



NANCY DREW[®]

The Haunted Carousel

Her Interactive, Inc.

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Chills Among the Thrills

Somewhere between the last departing guest and the glow of morning over the Atlantic, Rolfe Kessler's famous hand-carved horse's surge to life — but the riders and the operator remain unseen. Some say that the ninety-year old relic is haunted and that Kessler's spirit is enraged over the loss of Nightshade, a horse recently stolen from the carousel. Rolfe's apparent anger doesn't end at the aura of the carousel's lonely lights. Recently the Tidal Terror roller coaster stopped in mid-ride, purportedly injuring a guest. Is there a curse on the Captain's Cove Amusement Park or is there a larger menace at work here? It's up to you to find out.

Don't Turn The Page Yet!

Read This Important Paragraph First:

You already know that this strategy guide contains steps and solutions for completing *Nancy Drew: The Haunted Carousel*. What you may not know is that this book is written in a format that won't spoil the ending! You must complete the game to uncover and apprehend the culprit or culprits. This book assumes that you know basic game functions, including how to move, interact with characters and use the features covered in the Tutorial mode. If you're playing Junior Detective mode, some steps outlined in this guide will not be necessary, but here are a few practical tips that will make play easier at both levels:

- Save your progress often — especially before trying anything new or potentially dangerous.
- Click on the "Things To Do" icon on your laptop if you lose track of what to do next. Your laptop also has a journal that summarizes key clues and significant events throughout the game.
- Call Bess and George, the Hardy Boys or check your laptop Inbox before flipping through these pages. Sometimes it's more rewarding to solve a problem with a small hint instead of a detailed answer.
- Keep a piece of paper handy for writing down lock combinations. All of the phone numbers that you find are automatically recorded in your cellular phone directory. Lock combinations are not automatically recorded, but you can retrieve them from your laptop journal.
- Remember the basics: Close whatever you open. Turn off whatever you turn on. You could avert a small disaster or two.

HAUNTED HORSES

Rolfe Kessler's carousel turns on its own terms long after the guests depart the Captain's Cove Amusement Park. Is it a restless spirit bemoaning the loss of a prized horse or are sinister elements at work?

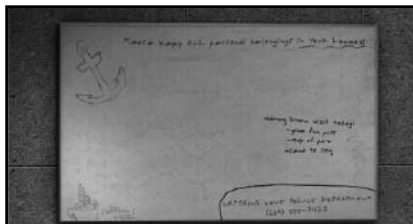
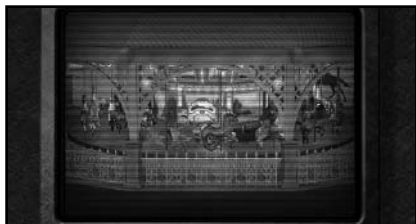
Check in with Paula

It might look like a fun day for a sundae at the Captain's Quarters Hotel, but there's no time to order room service. Click on the cellular phone in your inventory and press the DIR button below the right side of the phone display screen. Press the # button and scroll through the directory until you see Paula's number. Press DIAL to give her a ring. Paula asks you to check in with the security guard when you arrive at the park. Then you need to check out the broken roller coaster.



Enter the Whale's Mouth

The intercom greets you the moment you arrive at the Captain's Cove front gate. You can't explore the park until you go through the whale's mouth, so don't walk the plank by disobeying the security guard. Harlan Bishop apparently doesn't get much company and he'll practically blab everything he knows about anything. Check out the surveillance tape and read the dry erase board. Bishop will give you a Captain's Cove Fun Card so you can access rides and games in the park.

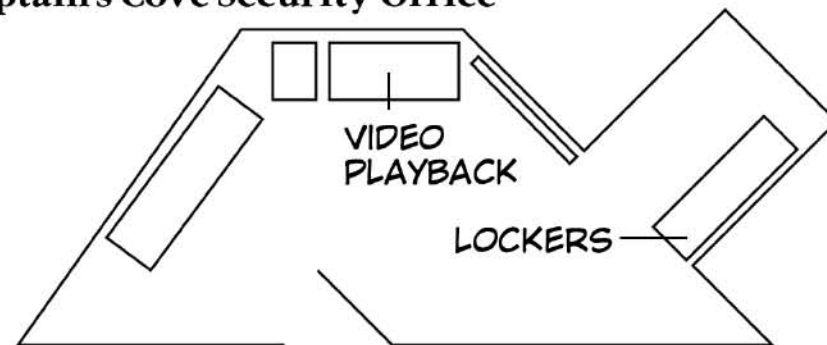


Harlan Bishop

Harlan Bishop agreed to a pay cut to stay on while the park remains closed. He has only worked here for a couple of weeks, but he's hoping to stay on once the rides are fixed. Harlan seems like a nice enough guy, but he seems hesitant to tell you about his previous job. Supposedly he was a security guard at a department store in Flemington — a burg that's a long way from the park. That must have been after the Trenton bouncer job that he told Ingrid about. The guy either does a lot of job-hopping or can't keep his stories straight. Like the local police, Harlan doesn't think the missing horse is worthy of front-page news, but solitude and eagerness to impress make Harlan an amiable resource. Too bad he hasn't worked at the park longer because he could probably give you more background information on the other park employees.



