

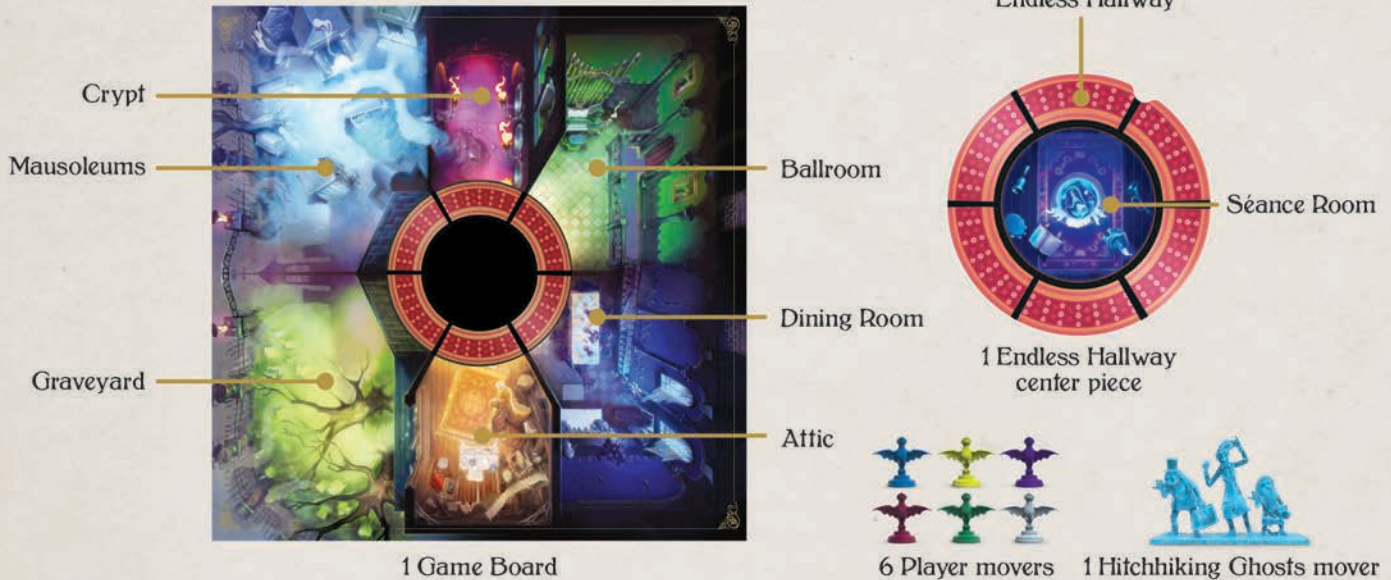


The *DISNEY*  
**Haunted Mansion**

CALL of the SPIRITS  
GAME

2-6 Players • Ages 8+ • 30 Minutes

# CONTENTS



1 Game Board



6 Player movers



1 Hitchhiking Ghosts mover



1 Haunt deck (120 cards)



1 Ghost deck (99 cards)



1 Event deck (14 cards)



6 Reference cards

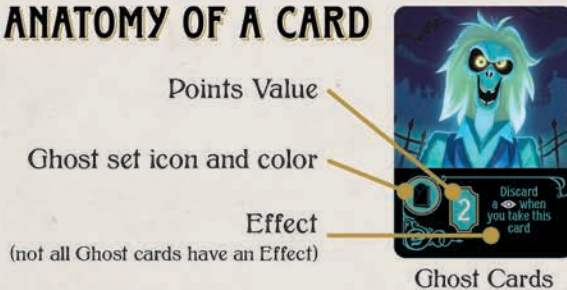


1 First-Player marker



2 Bidding dials

## ANATOMY OF A CARD



## 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 Shuffle the Haunt cards and place them in a face-down draw deck near the game board.
- 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 cards). Shuffle the remaining Event cards and place them in a face-down draw deck. Now shuffle the Final Round card in with the bottom three cards and place them 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. They will take the first turn in the first round.



