

SUPERSTITION

GAME



(For 2 to 4 Players)

Are you superstitious? Do you dare walk under a ladder? Let a toad touch you? Break a mirror? Defy the "Evil Eye?" . . . All of these superstitions are waiting for you when you sneak through the Graveyard at midnight to break into the Wizard's Tomb. For your bravery, you capture a "Charm" and a "Whammy" to help you get back out the Graveyard gate.

OBJECT: Be the first to leave the Graveyard after visiting the Wizard's Tomb.

TO SET UP THE GAME:

1. Set the playing board flat, picture side upward.
2. Punch out all the slots. Insert the tabs of the Wizard's Tomb into the center slots and slide the tomb to lock it in place. (FIG. 1).

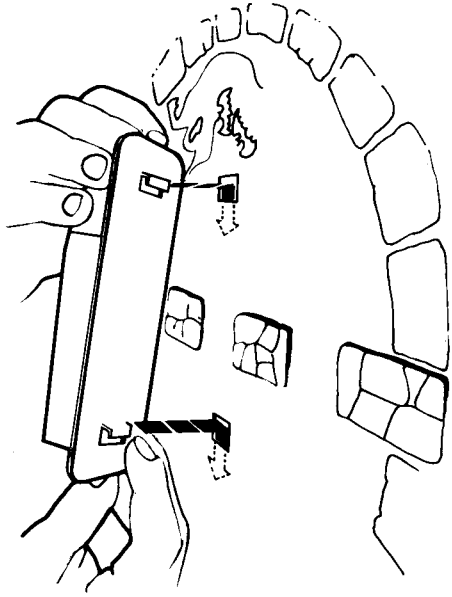


FIG. 1

3. Press out the cardboard Superstition pieces (arm with hammer, toad, evil eye, ghost) and attach them to the plastic clips in exactly the positions shown (FIG. 2).

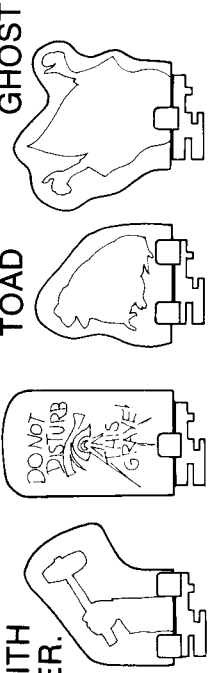


FIG. 2

PLASTIC CLIPS SHOULD BE IN EXACTLY THIS POSITION.

4. Look at Figs. 3 and 4 to assemble the slide mechanisms into the Superstition bases. All four mechanisms are done the same way.

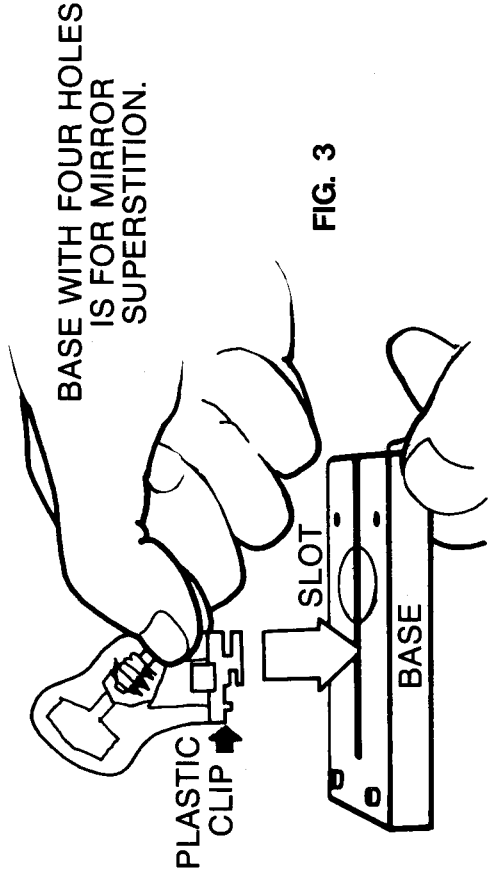


FIG. 3

BASE WITH FOUR HOLES IS FOR MIRROR SUPERSTITIION.

TURN BASE OVER AND FIT PLASTIC SLIDE SLOT ONTO PLASTIC CLIP. PUSH CLIP TO LOCK.

