

# HOUSE OF HORRORS

Survival Guide & Official Rules



For daring souls aged 10+

## My Doomed Friend,

My friends and I thought... like you likely thought... that **The House of Horrors** was just a myth, that monsters weren't real and that the tales were just for fun.

If you haven't already found out, let me tell you... monsters are more real than you ever imagined... and **all the tales are true.**

In case you haven't heard them, I'll summarize:

There are seven types of monsters that occupy The House of Horrors. The first six are of your normal sort: **Vampires, Werewolves, Zombies, Ghosts, Demons, and Wendigos.** They are easy to kill or ward off, if you find the tools I've left behind.

But the seventh...well... We don't know what it is so we call the thing "IT"...

Unfortunately, **no one has figured out a way to kill "IT."**

As you've already probably figured out, the door locks behind you as soon as you enter and the house will not let you escape. There is one exit on the far side of the house, but I have yet to find the key. Maybe you'll have more luck than I....

Until then, I've left several weapons around the house that I've found useful against the monsters, and have marked the spaces with my handprints. But it's often just as you're trying to pick one up that a monster attacks—so be prepared for whatever comes your way!

If you **find the key, avoid "IT", scare off the other monsters, and make it to the exit door**, you'll probably survive. But based on the screams I hear from those trying to leave, it seems that there are more monsters waiting at the end, so make sure you grab all the weapons you need as you exit.

Well, good luck friend. And remember the most important part of the legend... **the first one out is the only one out...** The rest of us are doomed.



**Werewolves** are tricky creatures. If they attack you, the only way to protect yourself is to find a gun with a silver bullet. Luckily I left one around for you!

The only way to kill a **Zombie** is to cut off its head. Try using the chainsaw.

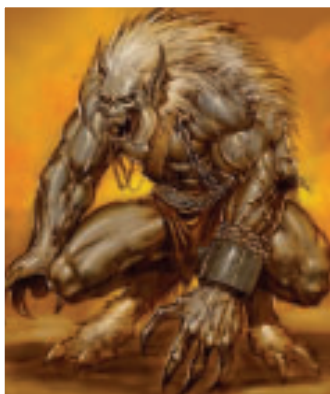
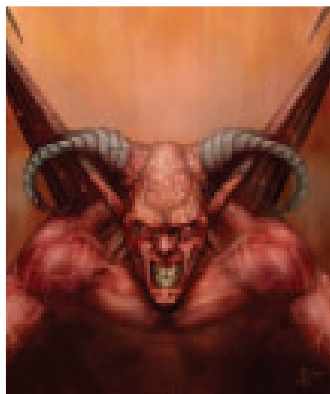


Typical **Vampires**... The classic wooden-stake-through-the-heart or holy water will do the trick.



**Ghosts** and **Evil Spir-its** can be warded off with something found in every household—Salt! Iron rods also work well.

Oh, those devilish **Demons!** Your best bet is to use one of the spells I have laying around the house for protection.



The mysterious **Wendigos** are afraid of one thing and one thing only—FIRE!

## Official Game Rules

### How to Win

- Be the first player to obtain one of the **key cards** and safely get to the last room to **escape the house**.
- When you enter the last room, you will encounter one of the six monsters (Vampire, Ghost, Demon, Wendigo, Werewolf, or Zombie) by picking one of the final monster cards at random. You will have to **kill that monster in order to leave**.
- If you are not able to kill the final monster, go back two spaces and wait your next turn to try again.

### Movement (Play goes from oldest to youngest)


- You will on the stairs and go in a full circle (**clockwise**) in order to reach the door leading back to the stairs.
- You move by **rolling one die**.
- You are allowed to move both vertically or horizontally in any way within the room. However you cannot move back to a previous room unless directed to by the cards or scared off by the monsters. (Why would you want to? You're trying to get out!)
- You can jump over, but you cannot land on, furniture.

### Cards

If you land on a block with a bloody hand print, you will draw 1 card from a deck that contains the following:

- **Monster cards**- If you draw one of these, you must flee to the previous room to hide, unless you have a weapon card to kill or ward it away.
- **Weapon Cards**- Weapon cards are used to kill or ward off a monster if you draw a monster card.
- **Action Cards**- These cards allow you to swap cards with other players.
- **Monster Mash Cards** - Cards to maneuver and utilize "IT."
- **Key Card** - There are 4 key cards to help you escape.

## Cards, cont.

- If you pick a **monster card**, you must use a **weapon card** to kill it. If you do not have an appropriate weapon, you must retreat to the previous room to hide (“X” marks the spot!) 
- If you pick up a weapon, monster mash, action, or key card, you can hold on to them until you are ready to use them. If you use any of them, you must put them in the discard pile (along with any monster cards picked up).
- You are only allowed to hold up to **7 cards at a time**.
- When you run out of cards in the deck, reshuffle the discard pile and continue play.
- If you need a weapon card that you do not have, you can ask for an exchange with another person who is in the same room when you are attacked. They can accept or deny your request.

HELP!

NO!!

## Monsters

- If you are killed by one of the small monsters (ex: vampire), you have to **move back to the previous room**. You are allowed to keep your cards.
- “IT” will start in the same room as the other players, however “IT” will move counterclockwise instead of clockwise. “IT” can only be moved when a player uses a Monster Mash card.



- If you are killed by “IT” (by “IT” landing on a space you occupy), you have to **drop all your cards** into the discard pile and **move back 2 rooms**.

**Tip:** When you get the key card, hold on to it and try to grab a weapon card to kill each of the monsters. Then when you reach the final door, you’ll be prepared for anything that comes your way!

Beware  
All Ye  
Who  
Enter

