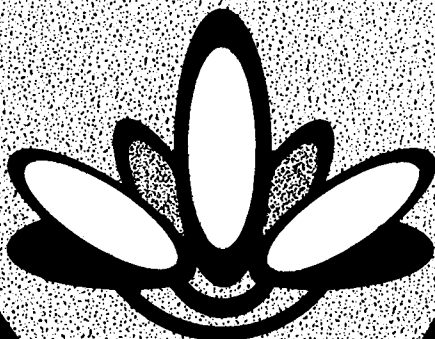




Séance

INSTRUCTION BOOK

IMPORTANT: BEFORE USING RECORD
PLAYER, READ INSTRUCTIONS
(SEE PAGES 7 AND 8)



ASSEMBLY INSTRUCTIONS

Part of the fun of this game is the assembling of its theatrical setting. The old home of Uncle Everett becomes a reality, with you there. Follow these simple assembly instructions and watch the fun.

Preparation:

1. Remove all the game parts from the box. Under the tray are many colorful printed sections that comprise Uncle Everett's parlor.
2. Break apart the die cut pieces, and clean the slots in board that will accept the tabs for later assembly.
3. Take the cards, Bank Books, etc., and put aside for the eventual play of the game.

To Assemble:

STEP 1: Take back wall section showing open fireplace and inside wall. Fold top section containing a series of slots towards you to form a ceiling beam. Peel off glow decal of Uncle Everett and mount on rear wall in area marked above fireplace, under slot. (Keep this a secret until game ends)

STEP 2: Take left wall containing clock, fold slightly at score so clock is facing front. Insert tab at other end of that piece into rear wall slot, marked to receive tab on left side of fireplace wall.

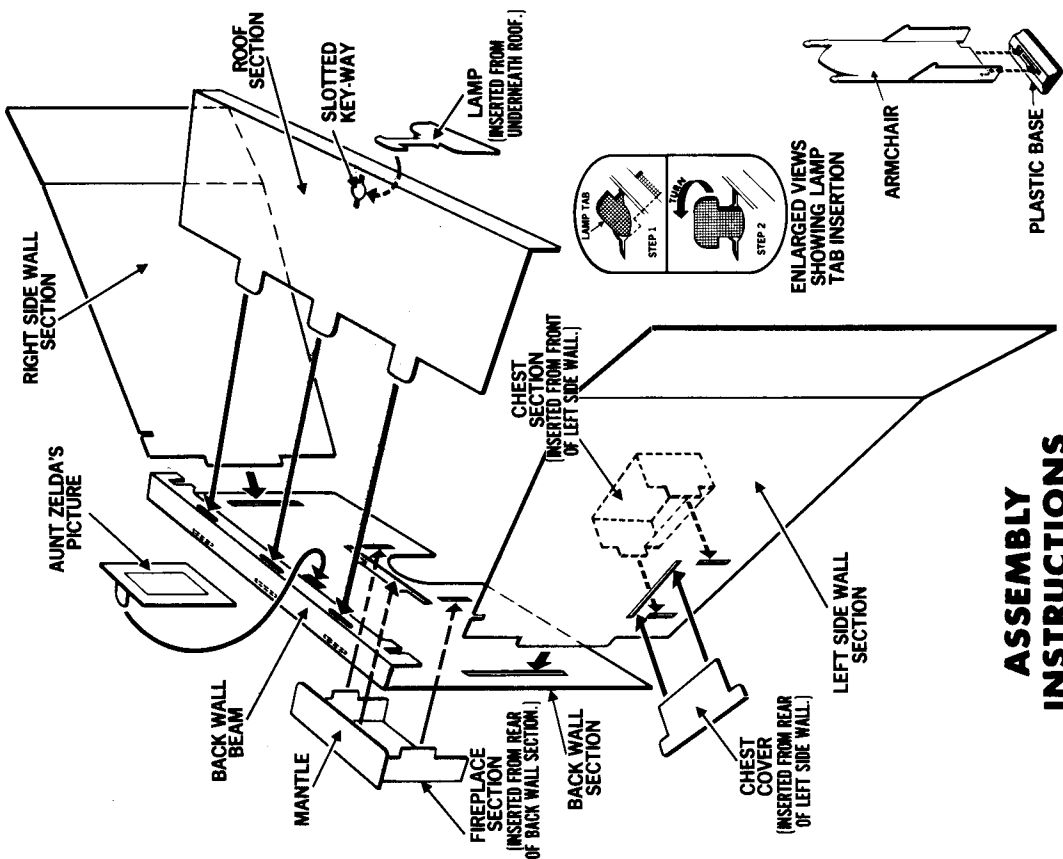
STEP 3: Take right wall and fold at score so that Knight in Armor faces front. Insert tab at other end into slot on right side of fireplace wall.