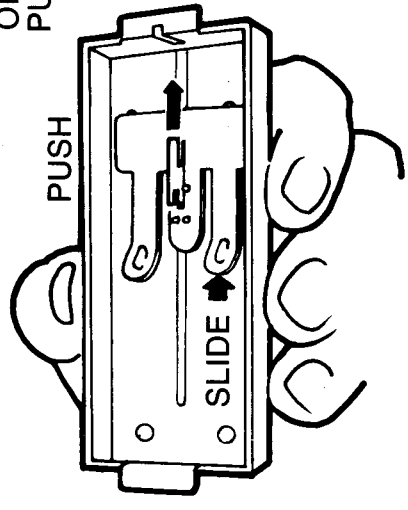
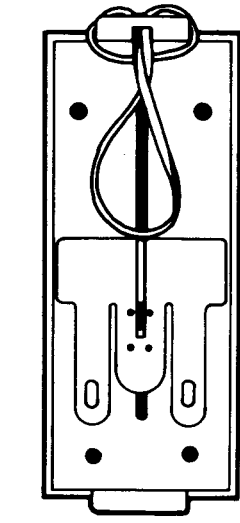


FIG. 4

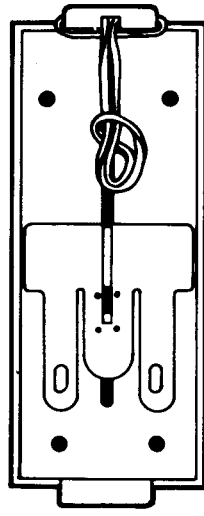
5. Loop the rubber bands around the slot ends of the bases(FIG. 5) and then loop it around the tab on the slide mechanism (FIG. 6 and 7).

NOTE: BOTTOMS OF BASES SHOWN



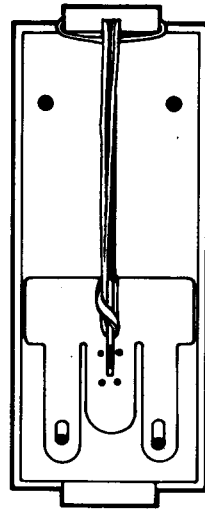
LOOP AROUND,
AND PUSH
BACK THROUGH.

FIG. 5



FORM A LOOP.

FIG. 6



ATTACH LOOPED
END TO SLIDE CLIP.

FIG. 7

6. Pull the slide back and put the long pin (there are two pins for each base, one long and one short) in either hole on the base top (FIG.8). This will cock the mechanism. Put the short pin in the other hole. (There are two pins to fool the other players.) Cock all the Superstitions now, the same way.

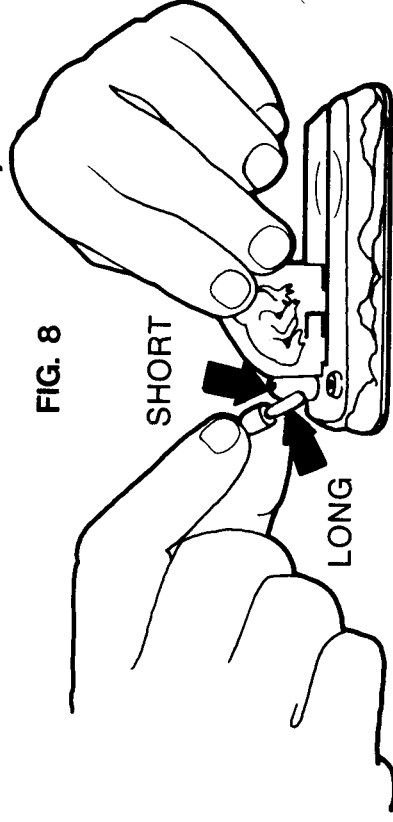


FIG. 8

THE EVIL EYE AND
TOAD SUPERSTITIONS
SHOULD LOOK LIKE
THIS:

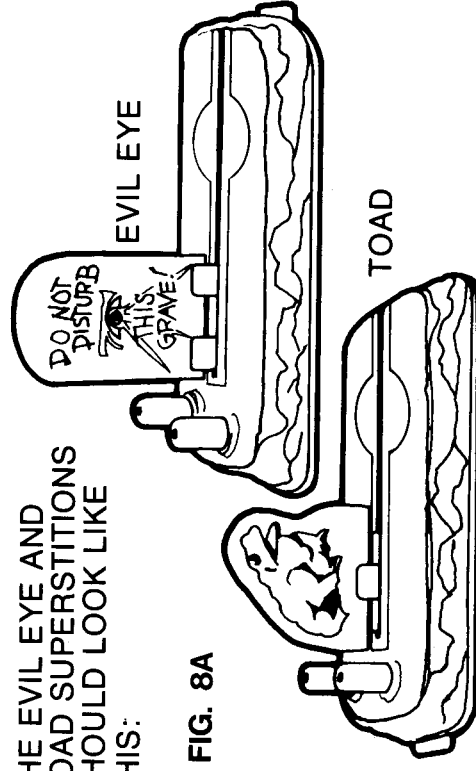


FIG. 8A

7. Peel and press the pressure-sensitive foil labels on the raised mirror surfaces (FIG. 9).

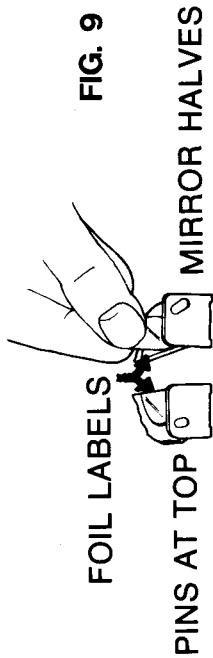


FIG. 9

8. Put the mirror halves pegs in the holes on the Mirror Superstition base (FIG. 10).

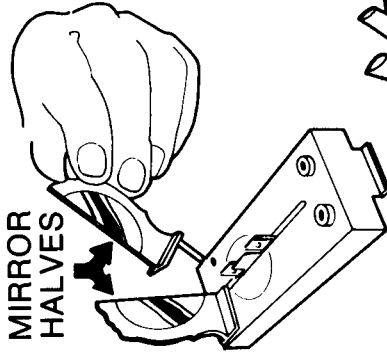


FIG. 10

9. Assemble the Ladder Superstition (FIG. 11).

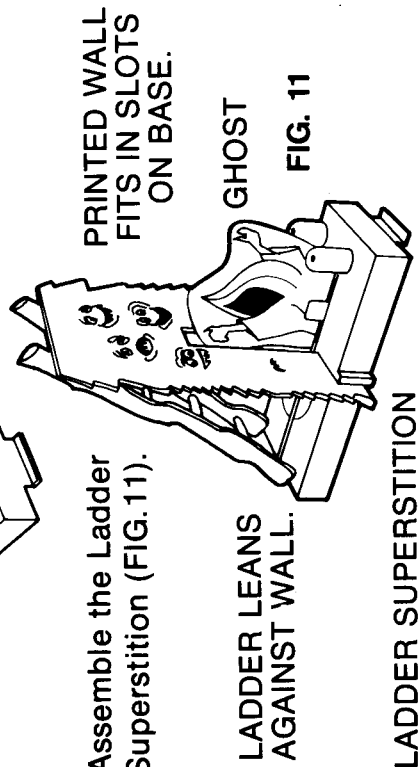


FIG. 11

10. Press out the circular charms and place them **face down** in the Wizard's Tomb.

11. Next, press out the Whammies and insert each one into the stands as shown (FIG. 12). Also place these in the Wizard's Tomb.

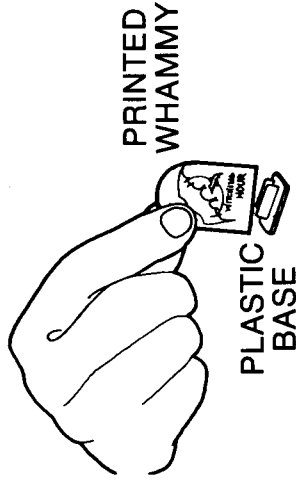


FIG. 12

12. Lock the Superstitions in place on the game board by inserting the tabs and sliding to lock (FIG. 13). Refer to cover for positions.

PLACE TABS IN SLOTS,
SLIDE TO LOCK.
SEE BOX COVER
FOR POSITIONS.

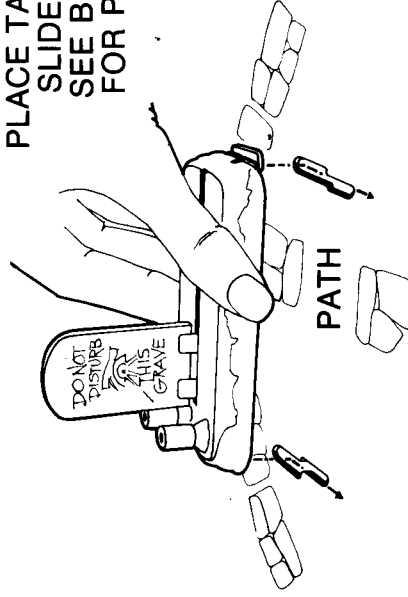


FIG. 13

NOTE: TO MAKE THE SUPERSTITIONS SECRET, EACH PLAYER SHOULD RESET ONE. IF TWO PLAYERS, EACH RESETS TWO IN SECRET.

TO PLAY THE GAME (Part I):

In turn, all of you will be moving by dice count into the Graveyard along the outer brick path. Before proceeding onto the inner stone path, you must challenge a Ladder/Mirror Superstition. If successful, travel on to defy a Grave Superstition. Then, enter the Wizard's Tomb. All players now choose a pawn. Place your pawn on the matching color circle outside the graveyard gate.

