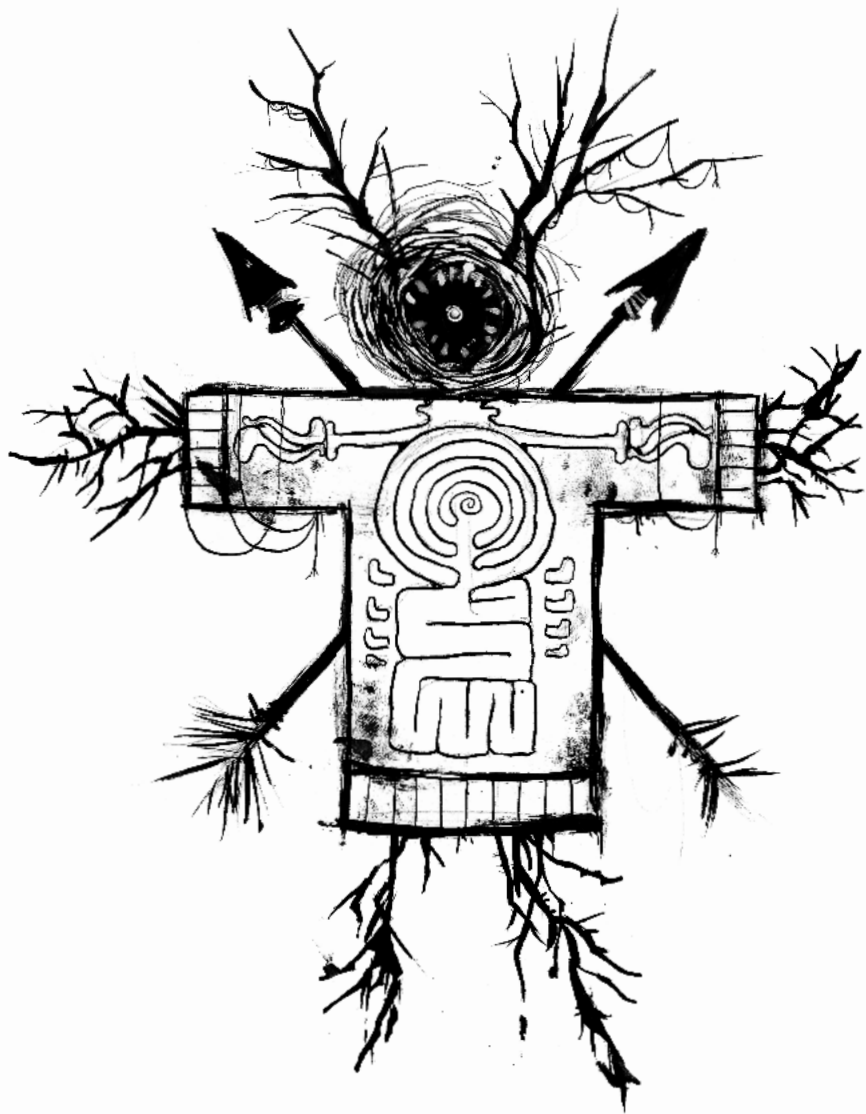




**THIS  
WRETCHED  
HUNT  
OF TIME**



Created for The  
**W**RETCHED  
& **A**LONE  
Game Jam

[loottheroom.itch.io](http://loottheroom.itch.io)



[feral-indie-studios.itch.io](http://feral-indie-studios.itch.io)

# YOUR HUNT BEGINS

## Who Are You?

You are a lone hunter in some remote and inhospitable place, hunting down a terrible and dangerous monster.

The monster has taken something from you. Something important, something irreplaceable. You have vowed to kill it, even if its the last thing you do in this life.

*But, the monster knows you are following them and is far more clever than you could have imagined...*

You are alone and at your wits end, quickly realizing that you are unlikely to survive this ordeal. Your supplies are dwindling, the place is dangerous, and all the while the monster waits for a time to strike.

Can you survive this place or will you succumb to its hardships? Are your wits and supplies enough or were they all for naught? Will you defeat the monster or will it destroy you, mind, body, and soul?

*You must at least try...*

## The Game

This Wretched Hunt of Mine is a journal game about horror, survival, isolation and grit.

