

SCOOBY-DOO!

WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

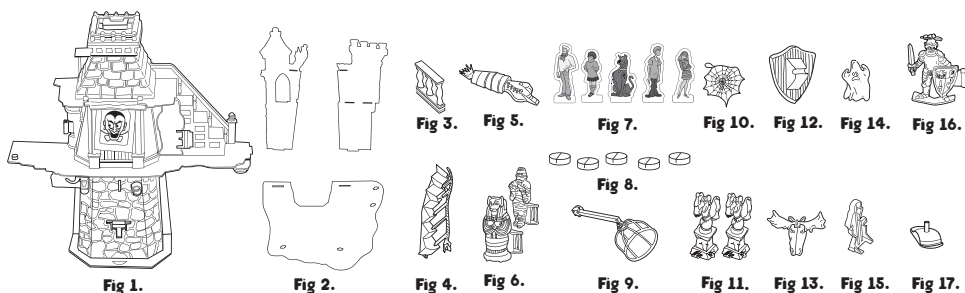
HAUNTED HOUSE 3D BOARD GAME INSTRUCTIONS

Object:

Be the first player to reach the top of the haunted house and remove the ghost disguise from the villain.

Contents:

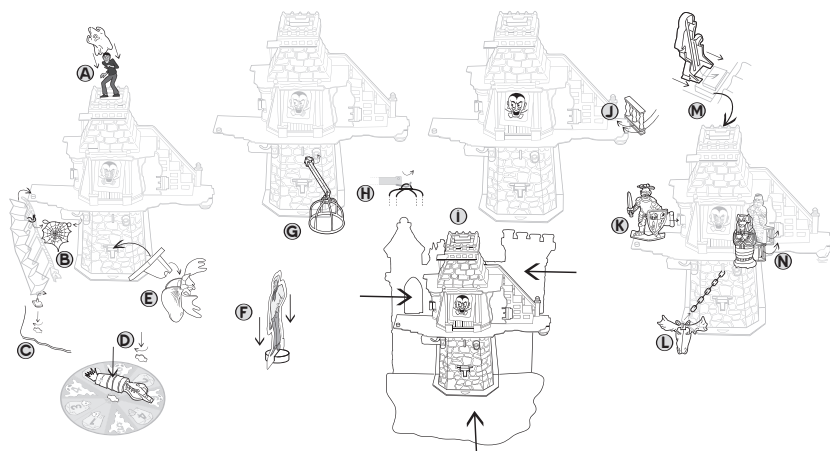
Haunted house (Fig. 1), 3 backing and floor cards (Fig. 2), banister (Fig. 3), snake staircase (Fig. 4), spinner arm (Fig. 5), sarcophagus (Fig. 6), 5 Movers (Fig. 7), 5 mover bases (Fig. 8), cage and arm (Fig. 9), spider web (Fig. 10), 2 vulture statues (Fig. 11), moose frame (Fig. 12) moose head (Fig. 13), pop up ghost (Fig. 14), plastic stand up Villain (Fig. 15), knight (Fig. 16), snake staircase stand (Fig 17).



Set-up:

Adult assembly required.

Follow the below illustrations to assemble the house.



Remove the characters from the sheet and place each one in a mover stand. Each player takes a mover and places it just off the game board at the first space on the right side of the game board. Each player spins the spinner. The player with the highest number goes first (have a spin-off in case of a tie) then play moves to the left.

Playing:

On your turn spin the spinner (fig. 18) and move that many spaces through the haunted house. If your move would take you to a space already occupied by another player, take the next available space BEHIND that player. Note that some spaces on the spinner have ghost on them and others have a gravestone. If you spin a number with a gravestone, simply move that many spaces along the path. If your number has a ghost, move along the path then press down on the ghost that's on the top of the house (see fig 19). Push it down completely then let go when you hear it "click".

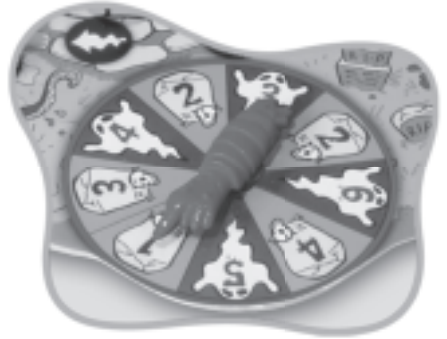


Fig 18.



Fig 19.

Any time the ghost is pushed the haunted house traps might be activated. When you are affected by a trap, you have to go back to different spaces on the game board. For each trap the player must do the following.

A/ Cage: if a player gets trapped in the cage on their turn, they must miss their next turn. If they are still under the cage for three turns, on the third turn they can escape by spinning and moving.

B/ Moose head: if a player is knocked over by the Moose Head they go back to the starting position off the board.

C/ Snake Stairs: if a player is knocked off the snake stairs they go back to the bottom of the snake stairs.

D/ Knight: if the knight knocks over a player, the player goes back to the bottom of the snake stairs.

E/ Behind the knight: if a player is trapped behind the knight on their turn they miss their next turn. if a player is trapped for 3 turns in a row they can escape the knight and continue on their third turn.

F/ Mummy: if the mummy knocks over a player the player goes back to the space just ahead of the knight.

G/ Upper stairs: if a player is knocked off the upper stairs the player must go back to the space ahead of the knight.

H/ Upper floor: if a player is knocked off the upper floor then the player must go back to bottom of the upper stairs.

Ending and Winning the Game:

A player must spin the exact number to move to the space at the top of the house in order to win. Once they do that, they can remove the disguise of the ghost and reveal the villain to win.

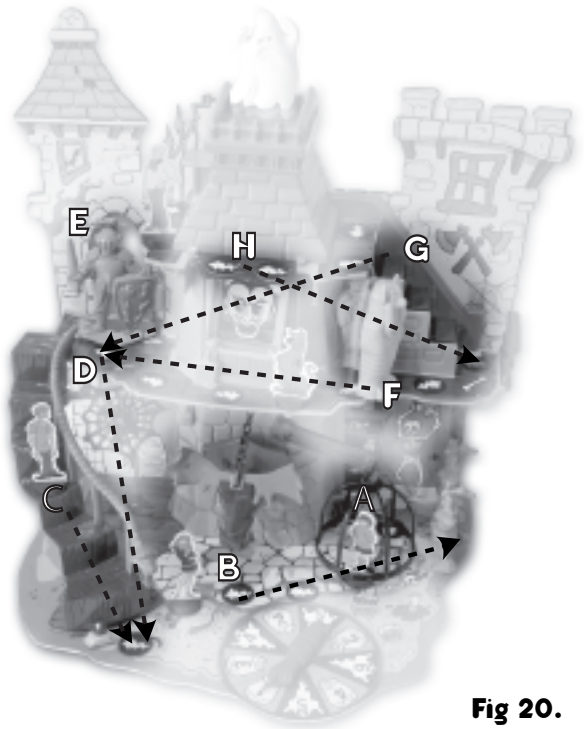


Fig 20.



We appreciate your comments on Scooby-Doo! Haunted House.
Please send your correspondence to:
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Our customer service department can be reached Monday through
Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at
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