Captain's Cove Security Office



Joyless Joy

When you're done inspecting Harlan's digs, stroll over and meet Joy Trent at the Captain's Cove Office. Harlan was kind enough to mark Joy's location on your map. She's not exactly the happiest new hire on the planet, but it's probably tough to remain optimistic about revenue when the park is shut down. Listen long enough and she'll give you an access key card. When you're finished talking to this little rain cloud, look around the office and read the newspaper article on the wall. It mentions jewels found on the roller coaster and a Detective K. J. Perris.

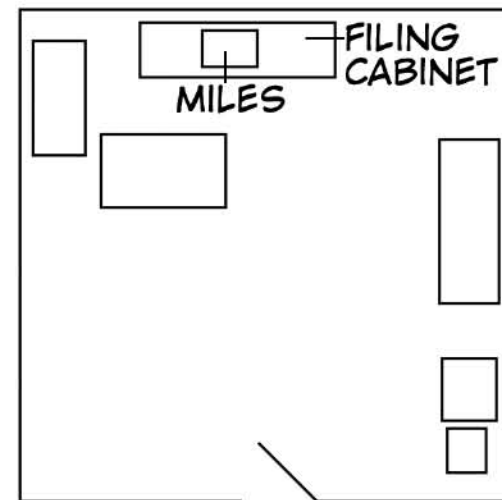


Joy Trent

Is it her attitude or lack of gratitude that makes Joy Trent such a sour grape? You would think she would be grateful for her new job, but her father and Paula Santos used to be co-owners of the park. After listening to Joy you would think that Paula swindled Joy's father instead of buying his share. Santos must trust Joy because she hired her as park bookkeeper, but this implied trust apparently doesn't go both ways. Trent admits that she sees your park investigation as a farce. She doesn't believe in curses and certainly doesn't believe that Paula has nothing to do with the recent incidents. According to Joy, Santos intends to use the haunted carousel as a gimmick to increase ticket sales. Paula might be a hands-off manager, but Joy's bitter demeanor could make her a potential loose cannon capable of sinking Captain's Cove.



Captain's Cove Office



Coaster With a Key

Before meeting anybody else, stroll over to the Tidal Terror Roller Coaster. While you're there, call the police station and ask Detective Perris to look into clues about the article in Joy's office. The red tag on card reader at the roller coaster is broken. Perhaps Ingrid Corey knows more about it.



New Age Baby

Ingrid Corey works in the Captain's Cove Engineering Workshop. She's aware of the broken card reader but she has a backlog of items that need repair. She'll tell you how to fix the reader but you'll need the soldering iron borrowed by Elliot Chen. Take the macro resistor — you'll need to fix it and ask her about Helpful Harlan.

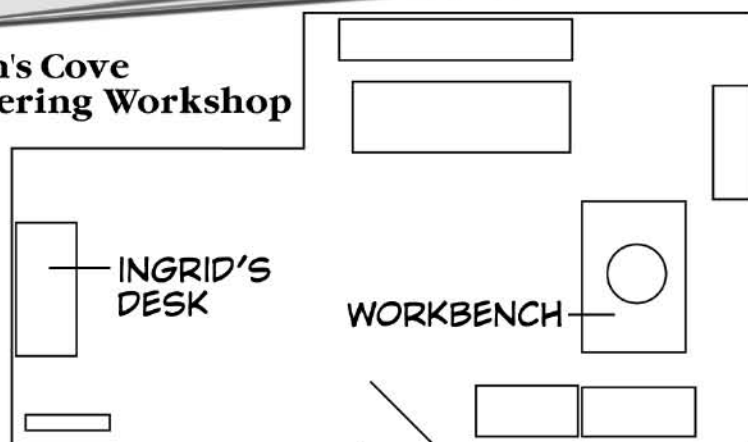


Ingrid Corey

The chief engineer of Captain's Cove wants to fix your B3 issues and everything else in the park. As a detective you know it's important to avoid making assumptions based on stereotypes, but don't you think that it's weird that someone into candles, health foods and psycho-spiritual conditions spends their time working around heavy machinery and non-biodegradable substances? There's a stripped gear or loose screw in this twisted naturopathic logic, even if Ingrid asserts that the curse is as real as the glossy sports car brochure or expensive boutique bag on her desk. She must sense negative energy somewhere because she doesn't like you snooping around her workspace. Ingrid is hiding more than roller coaster blueprints. Everyone knows that expensive cars and fine jewelry cannot exist in natural harmony on a chief engineer's salary.