### **To play you'll need:**

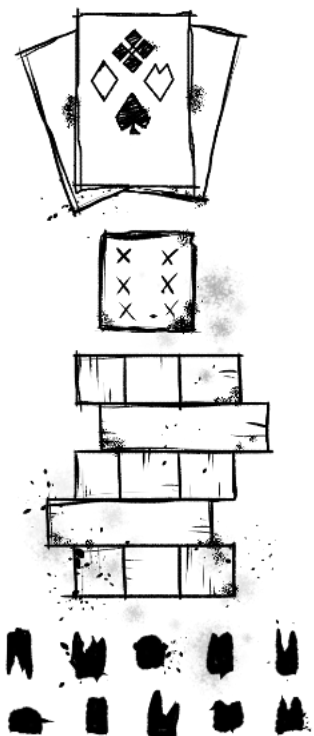
- A deck of cards with no jokers
- A 6-sided die
- A tumbling block tower
- 10 tokens of some kind, preferably a collection of bones, stone, or beads, but anything will work.

You will also need some way to record your game. A physical journal works best, but audio or video logs work too. You will be recording the events and trials of each day as you hunt the monster.

### **There are only two outcomes:**

*One, you defeat the monster.*

*Two, you perish alone and unmourned with only the monster as your witness.*



# SET UP

**Set up the tumbling block tower as you normally would for games of that nature.**

**Roll your die, and complete that many pulls from the tower.** The tower represents how close you are to perishing.

**If the tower falls at any time, the game ends** and you have effectively died, either succumbing to wounds, exposure, starvation, stress, or being killed in your attempt to hunt the monster.

**Shuffle the deck of playing cards and place them face down within easy reach.**

Record your first journal entry, copying the following excerpt.

*Day 1. My name is [your name] and I am hunting a monster. I came prepared, but I don't know if it will be enough and I fear I will not survive this ordeal. But I have to keep going. I'm recording this in case I don't make it back, so there is at least something, **ANYTHING** to remember me by. If you are [reading/hearing] this, let it be known that I tired and did not go quietly into the dark.*

*The monster is near. I can feel it...*

All following entries should begin with the "Day [x]," in order to assist with an accurate reconstruction of events should your journal be discovered. The content and tone of the rest of the journal is up to you, but should at least summarize the events of the day.

Now you are ready to hunt.

# How To Play

The game is divided into days. Each day has two or three phases: the events, the hunt (which is optional each day) and the journal.

## The Events

- Roll your die and draw that number of cards from the deck, keeping them face down. A low number means your day was uneventful, while a high number means it lasted well into the night.
- Turn over the first card you drew and consult the following pages. If the instructions ask you to do a specific thing, do it.
- Continue turning over cards and consulting the instructions until your tasks are complete.
- When you have completed all your tasks for the day, discard the cards you have used unless you are told otherwise.

## The Hunt

After the events, you may choose to hunt the monster.

Roll a six-sided dice and take that many pieces from the tower. The higher the number the more grueling and difficult the hunt.

If the tower remains standing, the monster has suffered a wound and you may remove one of the 10 tokens from the game.

## The Journal

- Take a moment to consider the events of the day:
  - **Your hardships.**
  - **The successes.**
  - **What happened during the hunt.**
  - **How you are feeling during all of this.**
- Record your journal entry for the day.



# THE CLUB SUITE



## The Tools and Supplies

You came prepared on your hunt. Armed with supplies and tools to hunt down the monster and help you survive in this inhospitable place.

*It is uncertain if these tools of yours will be enough...*

**A**

You find something useful! A stroke of luck, its something that you've been missing or exactly what you need. *How will You use it? Leave this card in front of you. When you Hunt the Monster, you may roll twice and take the lower roll to draw from the tower.*

**2**

You ruminate on your weapon. The Item you intend to kill the monster with. *Is it old and worn? Is it precious to you? Why did you pick this weapon to kill the beast?*

**3**

Your food goes bad. Spoiled or ruined from your carelessness. *What does it smell like? Are you still hungry? Draw from the tower.*

**4**

The tool you use to navigate. You are an amateur in its use, but it has been invaluable more than once. *What is it that you use? Will it save you from becoming lost?*

**5**

As you travel, you lose something important. *Where do you think you lost it? How does this hinder your hunt? Did the monster take it..? Draw from the tower.*

**6**

You brought many tools on your hunt, along with something to carry them all. *What is heaviest? Are you strong enough to carry it all?*

**7**

When you prepared for your hunt you forgot something essential. A tool or object that would have been invaluable was forgotten. *What was it? Draw from the tower.*

