

the **House**

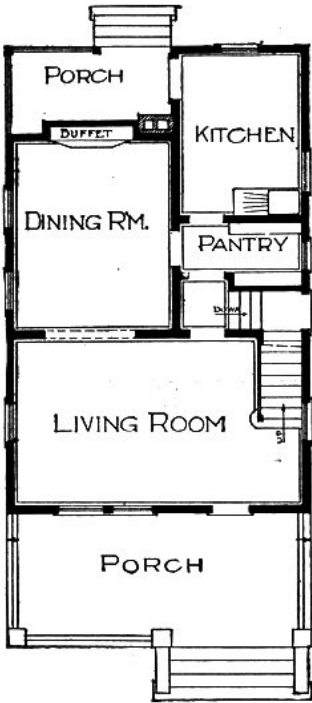
Problem Track

1. **Noisy:** Keep it down, why dontcha?
2. **Pet** (♦A-9, ♥A-4): You woke up the dog! Describe what happens.
3. **Human** (♦10-K, ♥5-10): You woke up the humans, but they haven't seen you yet. So far, they're fumbling around in the dark. Describe what happens.
4. **Panic!** (♥J-K) They've seen you! Cue the fast-paced banjo music (at least in your mind) and describe the mad chase through the various parts of the house. Attack them or throw off trash to slow them down. Describe what happens.

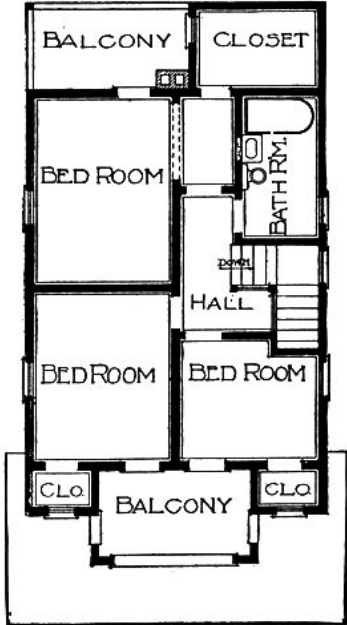


McMansion rendering taken from The Knolls at Tassajara Hills ("Sherwood" design) at ToiBrothers.com

Bungalow Features: Cluttered, Creaks & squeaks



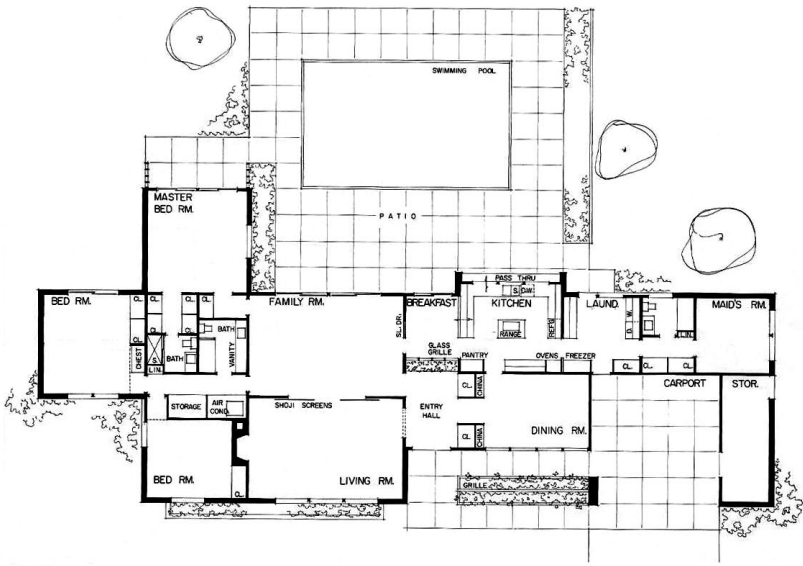
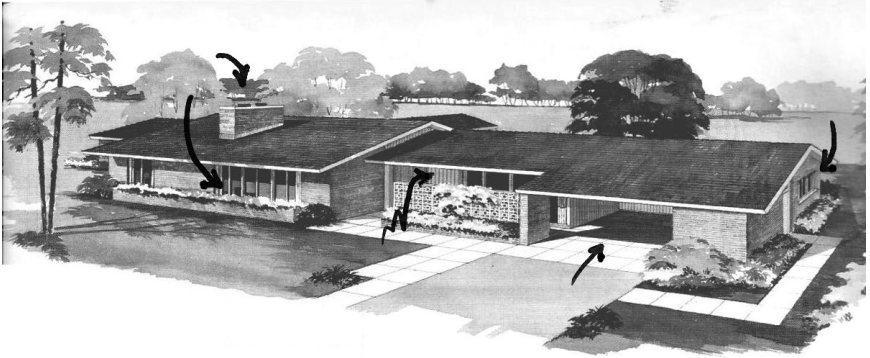
First Floor Plan.



Second Floor Plan.