Captain's Cove Engineering Workshop



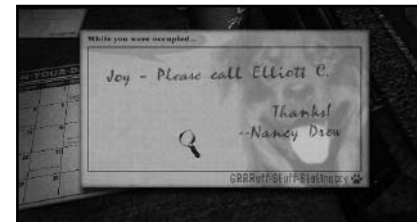
Opportunity Knocks but Sleuths Spill

You were warned that Elliot Chen was a bit temperamental, but who knew that you would knock over the can of paint behind his studio door? Now he won't talk until he receives a phone call from Joy Trent. Ditch the grumpy boy and go see Joy.



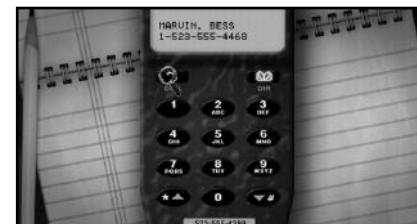
No Joy for You

Joy isn't in her office but there's a whacked-out retro robot on the filing cabinets. Introduce yourself to Miles the Magnificent Memory Machine and find out what he knows. When you're done, look in the filing cabinets and leave a note for Joy.



Call Bess and George

Stumped? No way! You don't need Miles the Magnificent Memory Machine to remember your helpful pals Bess and George. Give them a ring on your cell and ask them to research the stenographer's notes that you found inside the filing cabinets.



Back to the Artist

Elliot will let you come in, but he might be busy. If he is, pick up the tissue paper in the box, the masking tape and the receipt on the floor. Go visit Joy again, then see Elliot for the soldering gun.

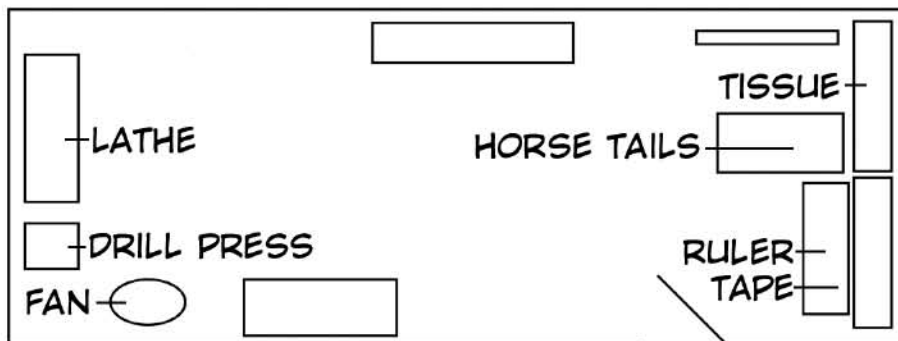


Elliot Chen

Elliot Chen is the self-absorbed art director who works alone inside the cramped and dreary Captain's Cove Art Studio next to the Treasure Chest souvenir shop. Like most struggling artists he's difficult to approach, especially if you make a bad first impression. Elliot is behind in his work, which isn't surprising when you consider that inspiration doesn't keep office hours. He admits that meeting deadlines isn't his forte and that it doesn't seem to bother him. What seems to tip his inkwell is when you find receipts for big basswood purchases or flip through his collector magazines. Perhaps Elliot is a little behind on his work because he's doing a little personal moonlighting on the side. Harlan says he never was behind on anything until a month ago. One thing for sure, Elliot is eager to snatch that basswood receipt back from you.

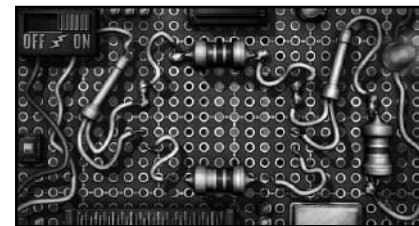
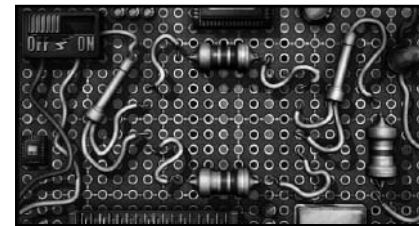
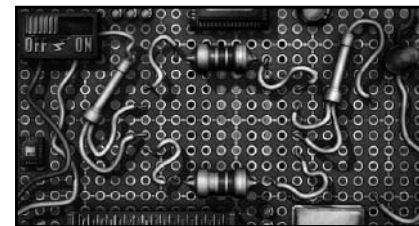


Captain's Cove Art Studio



A Red Tag Special at the Tidal Terror

Electrical work might seem intimidating at first, but it's as easy as connecting the dots, or in this case the molten solder from your solder gun. First review the handbook that Ingrid gave you, especially the sections on "Circuits" and "Soldering." Now read the note left by Nick inside the Tidal Terror access reader cover. Nick writes that the resistance on the board must be 15 OHMs. There is a 10 OHM resistor and a 30 OHM in the board. You have the 5 OHM resistor in your inventory. Select your 5 OHM resistor and insert it into the right side of the circuit board. Use the solder gun to solder the wires leading to the 10 OHM resistor and to the switch in the upper left corner. Don't solder anything else or the board won't work! Flip the switch to on and you're wired to roll.