**8**

As you hunted, you managed to find or create some form of shelter. It was the best you could do. *What are its shortcomings? Does it feel like home?*

**9**

Your weapon breaks! In the midst of a hunt an accident makes it unusable. Fixing it will take time... *Do you feel safe without it? Draw from the tower.*

**10**

You planned for this hunt and have a few skills to back it up; but your shortcomings are beginning to hinder you. *Did you prepare or train enough for this?*

**J**

Buried deep in your supplies, as you rummage around, you find a sentimental keepsake. It reminds you of life before this. *What were you doing a year ago today? Draw from the tower.*

**Q**

You settle in to have your daily meal of whatever rations you have left or food you managed to scavenge. It's unpleasant to say the least. *What would you rather be eating right now?*

**K**

You arrive back to find your shelter is destroyed. There are signs that the monster has been here as well... *Was this intentional? Leave this card in front of you. When all Kings have been drawn, you are killed and the game ends.*



# THE DIAMOND SUITE



## The Wilderness and Its Hardships

The monster makes its home in these inhospitable lands. You journey through this dangerous setting as you hunt.

*The environment itself will be difficult to surmount...*

A

This place, once unfamiliar seems a better place for you than your old world. You've become attuned, the land speaks to you. *What does it say? Leave this card in front of you. You no longer need to draw from the tower on diamond cards.*

2

You stop to rest, exhausted and stressed. For the first time since you arrived it almost feels peaceful. For a moment you let your guard down and close your eyes. *How tired is your body?*

3

On your regular trek, you take a small detour. Tucked away out of sight you find a primitive marker worn with impossible age. *A warning perhaps? Why does it haunt you? Draw from the tower.*

4

You spot something in the distance and seek it out. You find a small landmark, a sign that someone has been here before you. *Who do you think they were? Why did they come here?*

5

The weather growls foul. The further you push on the worse it gets, forcing you to retreat or find shelter. *Is this natural? Draw from the tower.*

6

After a day of hard travel, you spot something unusual: a spot that is full of life. Even in this horrid place, life seems to thrive. *How did they survive here?*

7

A glimmer of white catches your eye. Spying it reveals many more pale gnarled shapes. They are bones, too many to count. *Why are the skulls missing? Draw from the tower.*

8

Travel is not easy. When you first got here this treacherous place proved nearly impenetrable. You have learned a few tricks to navigate in your hunt. *What is the trick?*

9

You feel a nagging dread. You shout to no-one and realize how utterly alone you are. *Why can't you remember what your own voice sounds like? Draw from the tower.*

10

The wilderness is strange... When you are deliberate it checks your every move, but when you go with any empty mind it feels easy. Almost like a dream. *Is this place familiar to you?*

J

Your usual trek is marred by the terrain. Every hour of travel takes nearly thrice as long and you grow weary and frustrated. *Does the monster like watching you struggle? Draw from the tower.*

Q

Your ears itch and you grow anxious. There's something about the sound or lack of it. It's constant and overwhelming. *How is it silent? How is it loud?*

K

A freak accident befalls you as you explore. Bone and blood are exposed. In the distance you know the monster is watching... *Does it hurt? Leave this card in front of you. When all Kings have been drawn, you are killed and the game ends.*



# THE HEART SUITE



## The Memories of What It Took

The monster took something from you. The life you had before this haunts you and fuels your hunt.

*The memories are painful...*

**A**

A piece of your psyche howls for the hunt and demands the death of the monster, filling you with fury. *When did your hunt begin? **Leave this card in front of you. Once per game, you may choose not to pull any pieces from the tower during a hunt; discard this card.***

**2**

A memory flits across your mind. A gentle and calming memory that you hang onto for strength and peace. *Why does it get harder to remember?*

**3**

At night you have a dream of your old life. All seems normal, but something is wrong, its not how you remember it. *What has changed? **Draw from the tower.***

**4**

There was somebody important in your old life. Someone you chose to be close to and someone who reciprocated in turn. *What did they call you? Can you remember their name?*

**5**

A memory creeps into your mind. A joyful and zealous moment that you took for granted. *Why does it hurt to remember? **Draw from the tower.***

**6**

Your emotions have grown stunted here. There is such little time or space to explore them and so they slowly build in the back of your mind. *Is it okay to cry? To laugh?*

