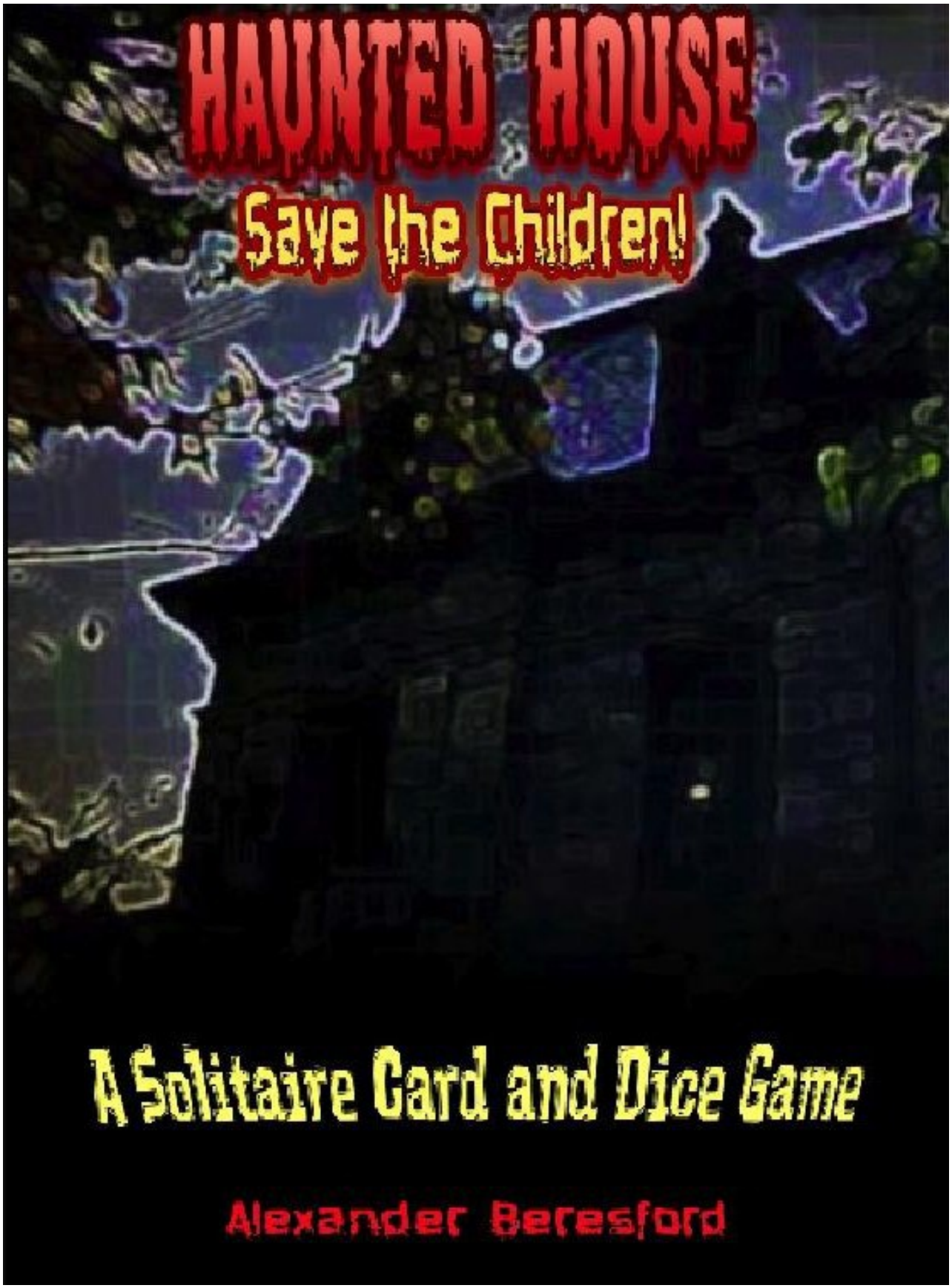

HAUNTED HOUSE
Save the Children!
A Solitaire Card and Dice Game
Alexander Beresford