More Re-Wiring

The chewed pencil inside the Tidal Terror is similar to the one Joy had on her desk. As you leave the track switch jams, trapping your foot. You'll need to quickly rewire the switch box in front of you. Blue wire goes on top, red wire connects to the middle and green on the bottom. Now switch on the power!



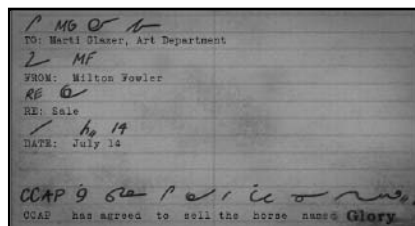
Lost Memories for Joy

If Joy's pencil was inside the Tidal Terror Roller Coaster, perhaps she knows something about the ride turning on and trapping your foot. Before you have the chance to interrogate, Miles the Magnificent Memory Machine makes a few accusations of his own. Admit to snooping around and you'll win Joy's respect. You'll also learn that Joy's dad programmed Miles with a series of riddles. Perhaps the answers to the riddles will reveal an old secret or two about Captain's Cove.



Call Bess and George

Return to your hotel room and call Bess and George. They'll e-mail the results of their stenography research to your laptop. Click on the Inbox icon and scroll until you see the Steno Info icon. Click on the icon and read everything about Learning Shorthand the Quick Way. This small tutorial teaches you basic strokes in four lessons. The courses are easy — just remember that each squiggle stands for a phonetic sound, not a letter or word. If you study the lessons and complete the quizzes you can easily sound out the name of the carousel horse on the stenographer's note. If you're still stuck, "Glory" is your five-letter word for shortcut. Now that you know the name, go back to the park and investigate the carousel.



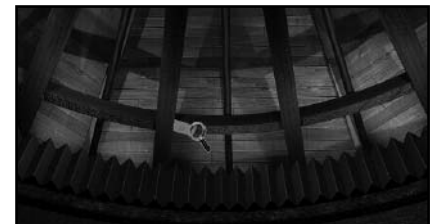
To the Carousel

It's tempting to plug in your fun card and take a spin on Captain's Cove famous haunted carousel, but you have more pressing matters whirling around right now. Search around the center of the Carousel and you'll find a card reader and a door behind the band organ. For some reason the card access reader won't accept your card. Return to Ingrid's office and ask her to put the carousel card reader online. Once she does, you'll have no problem activating the card reader and exploring the dusty storage room at the center of the old carousel.



Under the Carousel

You can bet your lead horse that very few people have been inside the center of this carousel since 1914. There's a locked cabinet here but you don't have the combination. Look down and you'll see a trapdoor. Carefully make your way down around the crawl space and grab the remote control. As you return to the stairs, you'll spot a letter on a rafter. You can't reach it yet, but don't forget about it.



What Goes Up Must Come Down

Perhaps the Midway has a ladder or something that can help you reach the letter teetering high in the carousel rafters. The Chinese paper yo-yo in the Prize-O-Matic machine could knock it off, but you'll need to win a Seahorse token before you can redeem this nifty prize. Do you feel lucky?



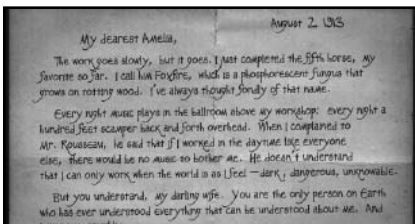
Itching for a Swim

Swimmer's Itch is a fairly easy game to master once you figure out where the pieces can move. The object is to swim from the right side of the screen to the beach on the left side of the screen before the weather transforms into a hurricane. Remember that all pieces except the shipwreck can move either horizontally or vertically. The bulky shipwreck piece can move in both directions. Focus on sliding the pieces as quickly as possible. If you complete all three levels you'll win the Seahorse token.



Knock It Off!

Redeem your new Seahorse token at the Prize-O-Matic Machine and select the Chinese yo-yo toy in the upper left corner. Take the prize back to the carousel and knock down the letter. Spooky. It's time to head over to the haunted house.



Ghostly Noises from the Past?