## OBJECTIVE

Players gain points by socializing with ghosts around the Haunted Mansion. Players collect Ghost cards in front of them in sets, each of 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, played in this order:

1. Event Phase (see below)
2. Action Phase (see page 6)

### 1. Event Phase

At the start of each round, perform the Event Phase by following these steps in order:

1. Reveal the top Event card and place it face-up next to the Event deck.
2. Move the Hitchhiking Ghosts the number of spaces shown and in the direction indicated by the arrow—clockwise or counter-clockwise. Each player that is in a room that the Hitchhiking Ghosts travel through must draw one Haunt card (see HAUNTS on page 7). Each player that is in the room where the Hitchhiking Ghosts end their movement must draw two Haunt cards.

**NOTE:** Players who were in the room where the Hitchhiking Ghosts began their movement do NOT draw any Haunt cards.

3. Populate the Mansion with Ghosts by drawing Ghost cards equal to the number of players plus three. Place them FACE-UP on the game board as follows: Place the first TWO cards in the same room as the Hitchhiking Ghosts. Then, moving clockwise, place one card in each room until they have all been placed.

Depending on the number of players, it is possible that some rooms will not receive a card. 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 for the next round.

## HITCHHIKING GHOSTS



The Hitchhiking Ghosts move around the Haunted Mansion, haunting guests by forcing players 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. Players who are in the room where the Hitchhiking Ghosts begin their movement do not have to take a Haunt card.

**NOTE:** When players move or are moved into the room with the Hitchhiking Ghosts, they do not have to take a Haunt card.

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

## 1. Event Phase (continued)

### Event Phase Example

- ① This Event card is drawn, so the Hitchhiking Ghosts move 3 spaces in a clockwise direction, traveling from the Crypt to the Attic. The green player takes two Haunt cards, because they are in the Attic. The red player takes one Haunt card because the Hitchhiking Ghosts traveled through their room (the Dining Room). The blue player takes no Haunt cards, because they are safe inside the Séance Room.



- ② Six Ghost cards are now added to the game board (3 players + 3 = 6 Ghost Cards). The first two cards are placed in the Hitchhiking Ghosts' current location (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, then the round ends.

### On Your Turn

On your turn, you may take three actions, chosen from the menu of actions described below. You may take these in any order you choose, and 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 section of the Endless Hallway. If you are in the Endless Hallway, you may move across one line to an adjacent section of the Endless Hallway, or you may move into the Séance Room. When you are in the Endless Hallway, you are considered to be in the room that is lined up with your section. Players never move their Movers off of the Séance Room / Endless Hallway center piece.



#### Rotate the Endless Hallway

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

**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 movement counts as one action.



BEFORE

AFTER

#### Collect a Ghost Card

Take a Ghost card from the room you are in. You may take more than one Ghost card from the same room, but each one requires an action. When you collect a Ghost card, place it face-up in front of you and arrange them in sets. 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 ANATOMY OF A CARD on page 2).

**NOTE:** If you collect a Ghost card from the room with the Hitchhiking Ghosts, you must also take 1 Haunt card.

#### Duel

If you are in the same room as another player, you may Duel 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 keeps the card in question. Each player takes a Bidding Dial and secretly chooses a number from 0 to 3 with the dial. The number corresponds to the number of Haunt cards they are willing to take in order to get the card in question. When both players are ready, they reveal their bids, and whoever dialed the higher number keeps the card. If there is a tie, the Duel is a draw and the Ghost card remains with its original owner.

Regardless of the outcome, BOTH players must now draw a number of Haunt cards equal to the number they chose on their dial (see HAUNTS on page 7).

**NOTE:** A Duel may only be attempted once per turn. You must be in the same room as an opponent if you make a Duel attempt against them. If a stolen Ghost card has an Effect, it is NOT triggered when the card is 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 bottom of the Haunt deck (see HAUNTS on page 7). You may choose which Haunt card to discard. You may only perform this action once per turn.

# HAUNTS

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

When you take 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 on the cards may only be viewed by the player to which they belong. Players may re-look at their face-down Haunt cards at any time during the game.

At the end of the game, the player with the total highest Haunt value will be forced to discard all of the Ghost cards of their most-collected type (see SCORING on the right).



