

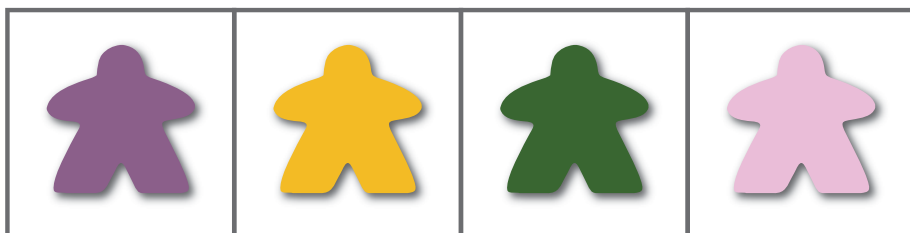
HAUNT THE HOUSE

PRINT & PLAY

Unless otherwise suggested, print the components on firm cardstock.

- Pages 2-4: Scare card fronts. Print each page 4 times.
- Page 5: Scare card backs. Print 11 times. (Or skip this and sleeve them.)
- Pages 6-9: Ghost Hunter card fronts. Print each page once.
- Page 10: Ghost Hunter card backs. Print 4 times. (Or skip this and sleeve them.)
- Page 11-12: Phantom card fronts. Print each page twice.
- Page 14: Phantom card backs. Print 4 times. (Or skip this and sleeve them.)
- Page 14-16: Room fronts. Print each page once and mount to chipboard.
- Page 17: Skull tokens. Print once and mount to chipboard.
- Page 18: Trophy tokens. Print once and follow the assembly instructions.

You'll also need four markers (Purple, Yellow, Green and Pink) to act as player tokens. Cubes, meeples, or pawns would work perfectly. If you can't find anything, print this page and use the tokens below.



Find the Haunt the House rulebook at:



These are Scare cards. Print this page 4 times.
 Each player will have a deck of 16 Scares, with
 4 Scares of each type in their deck.



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4 Scares of each type in their deck.



These are the Scare Backs. You can print this page 11 times to create all the backs you'll need for your Scares, or you could sleeve all 64 Scares in identical sleeves.



These are Ghost Hunters. Print this page once.



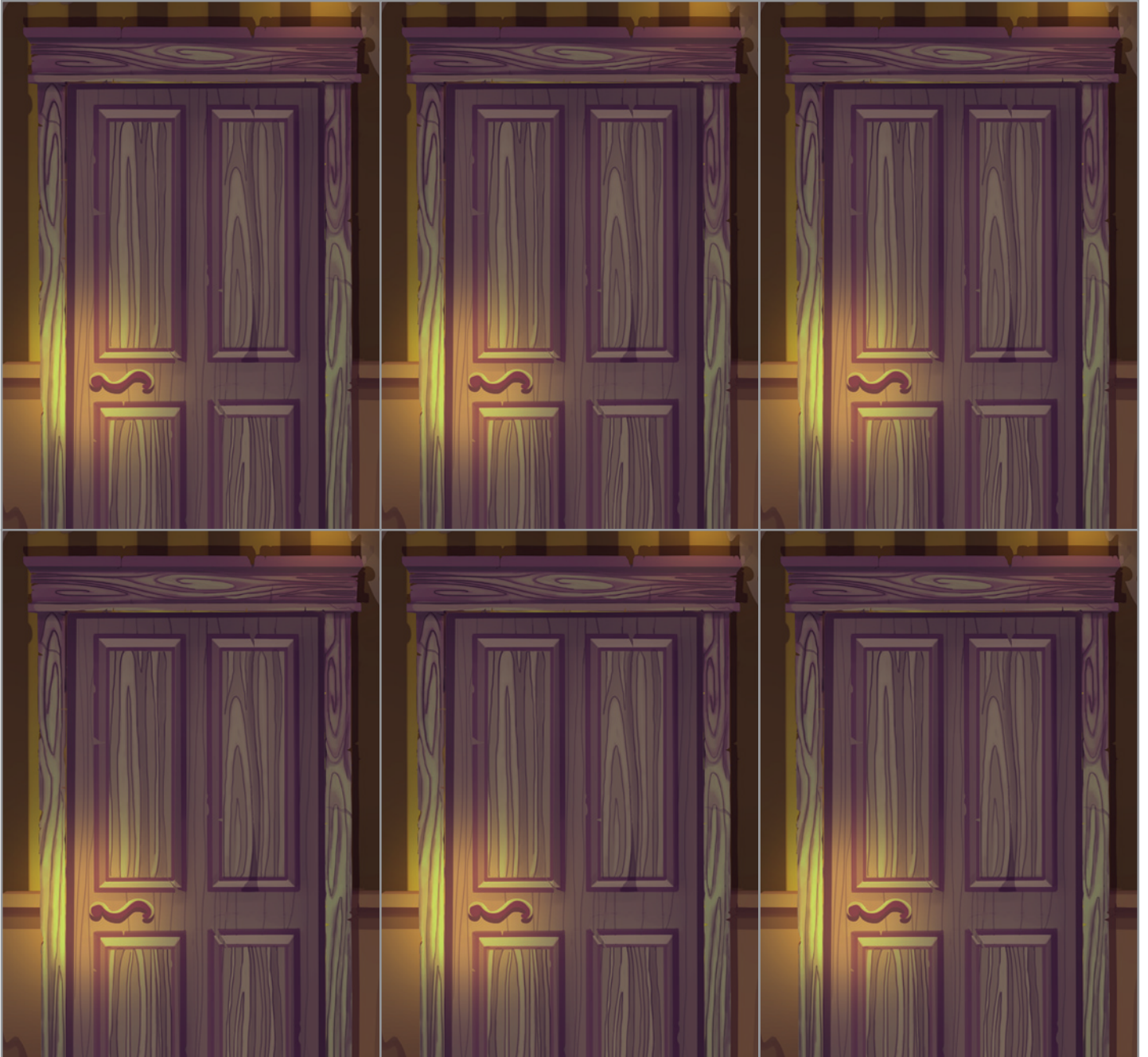
These are Ghost Hunters. Print this page once.



