



**INSTRUCTIONS**

# Welcome Foolish Mortals...



## OBJECT

3 - 6 Players • Ages 8 and up.

Welcome, wandering spirit, to the Clue® Haunted Mansion edition. We have 999 Ghosts here, all of whom are simply dying to meet you, but we are more than happy to take on one more soul. That's right, once inside, Guests may unwillingly become permanent residents. If you wish to return to the living realm, you must venture through the Haunted Mansion and be the first Guest to correctly answer these three questions:

- I. Which Guest was haunted?
- II. Which Ghost haunted that Guest?
- III. In which Room did the haunting take place?

## EQUIPMENT

- 1 Clue® Haunted Mansion edition gameboard
- 6 Guest Tokens: Pluto, Goofy, Donald Duck, Minnie Mouse, Daisy Duck, and Mickey Mouse
- 6 Ghost Tokens: the Skeleton, the Prisoner, the Traveler, the Bride, the Opera Singer, and the Mariner
- 1 Pack of Eerie Cards: One card for each of the six (6) Guests, six (6) Ghosts and nine (9) Rooms
- 1 Pack of Phantom Notebooks
- 1 Madame Leota's Reading Envelope
- 1 Doom Die

## SETUP

1. Look on the gameboard for the START space and Guest name nearest you. Take that Guest token as your playing piece and put it on that space. If fewer than six are playing, be sure to place the remaining tokens onto the appropriate Guest names — after all, anybody could be the haunted Guest, and therefore everyone must be in the mansion.
2. Place each of the Ghosts in a different Room.
3. Place Madame Leota's Reading envelope on the "X" in the center of the gameboard.
4. Sort the pack of cards into three groups: Guests, Ghosts and Rooms. Shuffle each group separately and place each stack facedown. Then, so no living soul can see them, take the top card from each group and place it into Madame Leota's Reading envelope. The envelope now contains the answers to the following questions:
  - I. Which Guest was haunted?
  - II. Which Ghost haunted that Guest?
  - III. In which Room did the haunting take place?
5. Shuffle the three piles of remaining cards together then deal the cards facedown and clockwise around the table. It doesn't matter if some players receive more cards than others. Secretly look at your own

cards. Since these cards are in your hands, they can't be in Madame Leota's Reading envelope.

6. Take a Phantom Notebook sheet and fold it in half...that way a Ghost won't be able to peek over your shoulder and see what you've written. If you'd like, check off the cards that are in your hand, to remind you that they are not in Madame Leota's Reading envelope.
7. Daisy Duck, the red Guest token, always plays first. Play then proceeds, in turn, to the first player's left.

## GAME PLAY

### Moving Your Token

On each turn, try to reach a different Room of the **Haunted Mansion**. To start your turn, move your Guest token either by rolling the Doom Die or, if you're in a corner Room, by using a Secret Passage.

Remember, you may only move your token on the stone squares within the Mansion or through the Secret Passages. You may not exit onto the main courtyards; the Mausoleum and the Graveyard are considered contained rooms.

### Rolling

Roll the Doom Die and move your Guest token the number of squares you rolled.

You may move horizontally or vertically, forward or backward, but never diagonally.

You may change directions as many times as your roll will allow. You may not, however, enter the same square twice on the same turn; spirits sometimes follow you and it would be horribly frightful to bump into one.

You may not enter or land on a square that is already occupied by another Guest.

### Secret Passages

The Rooms in the opposite corners of the **Haunted Mansion** are connected by Secret Passages. If you're in one of the corner Rooms at the start of your turn you may, assuming you're brave enough, use a Secret Passage. Simply announce that you wish to do so, then move your Guest token to the Room in the opposite corner of the mansion.

### Entering and Leaving a Room

You may enter or leave a Room either by rolling the Doom Die and moving through the door or by moving through a Secret Passage.

- A door is the opening in the wall, not the space in front of the doorway. When you pass through a door do not count the doorway itself as a space.
- You may not pass through a door that's blocked by an opponent's token.
- Stop dead in your tracks as soon as you enter a Room — even if you've rolled a number that's higher than you need to enter.
- You may not re-enter the same Room on a single turn.

