

Yellow	Green	Green	Green	Green	Green	Kitchen	Guest Room (Bad) (Flip: You lose any actions remaining this turn, and start with zero actions on your next turn)
Yellow	Green	Green	Green	Green	Green	Library	Guest Room (Bad)
Yellow	Green	Green	Green	Green	Green	Master Bedroom	Guest Room (Bad)
Yellow	Green	Green	Green	Green	Green	Laboratory	Guest Room (Bad)
Yellow	Green	Green	Green	Green	Green	Lunarium	Bathroom (Good) (Secret passage. You can spend an action to move to any room that has a secret passage)
Yellow	Green	Green	Green	Green	Green	Conservatory	Bathroom (Good)
Yellow	Green	Green	Green	Green	Green	Dining Room	Bathroom (Good)
Yellow	Green	Green	Green	Green	Green	Parlor	Lab (Bad) (Frank enters play. Reshuffle the bad stuff deck)
Yellow	Green	Green	Green	Green	Green	Sitting Room	Master Bedroom (You can turn back time here. But when it's flipped, you lose an Action card)
Yellow	Green	Green	Green	Green	Green	Guest Room (Multiple?)	Library (Flip: The witch activates. Unveil a room of your choosing. You get teleported to that room.)
Yellow	Green	Green	Green	Green	Green	Indoor Pool	Lunarium (Random roll for drawing a card, good or bad)
Yellow	Green	Green	Green	Green	Green	Study	Kitchen (While here, you can give action cards to the dining room. Picking up these cards takes an action)
Yellow	Green	Green	Green	Green	Green	Storage Closet	Dining Room (While here, you can give action cards to the kitchen). Picking up these cards takes an action)
Yellow	Green	Green	Green	Green	Green	Bathroom (Multiple?)	Conservatory
Yellow	Green	Green	Green	Green	Green	Wine storage	Storage Closet (You can spend one action per turn to draw a good card. This is in addition to the normal card draw.) Maybe when unveiled, you can't move from the location anymore on this turn only.
Yellow	Green	Green	Green	Green	Green	Gym	Indoor Pool (Takes two actions to cross)
Yellow	Green	Green	Green	Green	Green	Garage	Parlor (Flip: Get one action back this turn)
Yellow	Green	Green	Green	Green	Green	Aviary (Full of bats)	Aviary (Flip: You lose a card)
Yellow	Green	Green	Green	Green	Green	Indoor baseball batting cage	Gym (If you start your turn here, you get one free move action next turn)
Yellow	Green	Green	Green	Green	Green	Clock Tower, and if you're in it when the time shifts to exactly on the hour, you're penalized somehow.	Garage (Flip: Immediately go to a room of your choice)