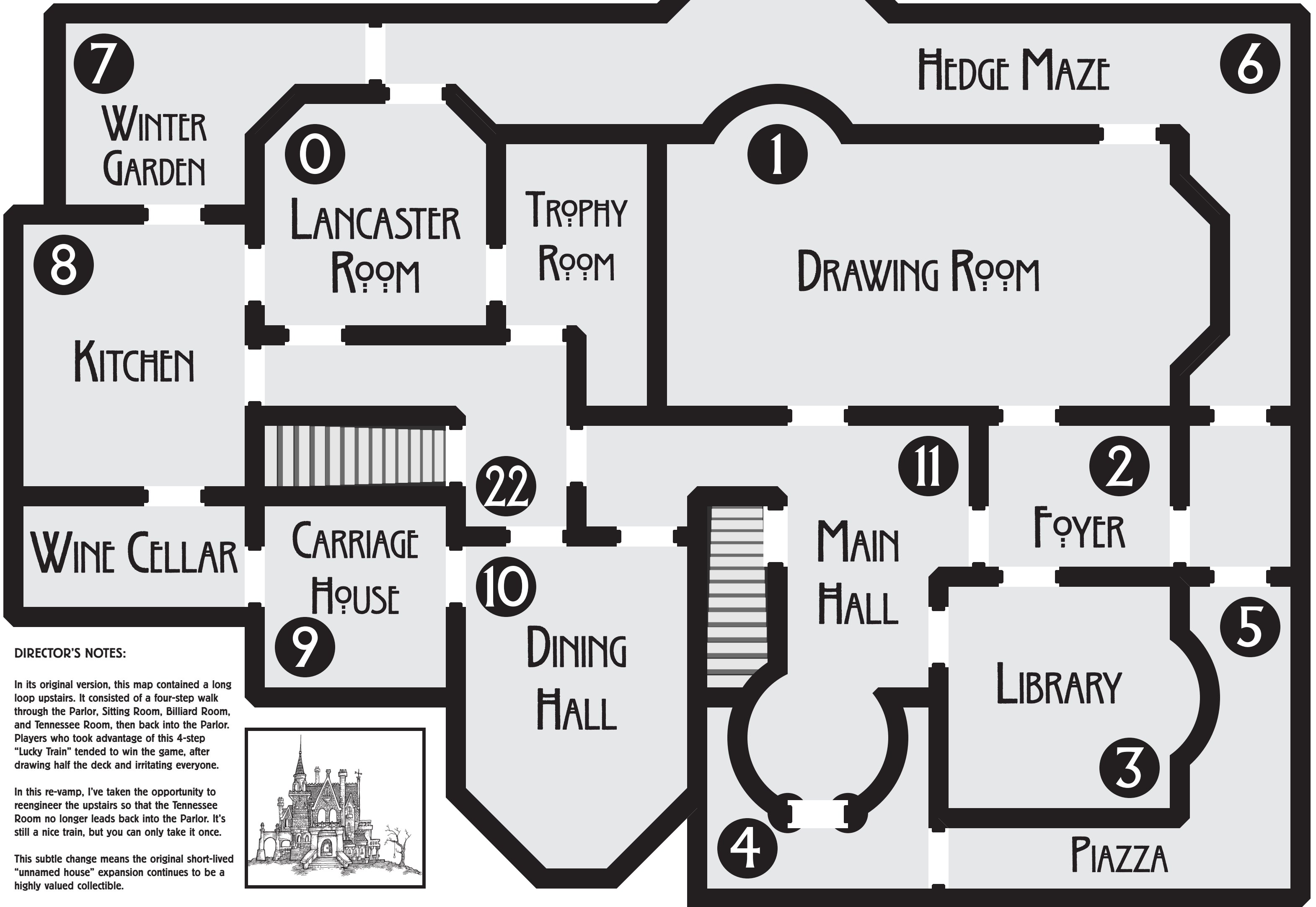


ABOUT THE SECOND BOARD:

This map was originally released in an expansion bearing the name of a famous house somewhere in North America. Unfortunately, the proprietors of the house weren't too pleased when we used their names without permission, and the expansion was prematurely retired. The map is presented here with the names changed and the innocent protected.

The board has three more numbered rooms, and a layout sufficient for as many as 10 players. Room 22 leads back to Room 0. There are three numbered hallways (rooms with numbers, but not names). These rooms behave like any other unnamed room; i.e., you do not draw a card when snooping in these rooms. The stairways act as the same space on both floors. When you are on one, you are also on the other.



DIRECTOR'S NOTES:

In its original version, this map contained a long loop upstairs. It consisted of a four-step walk through the Parlor, Sitting Room, Billiard Room, and Tennessee Room, then back into the Parlor. Players who took advantage of this 4-step "Lucky Train" tended to win the game, after drawing half the deck and irritating everyone.

In this re-vamp, I've taken the opportunity to reengineer the upstairs so that the Tennessee Room no longer leads back into the Parlor. It's still a nice train, but you can only take it once.

This subtle change means the original short-lived "unnamed house" expansion continues to be a highly valued collectible.