- It is possible that your opponents might block any and all doors and trap you in a Room...after all, it is not only the dead who wish you to stay. If this happens, you must wait for someone to move and unblock a door so you can leave.

### Making a Spiritual Suggestion

As soon as you enter a Room, you may make a Spiritual Suggestion. By making a Suggestion, you try to determine by process of elimination which three cards are in Madame Leota's Reading envelope. To make a Suggestion, move a Ghost and a Guest into the Room you just entered and suggest that it was that Ghost who haunted that Guest in that Room.

**Example:** Let's say that you're Daisy Duck and you enter the Foyer. First move another Guest — Donald Duck for instance — into the Foyer. Then move a Ghost — the Bride Ghost, perhaps — into the Foyer as well. Then say, "The spirits suggest that the Bride Ghost haunted Donald Duck in the Foyer."

### Remember two things:

1. You must be in the Room that you mention in your Spiritual Suggestion.
2. Be sure to consider all the Guests, including yourself!

### Proving a Spiritual Suggestion True or False

As soon as you make a Spiritual Suggestion, the other Guests, in turn, try to prove it false. The first to try is the player to your immediate left. This player looks at his or her cards to see if one of the three cards you just named is in his or her hand. If the player has one of the cards you named, he or she must show it to you (and only you). If the player has more than one of the cards named, he or she selects *just one* to show you.

If that opponent has none of the cards that you named, the chance to prove your suggestion false passes to the next player on the left.

As soon as an opponent shows you one of the cards that you named, your suggestion is proven false and your turn has passed away. End your turn by checking off this card in your sheet — some players find it helpful to mark the initials of the player who showed the card. If no one is able to prove your suggestion false, you may either end your turn or make a Mystic Prediction.

### Making a Mystic Prediction

When you think you've scared up enough clues and figured out which three cards are in Madame Leota's Reading envelope, you may, on your turn, make a Mystic Prediction. First, name the three cards you think are in the envelope. Then, so that no one else can see, look at the cards in the envelope.

In a suggestion, the Room you name must be the Room in which your Guest token is currently located. However, in a Mystic Prediction, you may name any Room.

**Remember:** You may make only one Mystic Prediction during a game.

### If Your Mystic Prediction is Incorrect

If any one of the cards you named is not in Madame Leota's Reading envelope:

- Secretly return all the cards to the envelope.
- Don't be mortified, but you may make no further moves in the game and therefore you cannot win your freedom from the **Haunted Mansion**.
- Continue to try to prove your opponents' suggestions false by showing cards when asked.
- Your opponents may continue to move your Guest token into the various Rooms where they make suggestions.
- If, after making a false Mystic Prediction, your token is blocking a door, move it into that Room so that other Guests may enter.

## WINNING

You win the game, and your freedom, if your Mystic Prediction is completely correct. That is, if you find in Madame Leota's Reading envelope all three of the cards that you named. When this happens, take out the three cards and lay them out for everyone to see. Congratulations, you may return to the living realm...the other Guests may not!

## SPECIAL NOTES ABOUT SPIRITUAL SUGGESTION

1. When you make a Spiritual Suggestion, you may name one or more of the cards that you hold in your own hand. You might want to do this to gain information or to mislead other Guests.
2. You may make a Spiritual Suggestion and a Mystic Prediction on the same turn.
3. You may make a Spiritual Suggestion only once after entering a particular Room. The next time you wish to make a suggestion, you must either enter a different Room or, sometime after your next turn, re-enter the Room that you most recently left. You may not forfeit a turn to remain in a particular Room. However, if you're trapped in a Room because another Guest token is blocking the door, you must remain there until a door is unblocked, allowing you to leave the Room.
4. You may make a Spiritual Suggestion that includes a Ghost or Guest that's already in your Room. In this case, transferring one or both of those tokens is not necessary. When a transfer is necessary, leave the tokens in the new location after you make a suggestion.
5. If your Guest token was transferred you may, on your next turn, do one of two things: Move from that Room in one of the usual ways, or make a Spiritual Suggestion for that Room. If you decide to make a suggestion, do not roll the Doom Die and do not move your token.
6. There is no limit to the number of Ghosts or Guests that may be in one Room at one time.

# Beware of Hitchhiking Ghosts



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