HAUNTED HOUSE

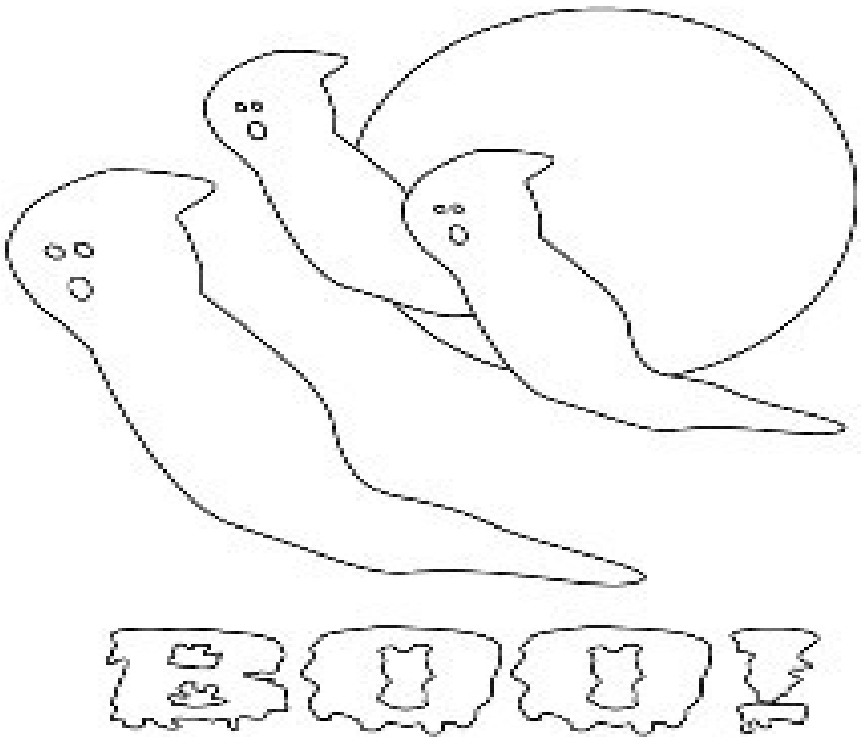
Save the Children!

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!

TWO

You've found a safe room! Roll the dice, on odds, roll on the items list below. On Even, take a breath. You've just gotten a little rest time.

THREE - FIVE

Rats! Every time you turn over one of these cards you must roll the dice and hope to get an Even number or get -1 taken away from LIFE due to creepy claws and biting.

FIVE – TEN

Creepy spiders down the walls. Even more that line the halls! Every time you turn over one of these cards you must roll the dice and hope to get an Odd number or get -1 taken away from LIFE due to the spiderbites .

JACKS

Lookout! Traps are around this area. Roll on the Traps table.

KINGS

Horrible Ghosts! Come across one and remove -3 from your life LIFE while they throw things at you.

QUEENS

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

JOKER

A massive monster made from jaws, arms, and many eyes! Take -5 from your LIFE as it claws and bites you.

Items

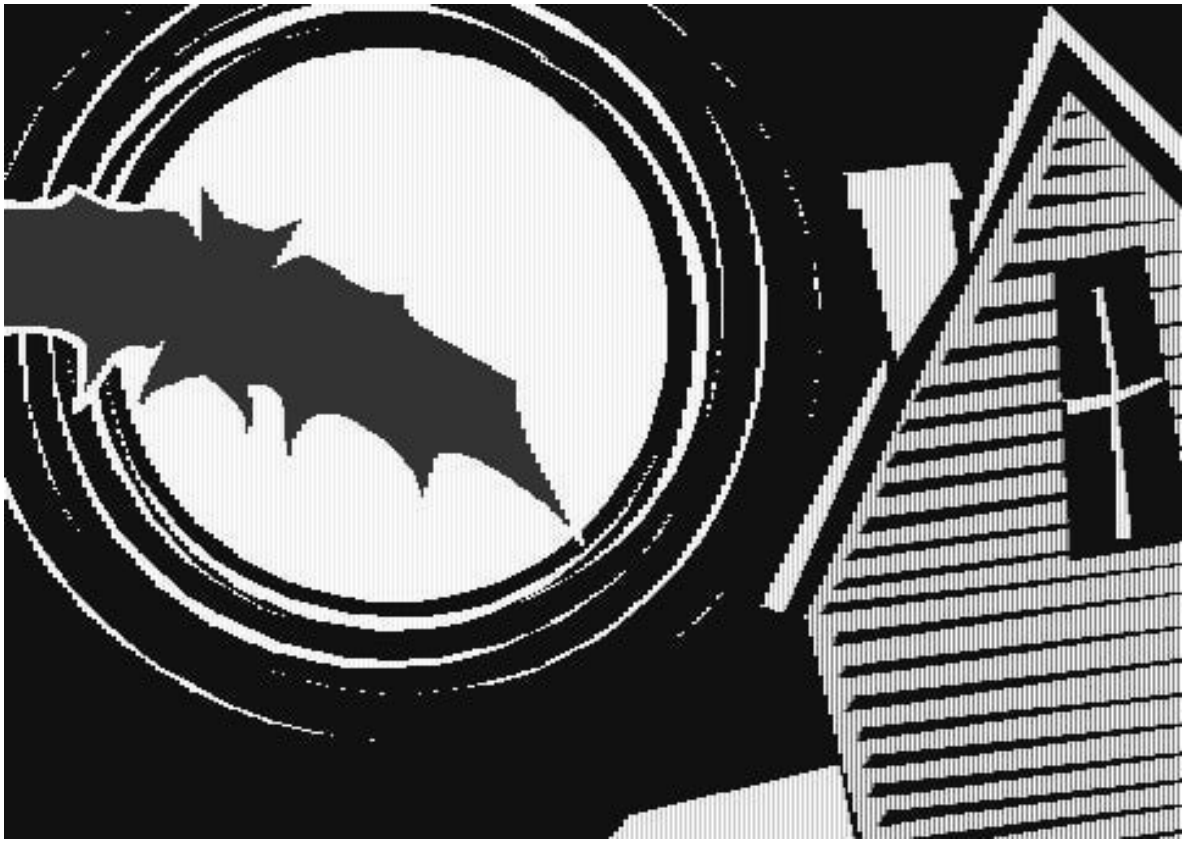
All items are one use only. Roll one die. Using an item is optional.

