



# DOCTOR LUCKY'S MANSION

*That is*

# HAUNTED

## EXPANSION BOARD

### Our Story:

Doctor J. Robert Lucky wishes to sell his haunted house to a pair of unsuspecting newlyweds from across town. But the ghosts of Lucky Mansion have a different plan. They love Doctor Lucky so much, they want him to stay with them forever!

### Contents:

One game board, suitable for 2 to 8 players.

### You Also Need:

The cards, rules, and pieces from Kill Doctor Lucky, preferably the 19.5th Anniversary Edition or newer.



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ITEM #CAG 242



### SUPPLEMENTAL RULES:

This alternate board can be used in its entirety for up to eight players, or it can be folded in half for smaller groups (see chart at right).

Whenever the number of players is close to the upper limit of the board, you should probably play with the Cat. If the board seems too roomy, you should add the Dog instead.

**Movement:** The players are ghosts, so they can move through ceilings, walls, and floors! Any two rooms are connected if they share an *edge* (a corner is not enough).

**Sight Lines:** Players can see from their current room into all the connected rooms, but no farther.

**Portals:** The board contains three secret portals that connect two rooms, represented by duplicate

objects (the raven, globe, and portrait). You can move through these portals, but you can't see through them.

*Note that some rooms have alternative names.*

*For added flavor, you should add the word "ghostly" to the text of every card.*

### ✧ STARTING POSITIONS ✧

Board	Rooms	Players	P	L	C	D
Full Board	24	2-8	1	11	22	7
Upstairs	13	2-5	24	11	17	14
Downstairs	11	2-4	1	3	22	7

*P = Players, L = Lucky, C = Cat, D = Dog*

**"Doctor Lucky's Mansion that is Haunted"**  
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