



Haunted House

Instructions for Game Play

Description -

Haunted House is a high speed game requiring skill and bravery. You and a friend must sit around the mat and get ready to squash the ghosts, bats, skeletons and of course, Count Dracula. Bash them with the monster mallets before they run away!! The player that has the most points at the end of the game wins. Are you brave enough??

To turn the game on and off move the padlock to either the on or off position on the blue door.

How to Play

SELECT GAME :

Switch the game on. When instructed by Count Dracula, select the game you wish to play from the options on the control panel which are as follows :

- 2 Players
- 1 Player
- Memory (one player)

SELECT SPEED :

Press the speed button to toggle through the speeds : 1, 2, 3, 4, 5, (each speed is announced as beeps, i.e. 1 beep for level 1 etc.). The speed number is also displayed on the score box. Speed 1 is the slowest and speed 5 is the fastest.

Press the START button to select the last announced / displayed speed and the game will begin.

GAME PLAY :

Game 1 - Two Players

Players must decide which colour they want to be (yellow or red). They must then bash any character which lights up with their chosen colour. Throughout the game, the red players score will be shown on the score box's red display and the yellow players score is shown on the score box yellow display. The player with the most points at the end is the winner.

Game 2 - One Player

Once the speed has been selected, the player must follow the lights on the characters and bash each one as it lights up. The timer will count down and the score will be recorded - one point for each character which has been successfully bashed!

Game 3 - Memory

This game will test the memory of players. Players must select the speed then press the START button to start the sequence off. A character will then light up, the player must bash the character that lit up. If this is done correctly, the same character will light up again followed by another character. The player must then bash the characters in the same sequence as they lit up. If this is done correctly play will continue with an extra character lighting up everytime the sequence is followed correctly. The game finishes when the player gets the sequence wrong, the number of characters successfully followed will be displayed on the score box.

TO CLEAN :

The Haunted House play mat and characters are surface washable only.