

ESCAPE FROM
The
Haunted Mansion

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ESCAPE FROM The Haunted Mansion

OBJECT

You have one hour! Can you escape from the Haunted Mansion before the clock strikes '13'?

Begin your journey in the Haunted Mansion's attic, winding your way through haunted corridors and the ghost-filled cemetery. But, watch out! Madame Leota is performing many spells and enchantments that may or may not work in your favor.



GAME CONTENTS

- 1 Game Board
- 2 Dice
- 5 Playing Pieces
- 1 Clock Marker
- 56 Fortune Cards
- Game Instructions

GAME SETUP

1. Each player selects a playing piece and places it on the Start space in the attic.
2. Move the clock hand on the Clock Marker so that it points at the number 13.
3. Shuffle the Fortune Cards and place them face-down into a pile.

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BASIC GAME PLAY

Moving: Players roll one die (skull and crossbones count as "0"). The player with the highest roll goes first, and turns pass to the left. In case of a tie, players keep rolling until someone gets a higher number.

On each turn, roll both dice and move your playing piece the number of spaces that you rolled. If you land on a space that is occupied by another player, move ahead to the next open space.

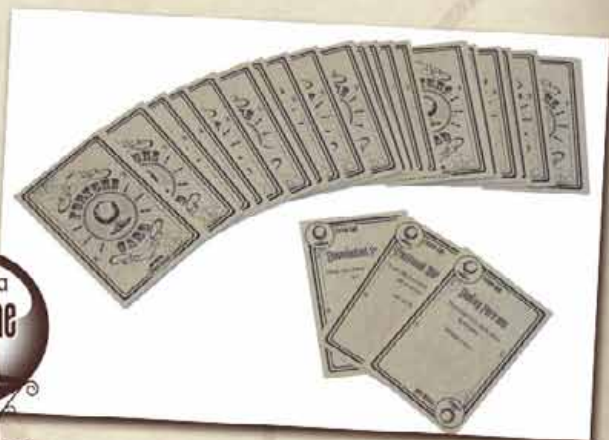
If you roll doubles, take an extra turn. The maximum number of turns you can have in a row (by either rolling dice or playing Fortune Cards) is 3. Afterward, any doubles rolled and any Fortune Cards played do not earn you an extra turn. If the Fortune Card has additional instructions besides taking an extra turn, follow the rest of the card's instructions.

The skull and crossbones both count as "0." If you roll both, you cannot move on that turn, and you cannot roll again.

Fortune Cards: Whenever you land on a Fortune Card space (marked with a crystal ball), you must draw a Fortune Card, follow its instructions immediately, and then discard it into a discard pile.

Some cards are good (rewards), and some cards are bad (penalties). There's a distinction between the two that is used in some of the cards' instructions.

Some cards can be kept for future use; place them face down in front of you so that other players can see that you have them (but only you can see what they are). You can use these cards at any time during the game, unless otherwise directed by their instructions. In some cases, players can play multiple cards to defend themselves or redirect the effects of Fortune Cards.



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The Séance Room is a hotbed of spirit activity! All spaces in that room act as Fortune Card spaces.

The Clock: The Clock counts down the "hour" that you have to escape the Haunted Mansion. The first time that a Clock space (marked with a clock face) is either landed on or passed, move the Clock hand forward by one marker. The Clock space that was triggered is then "deactivated," and all other players can land on or pass the space without moving the Clock.



Time can move forward and backward in the Haunted Mansion with the help of Fortune Cards. Deactivated Clock spaces can even be "reactivated."



The Game Sections: The game board is divided into sections, which is important to know for some of the Fortune Cards. The five most important sections are:

1. Attic
2. Hallway of Changing Portraits
3. Grand Hall
4. Graveyard
5. Front Lawn.

Refer to the Appendix for illustrations.

Winning/Ending the Game: The first player to reach the Finish space before the Clock reaches the '13' mark is the winner.

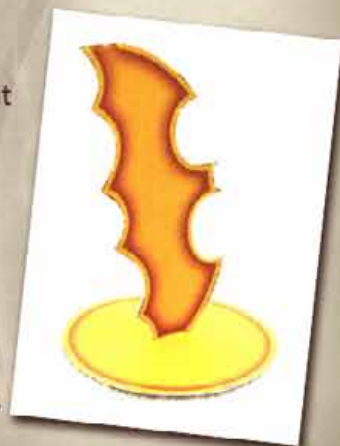
If the Clock reaches the '13' mark before any players reach the Finish space, the game is over, and all players become permanent residents of the Haunted Mansion.

ALTERNATE PLAY



Try playing without the Clock. Treat all Clock spaces as regular spaces, and ignore any Clock instructions on the Fortune Cards.

For an even simpler game, try playing without the Fortune Cards, too! Treat all Fortune Card spaces as regular spaces.



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APPENDIX

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Images may differ from final product.



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