

Her boyfriend Ethan was taken by the **Witch House** so Emily is going to get him back. In three nights the full moon will mean that the House has him for good.



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Emily is dedicated, young, beautiful, and brave. For the rest, when you act as her, use yourself *as you should be*, your very best hope.

The House and its residents are terrifying, mysterious, and hallucinatory. When you act as them, use them to symbolize your genuine fears. Don't tell us what your fears are, just describe the creatures and what they do.

Play in three sessions, at night, with no light but candlelight or old fluorescent. Not both.

1st night: Emily begins at the door. Describe what she does, sees, and what strange things she finds. Then play of Emily passes to the next player, with you still describing the house and residents. When she wins, resolves, or flees the situation, she then meets new inhabitants. Her current player describes and controls them, and passes play of Emily to the next player.

The first night ends when she discovers the Witch and escapes.

The Witch is ancient, spiteful, and powerful. For the rest, when you act as her, use yourself as *you fear you might be*. Use your spite, anger, and fear.

2nd night: as before. Between sessions, did you act in courage or in fear? If courage, describe Emily challenging and defeating the residents. If fear, describe Emily cowering and fleeing from the residents. From the Witch, she always cowers and flees. Don't tell us, just do it.

The second night ends when Emily discovers how Ethan is trapped.

3rd night: you may play as Ethan as a resident or in lieu of Emily, as is appropriate.

Between sessions, did you act more like Emily or more like the Witch? If you acted more like Emily, show her triumphing, defeating, and turning away evil. If you acted more like the Witch, show her mastering, exploiting, and twisting the House. Don't tell us, just do it.

The game ends when the Witch seizes Emily's body as her own, or when the House is destroyed, or when Emily escapes for good. Ethan must be rescued, killed, or damned. Only seize Emily's body if you acted Witch-like. Only rescue Ethan if you acted Emily-like. Only destroy the House if you have no clear answer for the question.

