
HAUNTED HOUSE
Save the Children!
A Solitaire Card and Dice Game
Alexander Beresford

HAUNTED HOUSE
save the children

A dirt, dead-end road with a church, a cemetery and, looming eerily behind, a dilapidated, abandoned, old Haunted House. This is a frightening place where children have entered and have not been heard from in days.

Your job is to enter the Haunted House and find the four children before your own sad demise.

It is a dangerous and difficult task, for inside, one will find many ghosts, giant spiders, flesh-eating rats, traps, dead-ends, spine-tingling noises, foul odors, and other horrors of unspeakable danger.

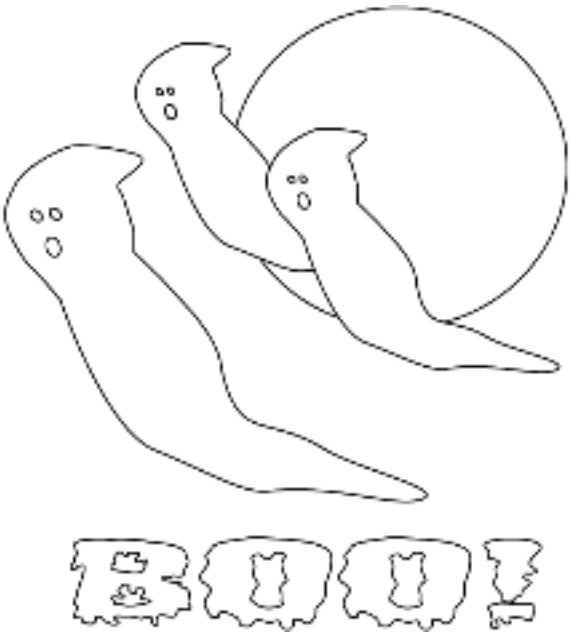
It is your duty. God speed, my friend....

WHAT YOU NEED

1) A complete deck of cards with one Joker.

2) A pair of dice.

3) Pen and paper.



THE RULES

You have **25 LIFE** points - You hit 0, you die!

Shuffle the cards and enter the House by turning over the top card.

ACES

These are the children. Grab all four of them and GET THE HELL OUT!

DEUCE

This is a safe room. Nothing happens.
Take a deep breath, your stay here doesn't last long....

THREE - TEN

Every time you turn over one of these cards you must roll the dice and hope to get an "equal" or "over" roll, or get -1 taken away from LIFE.

JACKS

These ghosts are mean. Meet one, get -2 deducted from your LIFE.

KINGS

Horribly frightening spiritual creatures! Come across one and get -3 LIFE.

QUEENS

These ghosts are of a nurturing nature and encouraging to your venture.
Meet one and get +2 LIFE.

JOKER

Oh no ... this evil ghost is too powerful, it could kill you!
Absolutely Horrifying!
See it and get -5 from LIFE.

Game developed by Alexander Beresford - Copyright 2006