1 – A candle! This will let you scare off some rats, as they scatter to dark corners.
2 – A dusty can of bug spray! The next Spider card does nothing. You kill them.
3 - Holy Water. The bane of wicked ghosts. Ignore damage from them for one card.
4 – Flashlight, barely working. Good enough to negate one trap.
5 – Bandages to help you heal. Restore 2 life.
6 – A weird glowing cube. Let's you pass up the next two cards, for good or bad.

Traps

Roll one die.

1 – You hear a creaking, and then the floor drops under you! Lose -1 LIFE.
2 – A green claw shoots out from a mirror, clawing you., Lose -2 LIFE.
3 – The suit of armor near the fireplace comes to life, attacking you! Lose -2 LIFE
4 – The creepy skeletons in dusty chairs stand up, rushing at you, clawing. Lose -3 LIFE.
5 – Puppets on the bookshelves hop down, growling and throwing books. Lose -1 LIFE.
6 – A dead end! You could have sworn that was a door before...Continue playing.



Advanced Rules

This is for folks who want even more variety to the haunted house. Treat all 10's as wild events. These might be good, or bad. Roll on the table below.

WILD EVENTS

Roll one die.

1 – Rattling chains and moaning, filling you with fear. Run back into your last room.
2 - A weird glowing potion appears. Drinking it, you gain +3 LIFE.
3 – A gargoyle comes to life, flying into you, shoving you into a trap. Go to that table.
4 – A strange mad scientist flips some switches on a machine for you. Reshuffle the deck.
5 – A giant bat swoops down, grabbing any items you carry.
6 – You see something shining in a dark corner. Go to the items table.

Still want more creepy fun? The rules below further delve into advanced things. Mind you, all advanced rules are optional, and not needed to enjoy the game. However in tribute to the original game, they are added in the spirit of many horror films and haunted house stories.

VARIANTS

Addons, and new ways to play

House from hell

Begin the game as normal, only add in both jokers rather than one. Remove all queens. Now, this house is truely full on evil. No salvation shall come from kind spirits. Only from items.

The Last door

Setup remains the original setup. If one finds the four aces, before you can leave, you must battle a living door that feeds the home. Roll both dice. On an even number, you break through the door into the dreary night. On an Odd number, the door shoots spikes at you, doing -1 to your LIFE. This continues until you leave, or die!

No Hope

Setup the cards, remove all two's. This is a home already looted by troublesome teens on dares and nights of boredom. None lived, but managed to take the items to the grave. One must rely on the helping spirits, or no help at all.

HOME OF THE SLASHER

Play the game as normal. But the JOKER card will change. Now, it'll be treated as an undead slasher retured from the dead. His kidnappings a way to help his power. Stop his ritual!

Roll both dice. On an odd number, you shove him into his own altar, unprepared, demons pull him into hell. You take no damage.

On an even number, he slams you into the Altar, causing you -5 damage to LIFE. You get up and run out of the room.

THE AMAZING LIVING HOME

Setup the game as normal. Each turn after using a card, you will roll on this table. This home is pure evil, and is by it's nature, possessed. It can manipulate it's own doors and traps.

The living home table

Roll one die.

1-2 – You will draw another card and play this round as normal.
3-4 – You have fallen into a trap. Roll on the trap table.
5-6 – The house has accidentally given up treasure. Roll on the item table.

Reccomendations

The mood for such a game can easily be set. And is highly reccomended. The sounds of static played lonely in the background. Or, halloween music. Dimming the lights slightly. Imagination can turn this already great game, into a very immersive game.

THE ALTERNATE REALITY

You will set up the game as normal. On the next page, you will find an alternate Haunted House deck. This will give you another whole house to play with. Feel free to either use, or not use this alternate home.

ACES

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

TWO

Small monsters gibbering and clawing at you. Take -3 damage to LIFE from sharp claws.

THREE - FIVE

Rats! Every time you turn over one of these cards you must roll the dice and hope to get an Even number or get -1 taken away from LIFE due to creepy claws and biting.