These are Ghost Hunters. Print this page once.



These are Ghost Hunters. Print this page once.



These are the Ghost Hunter Backs. Print this page 4 times to make nice backs for your Ghost Hunters, or sleeve your Ghost Hunters in a different colour than your Scares.



These are the Phantoms. Print this page 2 times.

The retail version of the game comes with a greater variety of Phantoms than this Print n' Play!



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These are the Phantom Backs. Print this page 4 times.



These are the Rooms. Print this page once. (You could mount to chipboard.)

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These are the Rooms. Print this page once. (You could mount to chipboard.)

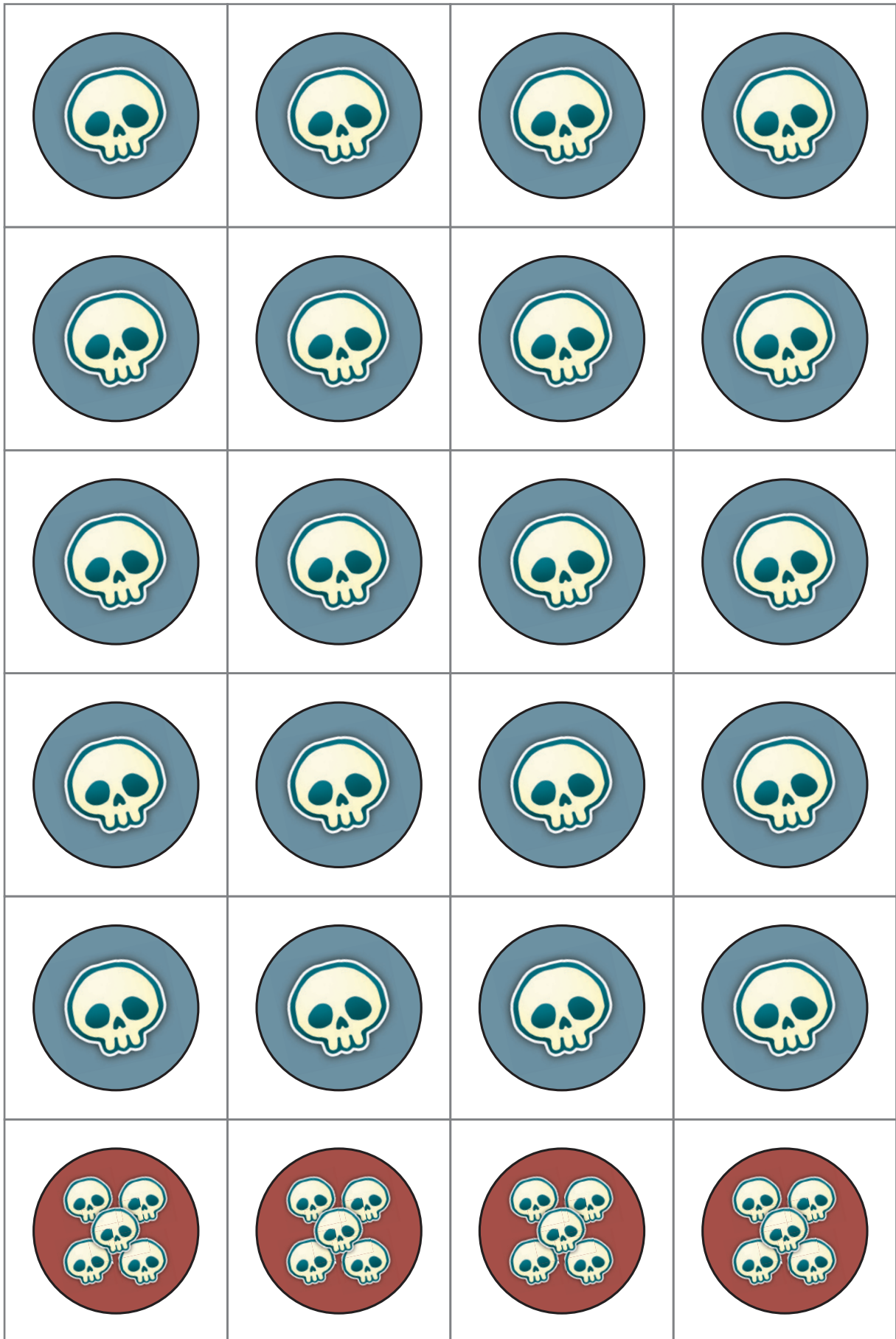
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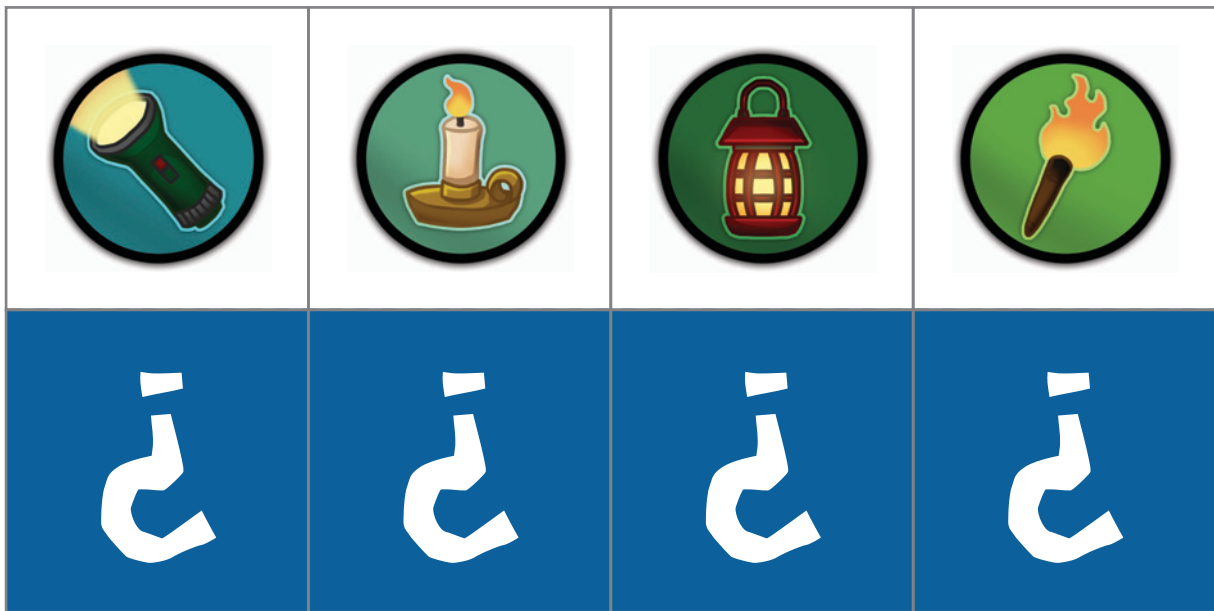


These are the Rooms. Print this page once. (You could mount to chipboard.)

The retail version of the game comes with a greater variety of Rooms than this Print n' Play!

These are Skull tokens. Print this page once. (You could mount to chipboard.)





These are the Trophy tokens. For each set of four, cut out the whole block, then fold on the dotted line, glue the fold shut, then cut the four tokens apart.

When you're done, you'll have four "light source" tokens with blue backs, and four "exploration gear" tokens with red backs.