The old letter in the carousel mentions Kessler's workshop, which was under the ballroom that was transformed into a haunted house. Is it still there? The letter also mentions an old radiator. Enter the haunted house and take the keyboard beneath the broken monster. Sounds like someone or something is hard at work below. Continue through the house and open the panel above the old radiator. Use the remote key that you found to open a lock. Call Paula to see if she knows where you can find the key. Now go see Ingrid.



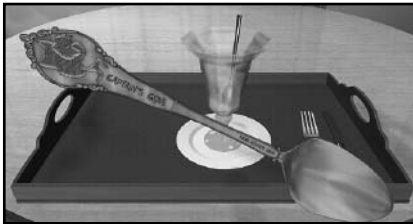
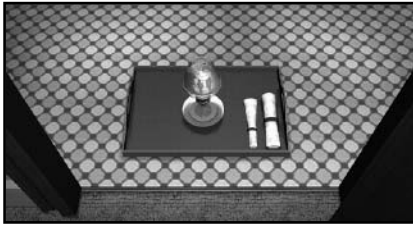
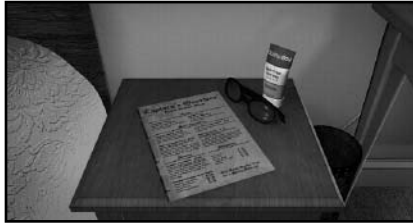
Places to Go, People to See

Go see Ingrid and ask her about the haunted house and Kessler's workshop. She wants your remote key, but don't let her have it. Judging from Ingrid's less-than-enthusiastic responses, she's either concerned about your well-being or she's warning you to stay away from things she doesn't want you to find out about. Go see Harlan and find out what he thinks about the haunted house and Kessler's old letter. While you're polling, stop over and see Elliot and ask him the same questions, including the riddle babbled by Miles the Magnificent Memory Machine. Elliot might not know much about the hidden nooks in the haunted house, but he knows what adds up to four-bits and more. Once he gives you the solution, head back to your room at the Captain's Quarters Hotel.



It's a Fundae for a Sundae

Pick up the menu next to the phone in your hotel room and order a Fundae. Room service in this place is good and the hired help won't linger for a tip. Eat the Fundae and place your shiny souvenir spoon in your inventory. Walk back over to the park and see Joy. Place the spoon inside the U-Bake oven opening on Miles the Magnificent Memory Machine. He'll process your answer, tell Joy about her mother and give you the second riddle: A blank piece of paper. It all seems mystifying until you remember the e-mail on your laptop from Sassy Detective Online — that message about invisible ink. You need a heat source, so head back over to your hotel room.



Ironing Out Hidden Details

Back at your hotel room you'll find an ironing board next to the bathroom. Pull down the ironing board and you'll see an iron. Remove the iron and flip the switch to turn it on. Use the iron on the piece of paper three times. Take the paper and turn off the switch before you leave your room.



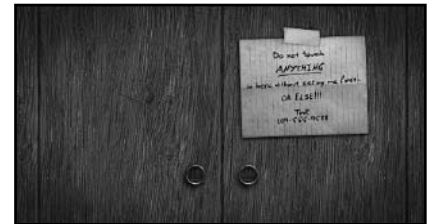
Name that Tune on One Sour Note

Return to the Captain's Cove Office and see Joy. The lemon juice message says to play the first eight notes of Joy's favorite organ band music on a harmonica. Joy can't remember any musical melodies or even riding on the carousel, but Miles the Magnificent Memory Machine will help you by telling you that it's the tune #3 on the carousel. It might be Mile's programming, but he also mentions something about "tink." Does he mean "think" or is this another important clue? Think about tink while you walk to the carousel.



Tink on a Tight Line

You'll find a second card reader on the band organ cabinet across from the carousel gear room door. Inside the cabinet is a note from someone named Tink — the same name Miles mentioned. Use your cellular phone to call Tink and he'll give you the combination to the cabinet with the band organ tunes. Listen carefully because Tink is fishing and he'll probably hang up the moment he feels a strike.



Lock and Rolls

Use your card to open the carousel gear room door and walk over to the locked cabinet. Tink said that the combination was “18-9-39” but a glance at the dial makes it clear that you need to enter the numbers as “1-8-9-3-9.” As you dial a number, press the diamond button to enter the digit. Press the round button on the center of the lock when you’re done or back away from the safe if you make a mistake. Take roll #3 and return to the band organ.



A Moldy Golden Oldie

Times change and the carousel now plays from a CD instead of a roll. You won’t know why until you try to insert roll #3 and discover that the ancient take-up dowel is broken. Elliot has a lathe — considering how much he enjoys procrastinating on his projects, perhaps he’ll show you how to make another one. Remove the take-up dowel pieces and place them in your inventory. Close up the band organ cabinet and stroll over to see Elliot at his art studio.