FIVE – NINE

Ghosts swaying around the halls. Dodge them and hide. ! Every time you turn over one of these cards you must roll the dice and hope to get an Odd number or get -1 taken away from LIFE due to pure terror.

TEN

Creepy coffins line this room. A vampire burts forth. Flying at you. Take -2 damage to LIFE due to bites.

JACKS

You've found a safe room! Roll the dice, on odds, roll on the items list below. On Even, take a breath. You've just gotten a little rest time.

KINGS

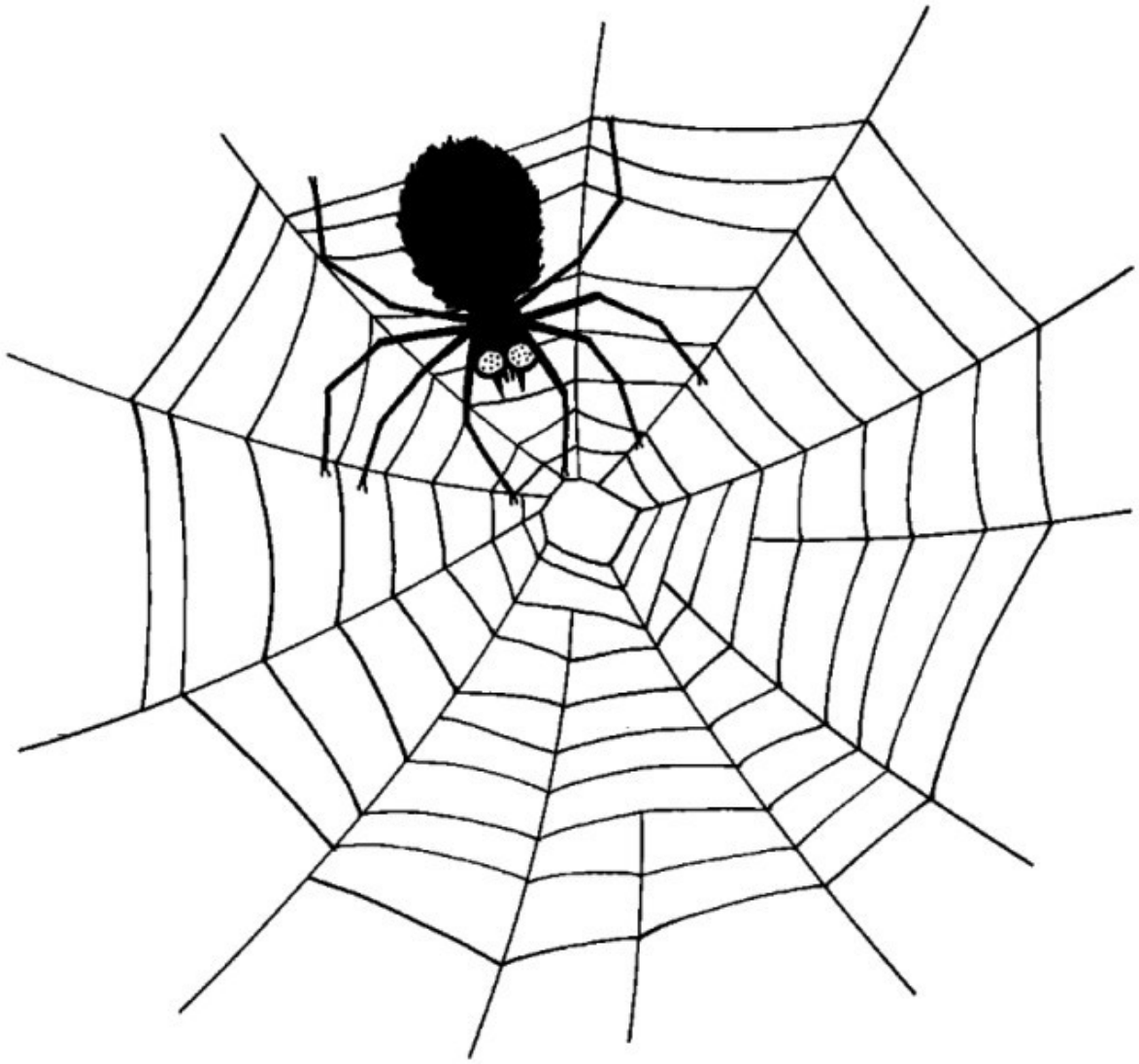
Lookout! Traps are around this area. Roll on the Traps table.

QUEENS

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

JOKER

A werewolf! Fast, with gnashing teeth and sharp claws. Take -5 damage to LIFE as you try to run away.



This is a simple fan service version as a nod to the original. I hope you enjoy it.

Game developed by Alexander Beresford - Copyright 2006.

Fan remake by Sam Vincent/Havokk Inc. Long live gaming.