STEP 4: Fold down beam that had been pre-folded in Step 1 and lock both sides at the top with slots provided in the beam sections at each end.

STEP 5: Take roof section (printed only on one side and showing shingles). Fold down front beam slightly, insert 3 tabs at the rear of the roof section into slots provided on rear wall beam so that shingles are on top and top lies on walls on each side.

STEP 6: In the center of the roof there is a round hole with slotted key-way. Insert lamp tab at angle so it fits into key-way. When in completely, give it a half turn so lamp faces front and hangs secure. (See assembly drawing.)

STEP 7: Fold fireplace section with flame inside and insert from outside of back wall by placing mantle section in long slot front, and side tabs pushed through to front. Mantle will



ASSEMBLY INSTRUCTIONS

ASSEMBLY DIRECTIONS (CONTINUED:)

protrude to make a shelf above fireplace on the inside of room. (See assembly drawing.)

STEP 8: Take chest section, fold up bottom and fold in sides. Insert tabs in vertical slots under window inside the room on the clock wall. Insert cover of chest from the outside in long slot under window. Cover will come through wall to form cover for chest inside. (See assembly drawing.)

STEP 9: Insert parrot into one of the yellow plastic stands, and repeat placing chairs in each of the remaining plastic stands: yellow, red, green, blue. (See assembly drawing.)

STEP 10: Place floor board with 4 colored, numbered spots in front of the completely assembled setting.

STEP 11: Fold back tab on portrait of Aunt Zelda and insert in slot on back wall so portrait will cover the decal placed there in Step 1.

GAME INSTRUCTIONS

Remember that the game is played in two parts. Part I uses Side #1 of the record and Part II requires Side #2.

BE SURE TO READ OPERATING INSTRUCTIONS FOR RECORD PLAYER BEFORE USING, (SEE PAGES 7 AND 8)

PREPARATION:

1. After the stage has been set, one player (or a non-player) is designated as the "Lawyer." It is his function to distribute the money to the players, conduct the auction, collect money that goes to Zeke the Parrot, and pay any money due as Uncle Everett's voice directs. He acts to control the play of the game. The Lawyer will give each player \$20,000 in bills (20 - \$500 bills and 10 - \$1000 bills). This is the money Uncle Everett has willed to each of his heirs. Zeke the Parrot is placed in front of the Lawyer and all other money will be placed near both of them.

2. The cards representing items to bid for in the game are placed in the following places:

- Place the four antique items in the chest on the left wall:
 - Coin Collection
 - Antique Clock
 - Ship Model
 - Keys to Rolls Royce

GAME INSTRUCTIONS (CONTINUED:)

- Place the three jewelry items on the fireplace mantle:
 - Signet Ring
 - Diamond Bracelet
 - Pearl Necklace
- Place the three (3) Stock Certificates under the table.
- Hang Aunt Zelda's portrait on the wall above the fireplace in the slot provided for it.
- Each player takes a Séance Bank Book and inserts a blank sheet of paper between the pages. Each player must record the amount that he paid for each item on the paper opposite its listing in the Bank Book. (The score sheet can be used for several games by turning the used page over so that a blank area appears on the right and the used section is under the flap of the Bank Book.
- Each player also takes a chair with a plastic stand of his color and places the chair in front of him near the table.

RULES

PART 1: See operating instructions for record player before using. Use Side #1 of the record. Lift the Séance Table top and place the record on the spindle of the player. (See operating instructions.)

1. All players bid against each other for the privilege of receiving a "message" from the record. At this point, no one knows what article will be awarded by Uncle Everett's Voice. The "messages" come at random; they will usually award an article (card) but may give Aunt Zelda's portrait or nothing at all.

2. The bid must start at \$1000, and thereafter be in minimum units of \$500. There is no limit, but each player must be careful to use his money wisely so that he may have enough to bid for other messages in the future.

Example: The Lawyer will begin by saying, "One thousand dollars — do I hear \$1500? I hear \$1500 — who will bid \$2000? I hear \$2000 — no one else? Sold for \$2000!"

3. The player making the highest bid then:

- Pays that amount to the Lawyer.
- Places his chair on any of the numbered spots around the table.
- Activates the lever under the top of the Séance Table.

GAME INSTRUCTIONS CONTINUED:

- d. Follow the instructions given. The Voice's commands must be obeyed, but if all articles in a particular place are gone, the player will get nothing and his money will not be returned. If a player gets more than one object, he must split the money bid and record in Bank Book a value for each article. If he gets his money back, the player will record in his Bank Book what he had bid.
- e. Removes his chair from the numbered spot and returns it to its former position in front of him.

Play continues with a new bid and all the above rules are repeated until *all the articles have been taken*. At this point, each player should have one or more cards, representing articles.