Cellular Cellmate Call

Depending on where you are in the game, Detective Perris should call as you reach the Art Studio door. He doesn’t know the name of Chas Dunning’s cellmate, but he can give you a description. The guy was on parole until two months ago.

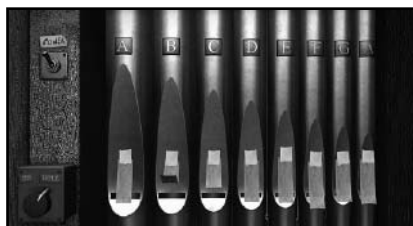
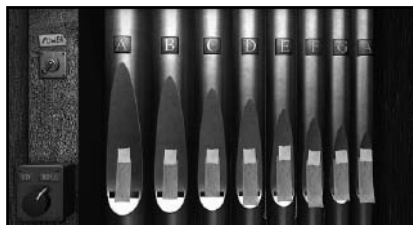
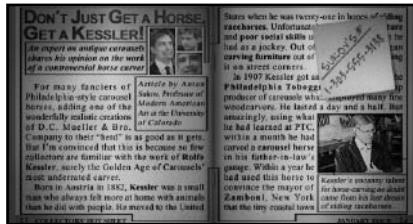
Make the Cut

Elliot won’t help you because he has errands, but he’ll gladly let you use the art studio lathe. Take the safety goggles above the machine and review the procedures under the “Lathe” tab in your employee manual. The lathe blade can make three cuts based on the depth setting. Place a wood dowel in the lathe and push the blade one space to the right. Set the blade deep and cut down the length of the dowel until you reach the far right side. Now set the blade one notch in to create a small groove. If you mess up, there’s always another dowel inside the bin beside the lathe.



Art Appreciation Time

Don't run off to the carousel yet. Elliot is out of the studio, granting you a golden opportunity to uncover the source of this struggling artist's procrastination. Maybe he's moonlighting as an animator for a video game company. Looks like he has some mail — a big box on top the worktable. It's full of horsetails. That's interesting because Elliot said he didn't know much about carousels. Maybe he started reading that carousel book in his bookcase. Speaking of reading, check out that magazine on the drill press. There was something inside it that he didn't want you to see. Hmmm. Elliot might be more of a little busy bee than a painted procrastinator after all. Head back to the carousel and insert the dowel inside the Band Organ cabinet. Now insert roll #3, flip the switch from "CD" to "Roll" and turn on the power. You can hear the tune but you won't know the notes. Call Tink to see what he thinks (ask him about the missing horse, too) and then use the tissue and tape that you borrowed from the art studio on the pipe openings to spot where and when the air comes out of the pipes. Turn on the organ power and write down the order: A, E, D, E, F, E, A, E, D, C, B and A. Now all you need is a harmonica to play. Wasn't there one back at the midway Prize-O-Matic?



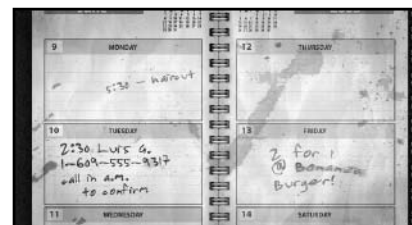
Tossed Squid and Busted Barnacles

Wow! The Midway harmonica requires more tokens than any other Prize-O-Matic prize! This adds up to winning a token from the Squid Toss game and two from the Barnacle Blast game. If you're slipping up on the Squid Toss, try the Shrimp/Dolphin/Whale strength combination. You have the computer keyboard that you found in the haunted house but the programmers seem confused about the Barnacle Blast code. Perhaps Ingrid knows some programming pointers.



Locked Out

Weird. Ingrid locked the door and her office doesn't have an access card slot. Perhaps she sensed negative energy before she left and locked up. Some thief makes off with one carousel horse and now everyone is paranoid. Maybe Harlan knows Ingrid's keypad access code. Trot on over to the whale's mouth and discover that he's out too. There's probably an employee meeting that you didn't know about. At least he didn't lock his door. Check out the magazine on Harlan's desk. Why is the number on the address label highlighted? It's just a hunch, but enter the same digits (101190) into Harlan's locker combination. Press the triangle button as you dial each number then press the center dial button to open the locker. Look up and open the appointment book. There's also a videocassette in the bottom of the locker. Watch the tape on the security monitors, write down Ingrid's combination and return the videocassette to Harlan's locker.

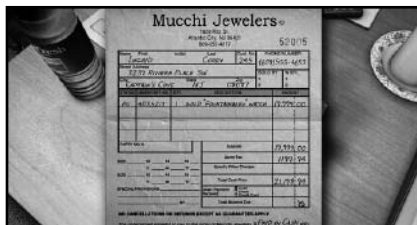
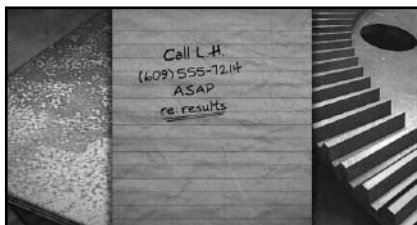


Louis G.

