt.
- 5 Shuffle the Ghost cards and place them in a face-down draw deck near the game board.
- 6 Open the Haunt Card Box, take the Haunt cards, shuffle them, and place them back inside.
- 7 Prepare the Event deck: Remove the Final Round card and set it aside. Randomly remove a number of cards equal to the number of players and place them back in the box—they will not be used. (For example, in a 4-player game, remove four Event cards.) Shuffle the remaining Event cards and place them in a face-down draw deck. Now take the bottom three cards, shuffle them with the Final Round card, and place them all back on the bottom of the deck.
- 8 Place the two Bidding Dials near the game board.
- 9 The player who most recently heard a ghost story takes the First-Player marker.

Watch the Gameplay Overview!
funkogames.com/PlayHauntedMansion



OBJECTIVE

Players gain points by socializing with ghosts around the Haunted Mansion. Players collect Ghost cards to make sets in front of them, which are worth different point values. Players want to avoid Haunt cards, as the most “haunted” player will lose points. The player with the most points at the end wins.

HOW TO PLAY

The game is played in rounds. Each round consists of two phases:

1. Event Phase
2. Action Phase

1. Event Phase

At the start of each round, do the following, in order:

- 1 Draw an Event card and place it face-up next to the Event deck.
- 2 Move the Hitchhiking Ghosts the number of rooms shown and in the direction indicated by the arrow—clockwise or counter-clockwise. Each player that is in a room that the Hitchhiking Ghosts move through must draw one Haunt card. Each player that is in the room where the Hitchhiking Ghosts end their movement must draw two Haunt cards. Players who are in the room where the Hitchhiking Ghosts began do NOT draw any Haunt cards (see HAUNT at right).
- 3 Put Ghosts in the Mansion by drawing Ghost cards equal to the number of players plus three. Place the first TWO cards FACE-UP in the same room as the Hitchhiking Ghosts. Then, moving clockwise, place ONE card FACE-UP in each room until all cards have been placed.

NOTE: In the first round of the game, all players are in the Séance Room, so no Haunt cards are drawn.

Depending on the number of players, it is possible that some rooms will not receive a card. Any cards still in the Mansion

from previous rounds stay on the game board. When placing cards, do not cover up cards that are already on the game board. All cards in each room should be visible to the players.


- 4 Read the Round Condition. Each Event card features a Round Condition that alters the game for that round. All players must follow the current Round Condition, which remains in effect until a new Event card is drawn at the start of the next round.

HAUNT

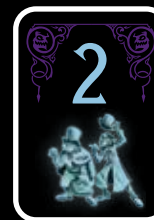
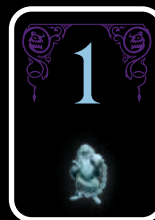
Throughout the game, players will accumulate unwanted Haunt cards. Each Haunt card features a Haunt value of either 1, 2, or 3.

When you draw a Haunt card, you may look at the Haunt value, then place the card face-down in front of you. Everyone should know how many Haunt cards each player has, but the Haunt values are secret. Players may re-look at their face-down Haunt cards at any time during the game.

When you discard a Haunt card, you may choose which to discard and then place it in the back of the Haunt Card Box.

When you collect a Ghost card with  in its Effect, that symbol refers to a Haunt card. Draw or discard a Haunt card, as instructed.

At the end of the game, the player with the highest total Haunt value will be forced to discard all the Ghost cards they have collected of whichever one type they have the most of. A Ghost card's type is indicated by the card's type icon (see SCORING on page 7).



1. Event Phase (continued)

Event Phase Example

- ① This Event card is drawn, so the Hitchhiking Ghosts move three rooms in a clockwise direction, traveling from the Crypt to the Attic. The green player draws two Haunt cards, because they are in the Attic. The red player draws one Haunt card because the Hitchhiking Ghosts moved through their room (the Dining Room). The blue player draws no Haunt cards, because they are safe inside the Séance Room.

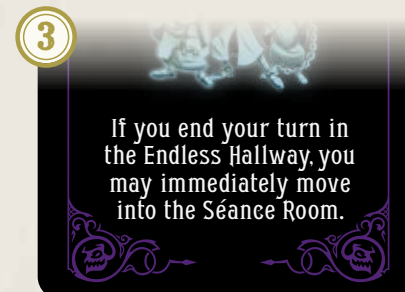


NOTE: Each section of the Endless Hallway is considered to be in the room that it's aligned with. Players **NEVER** move their movers off the Endless Hallway center piece.