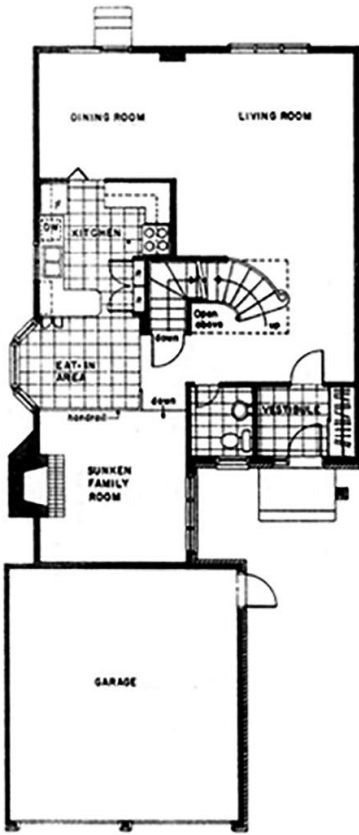
from Sears Roebuck House Catalog, 1916

Ranch Features: Clear lines of sight, Fragile

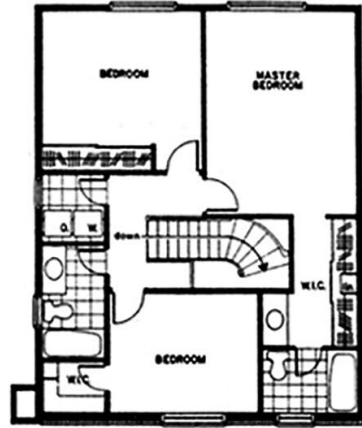


Ranch house plan taken from AntiqueAlterEgo.com. Original source unknown.

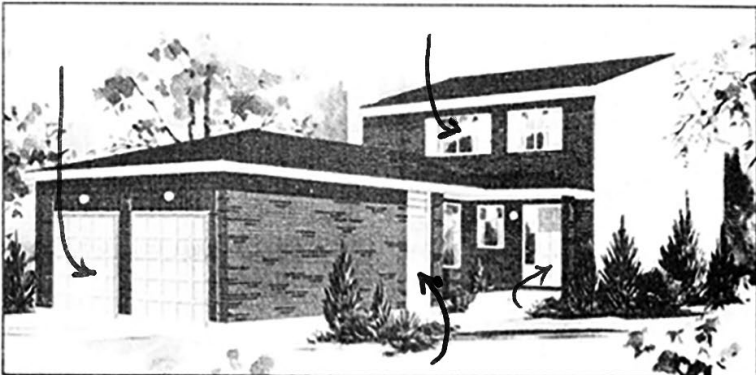
1980s Features: Well lit, Everything locked down & sealed