1. The highest throw of the dice goes first. Players take turns, clock-wise, in throwing the dice and moving.
2. Move out along the **brick** path in either direction but only in **one** direction in any one turn. **YOU MUST MOVE YOUR FULL DICE COUNT, WHEN ON THE BRICK PATH OR THE STONE PATH.**
3. If you are blocked by another player from taking your full move, go the opposite way. If you are blocked in both directions, your turn ends without your moving. You can't pass another player.
4. Proceed along the brick path until you reach the entrance space of a Ladder or Mirror Superstition. You must stop on the Superstition platform. Exact count is not necessary. The circle on the platform counts as one space.
5. Now, challenge the Superstition by pulling one of the pegs.

IMPORTANT: DECIDE WHICH PEG YOU WANT TO PULL BEFORE YOU TOUCH EITHER ONE. ONCE YOU TOUCH A PEG, YOU MUST TAKE THAT ONE.

6. If no action happens, you've sneaked by and your turn continues. Step off the platform, throw the dice and move onto the stone path in either direction. Secretly reset the Superstition for the next player.

7. If action happens, you've been zapped! You must put your pawn back on the matching color circle outside the Graveyard gate. Your turn ends. Reset the Superstition.

NOTE: RESETTING THE SUPERSTITION

After challenging any one of the Superstitions, whether action is triggered or not, secretly reset it. You may want to switch the trigger pegs so that other players will not know which one to choose.

8. Proceed by dice count along the **stone** path until you stop on the platform of a Grave Superstition. Again, exact count is not necessary, you **must** stop.

9. As before, you must now challenge this Superstition by pulling a trigger peg. Remember, the first peg you touch is the one you must try.

10. If you are zapped, put your pawn on the space in the front of the Grave Superstition. As a penalty, you must go **by dice count along the stone path** to the other Grave Superstition and try to sneak by there.

11. If you sneak by, (no action happens), place your pawn on the space between the Grave Superstition and the Wizard's Tomb. Reach into the

Tomb, and without looking, pick up a Whammy and a Charm. Keep them secret. Reset the Superstitions. Your turn ends.

NOTE: IF YOU ARE ON ONE SIDE OF THE WIZARD'S TOMB, AND AN OPPONENT IS ON THE OTHER SIDE, BOTH OF YOU WANTING TO GO TO THE OPPOSITE SIDE, YOU MAY TRADE PLACES.

- 12. If you are zapped by both Grave Superstitions, keep trying at either one until you sneak by.

PART II:

After capturing a Whammy and a Charm, jump over the Wizard's Tomb and challenge the other Grave Superstition. Travel along the stone path once again to defy a Ladder/Mirror Superstition. The first player to get back out of the Graveyard gate to his matching color circle is the winner!

- 1. Once you have jumped the Wizard's Tomb, challenge the other Grave Superstition. If you sneak by, place your pawn on the stone path in front. Wait for your next turn.
- 2. If you are zapped, you lose your turn. One of your opponents now resets the trigger pegs. Keep jumping back and forth over the Wizard's Tomb until you have beaten one of the Superstitions and escaped. Do not take additional Whammys and Charms.
- 3. On your return trip, you throw the dice and move just as in PART I.

- 4. If you get zapped by a Ladder/Mirror Superstition on your way out, put your pawn back on the stone path and travel by dice count to the other Ladder/Mirror Superstition. If you get zapped by both, keep trying at either one until you sneak by. BUT THERE ARE STILL OTHER SPELLS YOU MAY HAVE TO ENCOUNTER BEFORE YOU ESCAPE!

THE WHAMMY

- 1. At any time during your turn, you may place your Whammy on a brick or stone **path space** to try to block an opponent who is on the way out of the Graveyard. Players **going in** Graveyard can go by Whammies. When **leaving** the Graveyard, players can pass Whammies by using the following Charms:

Charm	Whammy
Wishbone	The Raven
Hex Sign	Witching Hour
Rabbit's Foot	Mummy's Curse
4-Leaf Clover	Friday, 13th

- 2. If you are holding a Charm that works against a particular Whammy, you may move by the Whammy if it blocks your path. Count one space as you go. Your Charm has no power over any other Whammy.
- 3. If in leaving you land **by exact count** on a Whammy, you may pick it up and, in the same turn, place it on any other path space.

4. If a Whammy blocks your move in one direction, you must move in the other direction for your full dice count. No partial moves are allowed. As before, if you are blocked in both directions, your turn ends without your moving.

WINNER OF THE GAME:

The first player to successfully escape the Graveyard and land by exact count on his matching color circle . . . is THE WINNER!