Before entering the workshop, call Louis G. on your cell phone. You won't reach him, but you'll pick up some important information. Call Paula and let her in on it — she might anticipate part of your story, but not all of the circumstances.

Nothing Runs Like An Expensive Timepiece

Use the code from the videotape to enter Ingrid's office. If you didn't write down the code it's 0-7-2-6. Every phone number that you find is automatically entered into your cellular phone directory but you must jot down combinations. Check out the note on the worktable (L.H.) and glance inside the boutique bag on the desk. Now look at that receipt: Paid in full with cash. Ingrid is either a big winner or a bigger loser.

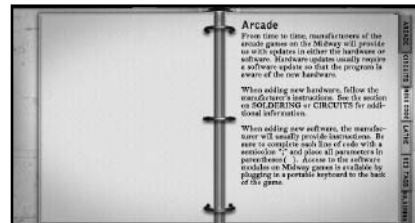


Call L.H.

Dial the number for L.H. that you found on the worktable in Ingrid's workshop. Your assumption was correct, but you need to keep this slippery snake on the phone long enough to hear something substantial about a scheme that implicates Ingrid.

Half Holistic/Half Scam Artist?

Depending on where you made the phone call, you'll either see Ingrid in the workshop or you'll have to go to the whale's mouth immediately (see the next page). No matter how you do it, go to the workshop, confront Ingrid and listen to her explanation. Does this correspond with the responses L.H. gave you? It seems a bit thin, but your accusations might seem thinner upon cross-examination in front of Paula Santos. You need more proof if you think Ingrid is behind the missing carousel horse.



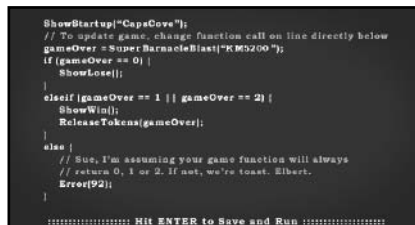
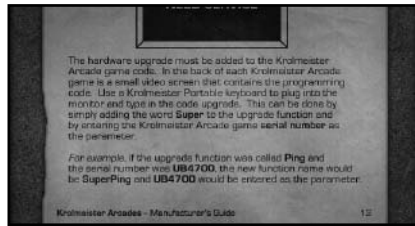
Ms. Drew to the Whale's Mouth Immediately!

Harlan won't let you wander anywhere except to the security office, so see him and hear his whale of a wail. After you're finished he'll call you back and give you a key that was left by someone while he stepped out. An anonymous gift in the form of a key to the haunted house! How timely and convenient. You don't sense any sort of impending trap, do you?



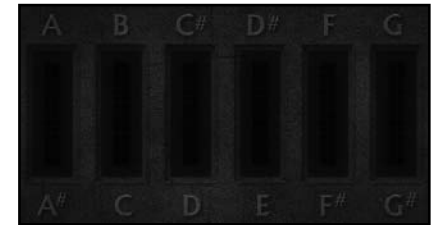
Not-so-BASIC Programming

Return to the midway games and push the Barnacle Blast game away from the wall. Use your access key card to open the back and plug in the keyboard from the haunted house. Look up to the left and you'll see technical directions for upgrading the program. Nick didn't finish the upgrade, but the remaining programming seems straightforward: Scroll down the directions and you'll see that you need to add the word "Super" and input the game serial number. The game serial number is located on the front of the game just below the video screen (KM5200). Place your magnifying glass next to "gameOver=" and type the word "Super" in the space. Hit your Enter button and type "KM5200" in the next space provided. Tap Enter again. That's it! Close the back of the game and insert your fun credit card. Follow the ball with your paddle along the bottom of the screen and try to anticipate where the ball will bounce. Complete both levels and you'll have the Shell and Mermaid tokens.



Play for Miles

Press the harmonica button on the Prize-O-Matic and insert your tokens. Take the harmonica to Joy's office and play A, E, D, E, F, E, A, E, D, C, B and A until Miles tells you to stop. Miles will give you a third and final riddle, but Joy will reveal an answer to something more significant.



Call Anton

Remember that carousel expert featured in Elliot's magazine? His number is in your phone directory. Give him a call and see if he knows the nickname that Kessler gave his wife and anything about selling carousel horses on the black market.

