



PANIC MANSION™

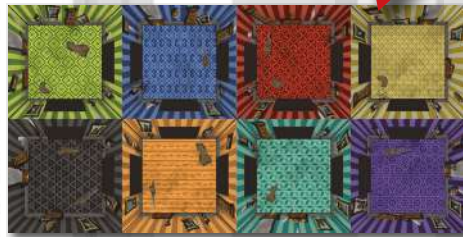
Daniel Skjold Pedersen
& Asger Sams Granerud

The Mansion up the hill has always had a reputation...of being cursed. After dark, villagers keep seeing strange things moving behind the windows, as if the house seems to be “tilting” and “rocking”. It is said that the only way to break the Mansion’s curse would be to gather in one specific room some of the ghoulish ghosts, wandering eyes, slithering snakes, crawling spiders and other objects that have been inhabiting its dusty walls. Will you be the first to break the curse...and flee the Mansion?

Before your first game, assemble the walls of your Mansion so that the color of the walls matches the color of the rooms.

CONTENTS

- ☞ 4 Haunted Mansion Boxes
- ☞ 48 Objects
 - + 4 adventurers (brown)
 - + 8 ghosts (white)
 - + 8 eyes (white)
 - + 8 spiders (black)
 - + 8 snakes (purple)
 - + 12 treasure chests (golden)
- ☞ 48 challenge cards



GOAL OF THE GAME

To flee the Mansion, be the first to complete 5 challenges by gently tilting and shaking the box to place the correct objects into one room, following the information on the cards.

HOW TO PLAY

You follow the same principles when playing each game or variation:

- + During the game, players will have to rearrange the objects in their Mansion by gently tilting and shaking the boxes so that the objects may pass through the doorways into other rooms (**WITHOUT touching the objects with their hands**).
- + In order for a challenge card to be considered complete, all of the objects required in one room must be entirely in that room (no other object may be in that same room). Objects must be completely in the room; those in doorways do not count.



GAME 1

Set Up

- ☞ Shuffle the cards and place them in the center of the table so that the side with the objects is face-up (**this side will not be used for this game**).
- ☞ Each player takes **1 adventurer, 2 ghosts, 2 eyes, 2 spiders, 2 snakes, and 3 chests**.
- ☞ Players set up their Mansion by placing **1 adventurer, 1 ghost, and 3 chests** randomly into the box. Then, each player takes the remaining objects and puts them aside on the table.



Game Play

- ☞ Before each round players mix up the objects in the box of the player to their right.
- ☞ One player turns over the top card, revealing to all the side with the **Room**.
- ☞ All players then race to complete the challenge by gently tilting and shaking their boxes as they try and get the **adventurer** and the **3 treasure chests** (and only those objects) into the room pictured on the card.
- ☞ The first player to complete the challenge shouts «PANIC MANSION», then has the player to their right double check, and wins the card as a point if correct.



- ☞ In case of a mistake, that player must give back a card (if available) and the round continues until someone is able to finish the challenge.
- ☞ The player to the right of the round winner picks an object from those that the round winner had put aside, and adds it to the round winner’s Mansion (making future game play slightly harder).
- ☞ A new round starts.

End of game

The first player to 5 points wins the game and can then flee the Mansion!

GAME 2

Set Up

☞ Shuffle the cards and place them so that the side with the room is face up in the center of the table (both sides of the cards will be used for this game).

☞ Each player takes 1 adventurer, 2 ghosts, 2 eyes, 2 spiders, 2 snakes, and 3 chests and places all the objects into the box.



Game Play

☞ Before each round, players mix up the box they are holding and then pass it to the player to their left.

☞ One player then turns the top card over, revealing the side with objects, and places it next to the pile (as opposed to on top of it in game 1).

☞ Players then use both visible cards on the table as a reference for the challenge. They must race to get all the objects pictured on one of the cards into the room pictured on the other. No other objects may be in that room for the challenge to be considered complete.



☞ The first player to complete the challenge shouts «PANIC MANSION», then has the player to their right double check, and wins the card as a point if correct.

☞ In case of a mistake, that player must give back a card (if available) and the round continues until someone is able to complete the challenge.

☞ A new round starts.

End of game

The first player to 5 points wins the game and can then flee the Mansion!

VARIATION (for Game 2)

Instead of placing the objects pictured on the face of one card in the room pictured on the face of the other card, players must place the objects missing from the card in that room.



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