GAME 1

The Haunted Mansion

THE GAME

"The Haunted Mansion" is about a team of three ghost exterminators who remove unwanted ghosts from the Moonbright mansion. The game board is a floor plan of the mansion, with five or six rooms. Ghosts are spotted throughout the building and may be removed by one of the characters stopping in a specially marked square. There are no side tables with this game.

THE BOARD

Use your imagination in designing your game board. You may use a simple overhead plan like a blueprint, with furniture, carpets, and flooring indicated by drawings or cutouts of colored paper. If you can create perspective drawings of the rooms, so much the better. Commercial board games such as Clue can provide inspiration for producing interesting floor plans. Some possible arrangements for this type of game are shown in appendix C.

This is an ideal game to set up on a tabletop. If you do use a table, you can use large dollhouse furniture for props. Doilies or scraps of fabric make excellent carpets, and you may be able to find patterned paper in hobby shops to represent wood, tile, or brick floors. This is supposed to be a deserted house, so worn carpet, seedy furniture, and cobwebs are the rule.

The game path should begin at the front door and wind its way through the series of rooms. Each character begins at the front door and completes a trip around the path through the entire house before returning to the front door and starting again. Each room is populated with several ghosts. When a character stops in a specially marked square, one of the ghosts is removed from that room using the “ghost nabber,” and placed in the “ectoplasmic vault.” Record the capture on that character’s scorecard.
GAME 1  The Haunted Mansion: Game board

Game board for The Haunted Mansion is the floor plan of the house. The game path travels through all the rooms, returning to the entrance hall.

The paper cutout ghosts are scattered throughout the mansion, ready to be picked up by the player landing on the appropriate square.

This game is ideal for setting up on a tabletop, in which case cardboard walls and doll furniture may be used to furnish the mansion. Pieces of fabric or construction paper may be used for rugs and curtains.

A small cardboard box with a plastic or cellophane window should be set up near the game board. Cut a slot in the top to receive the captured ghosts. See page 25 for instructions.
THE CHARACTERS
The characters consist of a boy, a girl, and a dog. We called the boy Wild Bill Batfree. He is shown with his electronic spirit-detection probe. The girl, Sally Spectre, wields an ectoplasmic vacuum and speeds around on jet-powered skates. “Woofer the Wonder Dog” flies through the game with his helicopter backpack, equipped with ghost radar.

You will need lots of ghosts. Make multiple copies of the sheet of ghosts included here, or make your own using a similar design. Remember to glue a paper clip or straight pin inside each ghost as you fold the two halves together. If your game is on a tabletop you will need to provide bases so the ghosts will stand upright. The bases may be made of balsa wood (available at craft and hobby stores) and should be provided with a slot loose enough so that the ghost may be easily lifted out by the magnetic ghost nabber. If your game board is on the wall, you will need to install little hooks on the backs of the ghosts and hang them from eyelets screwed into the board.

Use more ghost cutouts to make score tokens to hang on the scorecards. Mark these in 1, 10, and 100-ghost “denominations.”

SIDE TABLES
None. Since there are no side tables, various squares on the game board should award prizes directly. (For example: “Choose one food prize coupon.”)

TECHNICAL STUFF
The “ghost nabber” is simply a thin dowel, about a foot long, with a magnet glued to the end. Paint the dowel a bright color or wrap colored tape around it, barber-pole fashion. Your “ectoplasmic vault” can be created from a small box (we used a cigar box). Cut a window into the front of the box and tape colored cellophane over the opening to add drama. The vault may be located in one of the rooms of the house, or may be placed like a jail in some nearby location. Wherever it is, you will have to cheat occasionally and remove some of the ghosts to restock the house. This is best done after hours or just before the library opens! You may need to experiment with how many ghosts to have in the house, and how many squares to mark for capturing a ghost. You need to have as many captures as possible to keep the game interesting, yet not run out of ghosts during the course of the day.
GAME 1 The Haunted Mansion: Characters

Wild Bill Batfree

Sally Spectre

Woofer the Wonder Dog
See page 25 for instructions on how to assemble these ghosts.
FINISHING TOUCHES

Cobwebs and ghost cutouts may be scattered around the children's area in the library. Skeletons, ghosts, and spider webs, adapted from Halloween decorations, may be used to decorate the area too, but in order to avoid a clash of seasons, avoid such elements as pumpkins, black cats, or witches. There are spooky sound-effect tapes available that might be played softly in the background. Such extras will depend on how much time you have and how much your staff can tolerate constantly repeating sound effects.

At the end of the program, the team that has captured the most ghosts—as revealed by the scorecards—wins. Leave the ghost-free house in place for a week or more, so that visitors will have an ample chance to view the results. You might even want to install a smiling paper-doll family in the house, now that the unwanted guests are gone!
GAME 1 The Haunted Mansion: Ghost assembly instructions and Honor Roll certificate

Hide a paper clip or straight pin between the halves of the paper ghosts—this allows them to be picked up by the "ghost nabber"—a stick with a small magnet attached to the end.

On wall-mounted games, tape small hooks to the back of each ghost. Hang the ghosts from small eyelets screwed into the bulletin board. This allows the ghosts to be easily lifted by the magnetic wand.

On a tabletop, slip the ghosts into a groove cut into small blocks of wood. Make sure the groove is wide enough to allow the ghost to slip out easily.

Ghosts are deposited in the nearby ectoplasmic vault (a small box with a slot cut into the top and a window made from colored cellophane).

The Haunted Mansion!