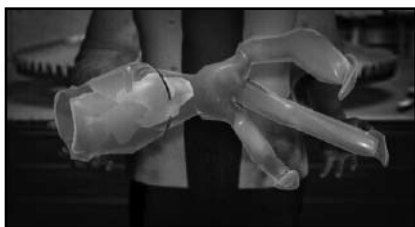
Use the Key

Walk back into the haunted house and use the key that you found in the envelope. Slip through the secret door and quietly step down the stairs. Hey! There are Ingrid's lost pliers on the floor! Pick them up and — what's that noise? As you glance up you'll spot something heavy teetering above your head. Quickly step back out of the room to avoid something far more painful than a major migraine. That close call was certainly scarier than any spook house exhibit. Turn around and go back up the stairs. Inspect the spook on the wall and you'll notice that he's missing an arm. Now you have a couple of subjects to discuss with the wheeling-dealing maintenance supervisor. Exit the haunted house and stroll over to the Captain's Cove Engineering Workshop.



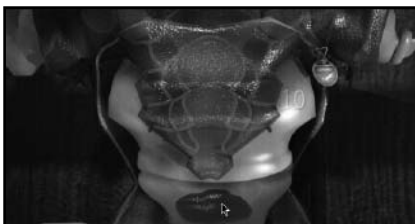
Grinding Gears

Tell Ingrid about her pliers and the circumstances involving how you found them. She brushes your comments aside. Either Ingrid is one cool organic cookie or she's innocent and ignorant of these implications. Ask about the missing spook arm and take the limb back to the haunted house.



Rearming Spook 10

Slip the arm on the socket of Spook 10 and select the pliers from your inventory. Look for the small spot on the spook's arm and use the pliers in the hole. Keep turning the pliers inside the hole until you're told that the arm is on tight enough. You'll notice a chest compartment with a combination lock. You'll need power to operate the lock, so remove the red tag and trot back over to Harlan.



Swing for the Ring!

After dropping off the red tag take a detour to the carousel. Use your fun pass at the gate to take a ride and grab the brass ring. To do accomplish this, line up your magnifying glass cursor during the first pass then keep it level and grab the ring on the second pass.



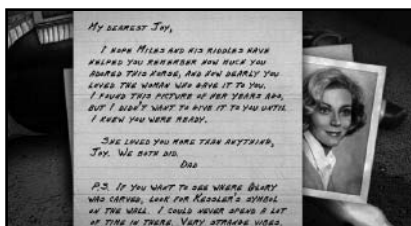
Spatzi's Staircase?

Return to the haunted house and open Spook 10's chest compartment. Harlan turned on the power, allowing you to spin the letters around the combination lock. Dial the lock tumblers until the letters read "SPATZI," the nickname for Kessler's wife. When you do this, the spook's reattached arm will move. Examine the glowing arm and you'll notice that you can slip the carousel's brass ring over the outstretched limb. The brass ring is actually a special key that opens another hidden door leading to a hidden staircase. Is this the entrance to Kessler's workshop or another trap? You'll have to walk down there and see, but take a moment to save your game progress. That first step might be your last.



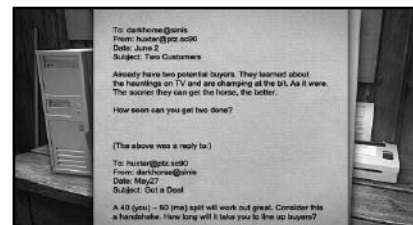
Joy's Glory

As you head down the stairs you'll see a carousel horse. You'll also notice that the stairs are worn and appear unstable. Stumble into the horse, knock over Glory and expose the missing jewels inside the hollow leg. Take the letter attached to the horse and pick up the jewels. Read the letter and look for the old carved rose in the wall. Press the rose and enter Rolfe Kessler's workshop.



Kessler's Workshop

The former carousel designer might not recognize the place now — someone added a computer, a printer and more! You discover the original stolen Nightshade horse from the carousel and a group of unfinished Nightshade forgeries. The person behind this production is probably the same one making the carousel operate at night. Review the computer e-mail printouts and get out of there.





The Culprit Revealed

Oops. The person behind this complicated carousel counterfeit scheme was lying in wait for you behind the workshop door. Why do the bad guys and gals always have an untimely sense for showing up just after you uncover their diabolical plots? Talking your way out of this one won't work, but it can buy you time with something expensive. Mastermind villains feel a desperate need to share their diabolical schemes with their victims, perhaps it's because they can't tell anybody else about their daring crimes and malicious exploits. Throw the stolen jewels at the counterfeiter and scramble back up the stairs. You'll make it to Spook 10 before you realize that the biggest creep in this haunted house stopped to lock the doors. You don't have much time. Glance up at the glowing spook. See that brass ring on the arm? Quickly remove it from the spook's skinny limb and the ghoul will revert back to his original pose, knocking the counterfeiter back down the stairs and into Mr. Trent's former workshop.



You Did It!