- ② Six Ghost cards are drawn from the deck and added to the game board (3 players + 3 = 6 Ghost cards). The first two cards are placed in the Hitchhiking Ghosts' room (in this example, the Attic). The other cards are placed in the rooms moving clockwise from the Attic: the Graveyard, the Mausoleums, the Crypt, and the Ballroom. All cards are placed face-up.



- ③ The Round Condition on the Event card states that if a player ends their turn in the Endless Hallway, they may immediately move to the Séance Room. The condition will be in effect for all players this round.



2. Action Phase

Starting with the player with the First-Player marker, each player will take one turn, and then the round ends. On your turn, you may take **THREE** actions, chosen from the actions below. You may take these in any order and you may take an action multiple times, unless otherwise noted.

Move

Move to an adjacent room. If you are in the Séance Room, you may move to any room by placing your mover on the aligned section of the Endless Hallway. If you are in the Endless Hallway, you may move across one line to an adjacent room's section of the Endless Hallway, or you may move into the Séance Room.



NOTE: Players **NEVER** move their movers off the Endless Hallway center piece. When you are in the Endless Hallway, you are considered to be in the room that is aligned with your section.

Rotate the Endless Hallway

Rotate the Endless Hallway as much as you wish. No matter how far you rotate it, this only uses one action, allowing you to move quickly from one room to another. You may also want to use this action to move other players to rooms that are less desirable to them.

NOTE: Players do not have to draw Haunt cards when they move or are rotated into the room with the Hitchhiking Ghosts.

Example: The green player rotates the Endless Hallway counter-clockwise two rooms, to place them in the Ballroom. This also moves the red player to the Mausoleums and the blue player to the Graveyard. This rotation uses only one action.



BEFORE

AFTER

Collect a Ghost Card

Collect a Ghost card from the room you are in. You may collect more than one Ghost card from the same room, but each card requires one action. When you collect a Ghost card, place it face-up in front of you and arrange them by type. All cards that have been collected should be visible to all players. If the Ghost card you collected has an Effect, you must perform the Effect immediately upon collecting the card (see **GHOST CARDS REFERENCE** on back).

NOTE: If you collect a Ghost card from the room with the Hitchhiking Ghosts, you must also draw one Haunt card.

Duel

If you are in the same room as another player, you may use one action to Duel with them in an attempt to steal one of their Ghost cards. To do so, you must announce which player you are trying to steal from and the card that you are trying to steal.



Now the two players bid to see who gets the card in question. Each player takes a Bidding Dial and secretly chooses a number from 0 to 3 by rotating the dial. The number corresponds to the number of Haunt cards they are willing to draw in order to get the Ghost card in question. When both players are ready, they reveal their bids, and whoever bid the higher number gets the Ghost card. If there is a tie, the player who started with the Ghost card gets to keep it.

Regardless of the outcome, **BOTH** players must now draw the number of Haunt cards they bid (see **HAUNT** on page 4).

NOTE: You may only take this action once per turn, whether you stole a Ghost card or not. You may only Duel with a player in the same room as you. Ghost card Effects are **NOT** triggered when they are stolen.

Discard a Haunt Card

If you are in the Séance Room, you may use one action to discard one of your Haunt cards to the back of the Haunt Card Box. You may choose which Haunt card to discard (see **HAUNT** on page 4).

NOTE: You may only take this action once per turn.

HITCHHIKING GHOSTS

The Hitchhiking Ghosts move around the Haunted Mansion, haunting players by forcing them to draw Haunt cards. There are two situations in which the Hitchhiking Ghosts will haunt players:

When the Hitchhiking Ghosts move, any player who is in a room that the Hitchhiking Ghosts move through must draw one Haunt card. Any player who is in the room where the Hitchhiking Ghosts end their movement must draw two Haunt cards.

Note: Players who are in the room where the Hitchhiking Ghosts begin their movement do not have to draw Haunt cards. When players move or are moved into the room with the Hitchhiking Ghosts, they do not have to draw Haunt cards.

When you collect a Ghost card from the Hitchhiking Ghosts' room, you must draw one Haunt card. If you collect multiple Ghost cards from their room, you must draw one Haunt card for each Ghost card you collect.

END OF ROUND

After each player has taken one turn, the round is over. Pass the First-Player marker to the left and begin the next round by drawing an Event card.



FINAL ROUND

During the Event Phase, if the Event card revealed is the "Final Round" Event, this will be the final round of the game. Draw three extra Ghost cards when you put Ghosts in the Mansion. After all players have taken their final turn, the game ends immediately and scoring begins.








