

Panic Mansion

The Dancing Haunted House

(AKA Shaky Manor: The Tilted Treasure Hunt!)

The old estate on the hill has long been considered cursed! When night falls, the villagers watch strange things behind the windows. The house seems to be dancing, rocking back and forth! It is said that there is only one way to end the spookyness. Creepy spirits, wandering eyes, slippery snakes, and other things must be gathered together in one room of the house. Only those who complete this task first will break the curse and escape from the haunted house!

Before your first game, place the walls of the haunted houses so that the colors of the walls match the colors of the rooms.

Game Components

- 4 haunted houses (one box each with dividing walls)
- 48 objects:
 - 4 adventurers
 - 8 ghosts
 - 8 eyes
 - 8 spiders
 - 8 snakes
 - 12 treasure chests
- 48 double-sided task cards



Objective Of The Game

- Whoever manages to complete 5 task cards first, escapes from the haunted house and wins the game!
- Everybody tilts their house and gently uses it to push the correct objects into the correct room, which can be seen on the current task card.

How It Is Played

There are two game variants to choose from. Whichever you choose, the game basically works like this:

- All players try to summon the objects in their haunted house to a single room by tilting and shaking gently, without touching the objects.
- A task card is completed when all required items are completely within the given room, with no additional objects even partially in the specified room.



Game Variant 1

Preparation

- Shuffle the cards and form a stack in the middle of the table, with the object side up. In this game variant, only the room side is used.
- Each player takes 1 adventurer, 2 eyes, 2 ghosts, 2 snakes, 2 spiders and 3 treasure chests.
- Each player distributes 1 adventurer, 1 ghost and 3 treasure chests in their haunted house. The other objects are put in front of each player on the table.



Game Play

- Each player shuffles the objects in the haunted house of the neighbour to their right.
- One of the players counts to three, then turns over the top card of the pile (to the room side) and puts it on the pile for everyone to see.
- Now all players are trying to move their adventurer and their 3 treasure chests (and nothing else) to the room shown on the card as fast as possible.
- As soon as a player thinks they have completed the task, they loudly shout, "Panic Mansion!" and their haunted house is checked. If they have completed the task, they take the top card from the pile and place it in front of them.
- If the player did not complete the task, they must discard a previously completed task card from their collection (if they have one) and place it under the stack. The round then continues until a player has completed the task.
- After each round, it will be a bit more difficult for the winner. The player to the right of the winner selects one of the objects in front of the winner and places it somewhere in the winner's house.
- Then start a new round!



Winning

Once a player has collected 5 task cards, they escape from the haunted house and win the game!

Game Variant 2

Preparation

- Shuffle the cards and make a stack in the middle of the table with the room side up. In this game variant, both sides of the task card are used.
- Each player takes 1 adventurer, 2 eyes, 2 ghosts, 2 snakes, 2 spiders and 3 treasure chests and puts them all into their respective haunted house.



Game Play

- Each player shuffles the objects in the haunted house of the neighbour to their right.
- One of the players counts to three, then turns the top card of the stack to the object side and puts it next to the stack so it is visible to all players.
- All players must try to fulfill the two visible map pages. You have to move the objects shown on the object card (and nothing else) into the room shown on the room card.
- As soon as a player thinks they have completed the task, they loudly shout, "Panic Mansion!" and their haunted house is then checked. If they completed the task, they take the object card.

Example of a completed task:

- If the player did not complete the task, they must discard a previously completed task card from their collection (if they have one) and place it under the stack. The round then continues until a player has completed the task.
- After each round, it will be a bit more difficult for the winner. The player to the right of the winner selects one of the objects in front of the winner and places it somewhere in the winner's house.
- Then start a new round!

Winning

Once a player has collected 5 task cards, they escape from the haunted house and win the game!



The Whole Big Haunt

After becoming familiar with both game variants, you could choose to face a new challenge: the whole big haunt!

- Reveal two sides of the cards as a task, but you must now try to assemble in the given room only the objects that are NOT shown on the object card.

Example of a fulfilled task:



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Description from the publisher:

The mansion up the hill has always had a reputation... of being cursed. After dark, villagers keep seeing strange things moving behind the windows, as the house seems to be “tilting” and “rocking”. It is said that the only way to break the mansion's curse is to gather in one specific room some of the ghoulish ghosts, wandering eyes, slithering snakes, crawling spiders and other objects that have been inhabiting its dusty walls. Will you be the first to break the curse... and flee the mansion?

To win Panic Mansion, you must be the first to complete five challenges by gently tilting and shaking the box to place the correct objects into one room, following the information on the cards.