GROUND FLOOR



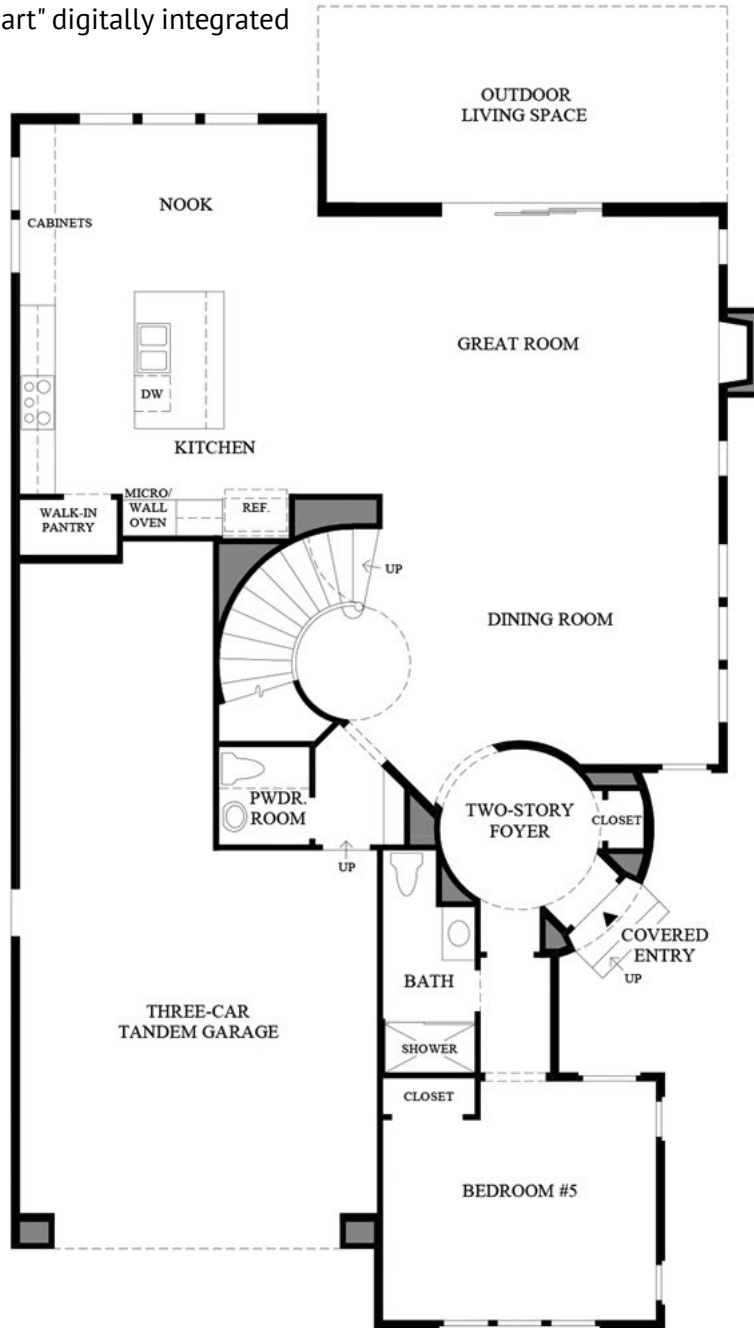
SECOND FLOOR



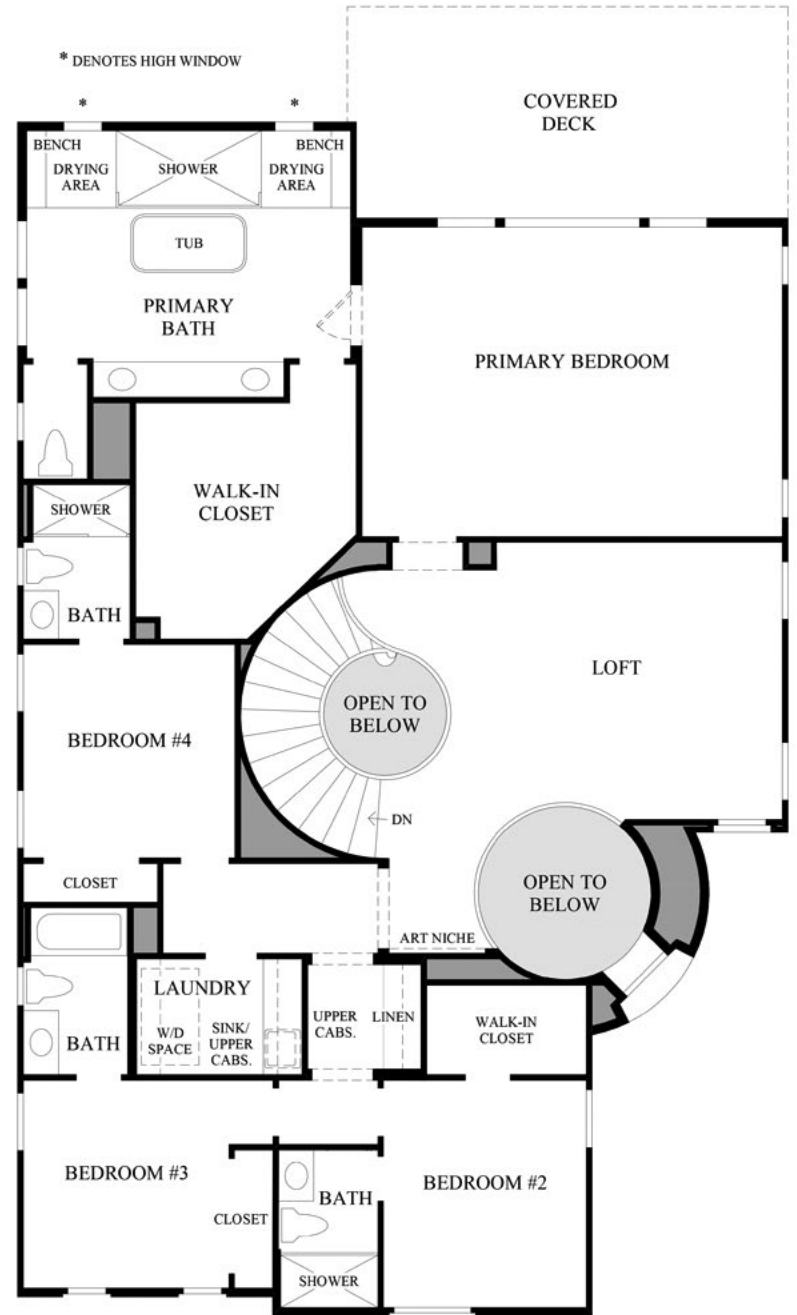
ARTIST'S CONCEPT

"Hampton" 1980s house design taken from Minto's Contempos, Minto.com

McMansion Features: Sophisticated security,
 "Smart" digitally integrated



First Floor



Second Floor

McMansion plan taken from The Knolls at Tassajara Hills ("Sherwood" design) at TollBrothers.com