



Created by JR Horsting  
**The Haunt Game**

**The Haunt** is a horror mystery adventure game of fun role-playing, discovery, intrigue, deceit, clues & puzzles. You will need your wits & friends to survive to the end. Players may get lost in another plane of existence, attacked by dimensional rift monsters, or have their souls stolen from them. Traps, puzzles, and treasures await in a competitive wild new game experience made to turn an evening into a party.

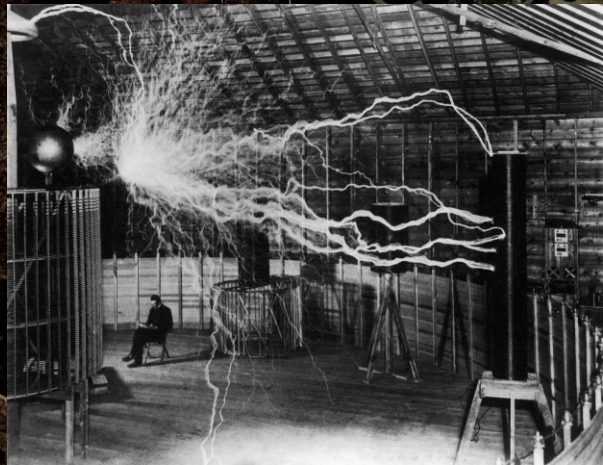
You can't always be sure who you can trust, they may be possessed, and act against you, and if your friend loses their soul can you be the one to find it?  
 Place your bets, it's time to play

### **Mansion of Mayhem & Mystery™**

A dark dimensional rift in the electric dreams of Tesla & Edison brings creatures from a horror-scape to earth. Allistair Quiggley, a wealthy gifted inventor, has stolen their strange forbidden experiments.

His mansion is now a maze of otherworldly frightening creatures and ethereal events haunt each room. Can you fight your way through and survive long enough to shut down his monstrous machine to escape the Mansion?

A terrifying mystery awaits...The Mansion is ancient, built in the 1800s. Behind each door is a mix of frightening electric rift realities in which portions of the house and furnishings extend into the rift. Some rooms are mildly affected by spirits and phantoms. Others are gateways of chaos to other dark dimensions.





## The Development

This is a party game, a scary adventure featuring real-world history and invention, with an escape room survival feel. Creating an impressive atmosphere, using modified high-end available assets that serve the storyline and the settings. Game art will be customized for the unique projects concept and digital Backlot for **Mansion of Mayhem & Mystery**™. Each of the assets will be reusable for all types of media, toys, and game verticals.



WARRANTY  
Hickox Electric Instrument Co. guarantees against faulty  
work or defect in material or workmanship for a period  
of 90 days after date of shipment from our factory.  
Customers must return all the guarantee bill to us.  
This guarantee does not cover transportation charges to  
or from our factory or repair station.

THE HICKOX ELECTRICAL INSTRUMENT CO.  
CLEVELAND, OHIO 44115



## The Haunt: Mansion of Mayhem & Mystery™

Takes place in three time periods. The present, the turn of the century 1900s, and the early years of war WWII, each adding to the history of the current events and the mystery you must solve to survive.

### Story Chapters:

#### Mansion of Mayhem & Mystery

- Monsters by Arclight
- The Electric Rift
- Stolen Thunder
- Bottled Lightning
- The Soul Trap
- Monstrous Machine
- Proto-Reich
- Captured Spirits
- Mystery's End



The overall story will be happening throughout time and in haunting gothic locations woven through a dark fantasy of alternate history.

You are armed with steampunk electric weapons & devices to fight off monsters, solve puzzles, trigger switches, and collect info & objects to win each room or realm to exit.

You only have a few weapon charges unless you find the hidden power sources in the Mansion or area. Clues help the player, tell the stories, and move the chapters forward. A scary mystery, lit by experimental lighting has stumbled on the frequency of our nightmares, discovering a terrifying Arclight device that can steal your very soul.

## THE HAUNT

*Mansion of Mayhem & Mystery™*







## Settings & themes

- Time warps & time windows
- Ghosts & afterlife entities
- Science notes & experiments
- Phase creatures & demons
- Mirror universe & shadow realm
- Vibration & numeric theory tech
- Arclight weapons & traps
- Spirit containers & spirit slaves
- Mansions, Dungeons, Labs, Castles, Keeps, Mausoleums, Graveyards, Ghost & Demon dimensions, etc.



## Marketing

- Multiple Chapters for publishing.
- Unreal engine game planned.
- Intellectual Property character & toy ready.
- Mobile game ready.
- Book series and streaming series planned.
- Emersive universe ready.
- Extended advertising cycle for new experiences & products.
- Expansion sets by chapters.





# THE HAUNT

Mansion of Mayhem & Mystery™

“The day science begins to study non-physical phenomena, it will make more progress in one decade than in all the previous centuries of its existence.”

- Nikola Tesla

J.R. Horsting  
Chief Creative Officer

818.590.1823

[jrhorsting@gmail.com](mailto:jrhorsting@gmail.com)

<https://www.linkedin.com/in/jrhorsting>

Skype: jr\_horsting