## END OF ROUND

After each player has taken a turn, the round is over. Pass the First-Player marker to the left and begin the next round. The player who now has the First-Player marker will take the first turn of the next round.



## END OF GAME

During the Event Phase of a round, if the Event card revealed is the "Final Round" Event, this will be the final round of the game. After all players have taken their final turn, the game ends immediately and Scoring begins.



## SCORING

Before scoring, all players first determine their total Haunt value by adding the Haunt values of all of their Haunt cards.

The player (or players, if tied) with the highest Haunt value determines which Ghost card type they have collected the most of (as determined by the Ghost card icons), then they must discard all Ghost cards of that type. If there is a tie for Ghost card type, they must discard all Ghost cards of the type that would lose them the most points.

Now all players add up their points and the player with the highest score wins!

### Scoring Example

Ezra has a total Haunt Value of 14, which is higher than any of his opponents. He has three cards with a ♪ symbol and three cards with a 🎭 symbol. His ♪ cards would earn 9 points and his 🎭 cards would earn him 12 points. Ezra must therefore discard all of his 🎭 cards before adding up his score.



Ezra now adds up his score. The three Musician cards ♪ combine for 9 points. The two Groom cards 👔 are 1 point each, which combine for 2 points. The Grim Grinning Ghost card 👁 counts as 2 points. The Stretching Room Portrait card 🖼 is not part of a set, so it counts as 0. Ezra's full score = 9 + 2 + 2 = 13 points total.

# GHOST CARDS REFERENCE



## Musician Ghosts

Score 1 Point if you have one Musician; score 4 Points if you have two Musicians; score 9 Points if you have three Musicians; score 16 Points if you have four Musicians; and score 25 points if you have five Musicians. If you have more than five Musicians, score the extras in the same manner, as a separate set.



## Paintings and Artifacts

One of these scores 3 Points. A pair scores zero Points. A set of three scores 12 Points. If you have more than three, score the extras in the same manner, as a separate set. You may NOT split a pair of these into two sets of one card.



## Dancing Ghosts

Score 7 Points for each pair of Dancing Ghosts. 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 spaces indicated, in either direction, and the Haunt card penalties will occur, as with an Event card.



## Grim Grinning Ghosts

Each Grim Grinning Ghost is worth 2 Points. However, when you collect a Grim Grinning Ghost, you may discard one of your Haunt cards. You may decide which Haunt card to discard. If you do not have a Haunt card when you collect a Grim Grinning Ghost, its Effect is lost, you may not use it to discard a Haunt card later.



## Groom Ghosts

Each Groom Ghost is worth 1 point. You will also get to immediately take one card from the top of the Ghost deck. If the new card has an Effect, that Effect is triggered.



## Ballroom Ghosts

Each Ballroom Ghost is worth 4 Points. However, each time you collect one, you must take 1 Haunt card.



## Stretching Portraits

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

**THREE IDENTICAL:** if you collect a set of three identical Stretching Portraits, you score 15 Points. **FOUR UNIQUE:** If you collect a set of all four unique Stretching Portraits, you score 18 Points.

**NOTE:** Each Stretching Portrait may only be used in one set. Any Stretching Portrait cards that are not part of a three-card Identical set or four-card Unique set will score zero points.

## Special Ghosts

These Ghost cards have no specific icon or color associated with them.



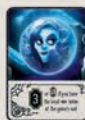
### The Bride

The Bride is worth 2 Points by herself. In addition, she is worth 2 Points for each Groom Ghost card you collected.



### The Headless Knight

The Headless Knight is worth 1 Point by himself. In addition, he is worth 2 Points for each Painting and Artifact card you collected.



### Madame Leota

Madame Leota is worth 3 Points. However, if the player who collected her has a lower Haunt value than all other players at the end of the game, this card is instead worth 13 Points. If another player ties for the lowest Haunt value, the card counts as 3 Points.



### The Organist

The Organist is worth 1 Point by himself. In addition, he is worth 2 Points for each Dancing Ghost card you collected.



### The Executioner

The Executioner is worth 1 Point by himself. In addition, he is worth 1 Point for each unique icon type you collected. 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](http://prosperohall.com).

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