PART II: Open the table top and turn the record over to Side #2.

1. Players will take turns clockwise; the one holding the most articles goes first. This player places one article on the table.
2. He sets his chair on any one of the spots around the table.
3. Then he activates the lever under the table top in order to start the Voice. (See record player operating instructions on pages 7-8.)
4. The Voice will tell him the value of the article:

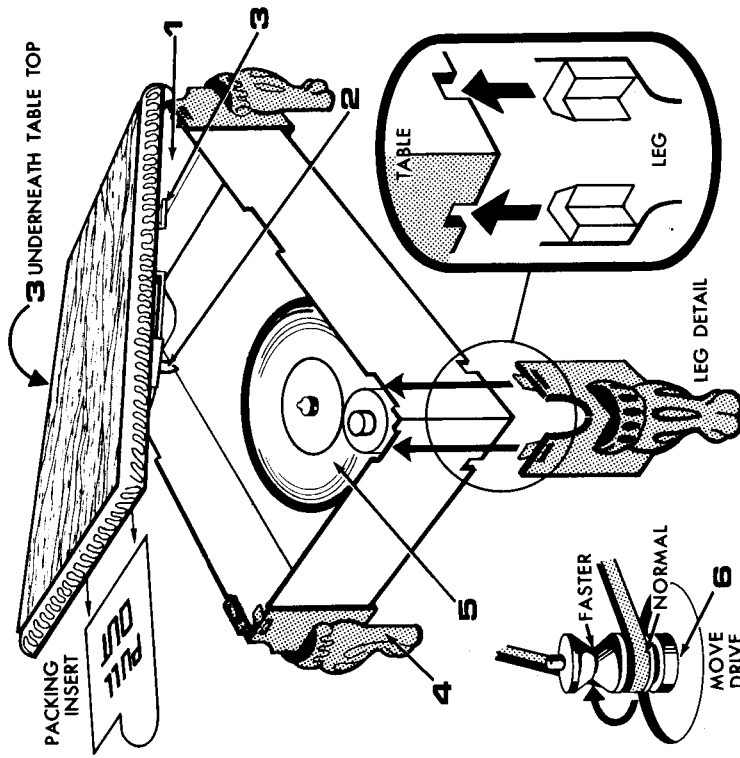
- a. If the article is worth money, the Lawyer pays it from "Zeke the Parrot's Fund."
- b. If the Voice commands him to pay taxes, the player will pay money to the Lawyer. If a player lacks funds to pay, he will record what is owed in his Bank Book so that he may pay later when he has money.
- c. If a player is given an item by another player in accord with Uncle Everett's directions, he will record the amount formerly paid by the other player in his own Bank Book.
- d. After the player obeys the message from the Voice, the article concerned is out of the game.

ALWAYS DO WHAT THE VOICE SAYS, and when all the articles have been turned in (or when the Voice directs the Séance to be over), the game ends.

The player with the most money at the end of the game is declared the winner.

After the game is played, turn the lights out. You may then see an image of Uncle Everett on the wall where the portrait of Aunt Zelda formerly hung.

ASSEMBLY AND OPERATION OF RECORD PLAYER SEANCE TABLE



1. Séance Table top is hinged on one end. Lift table top to insert records or make adjustments.
2. Remove plastic legs from package. Slide leg up at corner until small slots engage in table. Push in at top of leg assembly until lip snaps over the top edge. Repeat for each leg. See Leg Detail.
3. Remove and discard packing insert from tone arm. See Fig 2.
4. Place one D-size battery in well in proper position as indicated.
5. Place record on turntable with numbered side facing up.

THE ASSEMBLY AND OPERATION OF RECORD PLAYER SEANCE TABLE (CONTINUED)

6. Carefully lower table top. When table top is closed, motor starts and record should play. If record does not play, move reset lever (Fig. 3) located under either side of table top and release. Records will automatically play each time; then shut off. Each movement of reset lever will play the record and record will play in random sequences.

RECORD SPEED:

7. Your record player is equipped with a solid state speed control that will keep it running at constant speed until the battery has become discharged. The player has been designed to run on a single "D" size dry (carbon zinc) battery and should not be used with Industrial Rated, heavy duty or rechargeable batteries. If the player runs too slow with a fresh battery, turn the table upside-down and move the drive belt from its normal position on the motor shaft to the brass pulley. (See Fig. 6)
8. Place Séance Table in center of rug on floor board in front of room setting.

IMPORTANT NOTE:

DO NOT oil the motor, as excess oil will cause the drive belt to slip.
**IF VOICE IS NOT CLEAR, REMOVE NEEDLE (2) (PULL OUT) TURN ¼
TURN AND REPLACE.**

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