SCORING





Before scoring, each player determines their total Haunt value by adding up all their Haunt cards. The player (or players, if tied) with the highest Haunt value checks which Ghost card type they have the most of, and they must discard all Ghost cards of that type. A Ghost card's type is indicated by the card's type icon. If there is a tie for Ghost card type, they must discard all Ghost cards of the tied type that would lose them the most points. If none of the players have any Haunt cards, no Ghost cards are discarded.

Now all players add up their points and the player with the highest score wins! If there's a tie, the tied player with the most Ghost cards wins! If there's still a tie, tied players share the win!

Scoring Example

Ezra has a total Haunt value of 14, which is higher than any other player. He has three cards with a  icon and three cards with a  icon. His set of three  cards would score 9 points and his set of three  cards would score 12 points. Ezra must therefore discard all of his  cards before scoring.



Ezra now adds up his score. The set of three Musician cards  scores 9 points. The two Groom cards  score 1 point each. The Grim Grinning Ghost card  scores 2 points. The Stretching Room Portrait card  is not part of a set, so it is worth zero points. Ezra's total score is $9 + 2 + 2 = 13$ points.

GHOST CARDS REFERENCE



Musician Ghosts

If you have only one Musician Ghost, score 1 point. If you have a pair, score 4 points. If you have a set of three, score 9 points. If you have a set of four, score 16 points. If you have a set of five, score 25 points. If you have more than five, score the extras as a separate set in the same manner.



Paintings and Artifacts

If you have only one Painting or Artifact, score 3 points. If you have a pair, they are worth zero points. If you have a set of three, score 12 points. If you have more than three, score the extras as a separate set in the same manner.

NOTE: You may NOT split a pair into two sets of one.



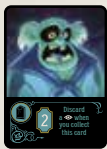
Dancing Ghosts

Each pair of Dancing Ghosts scores 7 points. The pair does not need to have the same picture. One Dancing Ghost is worth zero points.



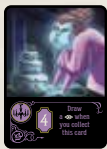
Tea Party Ghosts

Each Tea Party Ghost scores 2 points. When you collect a Tea Party Ghost, you must move the Hitchhiking Ghosts exactly the number of rooms indicated—you choose which direction. Players they move through or end their movement with must draw Haunt cards, the same as during the Event Phase.



Grim Grinning Ghosts

Each Grim Grinning Ghost scores 2 points. When you collect a Grim Grinning Ghost, choose a Haunt card to discard. If collected from the Hitchhiking Ghosts' room, draw Haunt before discarding. If you do not have a Haunt card, this Effect is lost—you cannot use it to discard a Haunt card later.



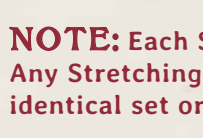
Ballroom Ghosts

Each Ballroom Ghost scores 4 points. When you collect a Ballroom Ghost, you must draw a Haunt card.



Groom Ghosts

Each Groom Ghost scores 1 point. When you collect a Groom Ghost, draw a card from the Ghost deck to keep. If the Ghost card that was drawn has an Effect, perform the Effect immediately.



Stretching Portraits

There are four types of Stretching Portraits, denoted by unique icons. They can score in two different ways.

THREE IDENTICAL: If you have a set of three identical Stretching Portraits, score 15 points.

FOUR UNIQUE: If you have a set of four unique Stretching Portraits, score 18 points.


NOTE: Each Stretching Portrait may only be used in one set. Any Stretching Portraits that are not part of a three-card identical set or a four-card unique set are worth zero points.

Special Ghosts

These Ghost cards do not have an icon or card type.




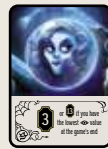
The Bride

The Bride scores 2 points by herself. In addition, she scores 2 points for each Groom Ghost card  you have.



The Headless Knight

The Headless Knight scores 1 point by himself. In addition, he scores 2 points for each Painting or Artifact card  you have.




Madame Leota

Madame Leota scores 3 points. However, if you have the lowest Haunt value at the end of the game, she scores 13 points instead. If another player ties you for the lowest Haunt value, she only scores 3 points.



The Organist

The Organist scores 1 point by himself. In addition, he scores 2 points for each Dancing Ghost card  you have.



The Executioner

The Executioner scores 1 point by himself. In addition, he scores 1 point for each unique icon on your Ghost cards. There are a total of eleven unique icons in the game.

WOe01

This game was designed by the ghost-friendly team at Prospero Hall. For more about our games, go to prosperohall.com.

Art by: Kiersten Hale, Sam Wood, Charles Deroo, Lucy Xinwen Cui

Disney
The
Haunted Mansion
Game by
Prospero Hall

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