**7**

You had a family before this. A collection of connections you were born into and found. They are just a distant memory now. *Why did you leave them? **Draw from the tower.***

**8**

As you awake to begin your hunt, your mind drifts to memories of where you're from. The place you belonged to before the monster came. *Was there ever a place you could call home?*

**9**

Time were not always good in your past life. You remember times of strife and conflict, even with the best things in your life. *What would you have done differently if you knew it would end so soon? **Draw from the tower.***

**10**

There has been a monotonous and horrible routine to your life ever since your hunt began. Stakes you never expected to face before you began your hunt. *What was your routine in your old life?*

**J**

Something happens in the wilderness, reminding you and dredging up a memory you have tried not to meditate on. Something the monster took... *What did the monster take from you? **Draw from the tower.***

**Q**

Your life has changed. The person you were, the life you lived, the people you knew, it all seems so impossibly distant. *What were you known for before this hunt?*

**K**

You attempt to sleep, but the nightmare returns. You are plunged into a screaming mirror image of the events that shattered your world. The night that ended your old life. *What happened the night the monster came? **Leave this card in front of you. When all Kings have been drawn, you are killed and the game ends.***





# THE SPADE SUITE

## The Signs and Vision of the Monster



The monster is mysterious. Even as you draw close, it is difficult to track and it hides from your wary gaze.

*It alludes your pursuit as it toys with you...*

- A** Completely by chance, you stumble across the unaware monster and ambush it! It screams and flees, leaving a trail of blood in its wake. *What do you see in its pools of blood? **Remove one of the wound tokens.***
- 2** The monster seems to have "taste." After countless attempts at trial and error you seem to have finally found a form of bait that works. *What does the monster like? Why is this unnerving?*
- 3** There are tracks here. Tracks and signs of its passage through these parts of the wilderness, not all of them make sense... What kind of body part makes these markings? **Draw from the tower.**
- 4** Just in time, you hear its form closing in on you in pursuit. Fleeing in terror you manage to avoid it. *How did you do it? Maybe it let you escape?*
- 5** It's not just some stupid animal, there is almost a primitive logic to its actions. Yet, the night that everything happened, it seemed practically cruel. Why would it do something like that? **Draw from the tower.**
- 6** You've been hunting it for so long and ironically it's the only other company you have. So, in the back of your mind you've given it a name. *What do you call it? What does it call you?*
- 7** Every night after you end your day, you hear a haunting noise from deep in the darkness. It's the monster's, calling out in the night. *What is it trying to say? **Draw from the tower.***
- 8** Today marks only the third time you've ever gotten a good look at the monster. It always seems to know how to just stay out of your eyesight. *What does its body resemble? How many limbs?*
- 9** A sudden accident nearly kills you. Luckily you escape with a flesh wound. It seems impossible that an accident like this could happen. *Was it accident or a trap? **Draw from the tower.***
- 10** You remember stories told to you as a kid. Bedtime stories and fairy tales of monsters and folklore. *Perhaps the monster is from one of those stories? What does it remind you of?*
- J** You cannot sleep, so you stare out into the night. Your eyes catch sight of the monster, its silhouette moving in strange uncanny motions. *Why do your legs tremble? **Draw from the tower.***
- Q** There is another constant sign of the monster: it's smell. A constant musk that seems to cling and crawl wherever it has been. *Why does it fill you with disgust?*
- K** The wilderness explodes with sound. The monster ambushes you! You are left alive but beaten and broken. *Why did it leave you alive? **Leave this card in front of you. When all Kings have been drawn, you are killed and the game ends.***

# When THE GAME ENDS

When the tower falls and you are slain; or the final token removed and the monster defeated, write one last journal entry:

*Was it worth it?*

After you are finished, take a deep breath and step away from the game to decompress for a while. Once you're ready, take your journal and leave it somewhere to be found.

**Your hunt has ended.**

## FROM THE CREATOR

By design your chances of defeating the monster are very slim. The goal of this game not necessarily being to "win". Rather, the goal of this game is to make you fight and persevere despite the odds.

Every pull from the tower and every token taken away from the monster was a struggle that you endured to reach your goal. Along the way you measured the steadiness of your hand, received things that gave you a fighting chance, and made strategies for how to pull from the tower; but maybe none of those things were enough.

***Win or lose, you made a choice to fight the monster.***

*That is what is important.*

*That is what cannot be taken from you.*



**Your Hunt  
Has Ended.**

**You Are a Lone Hunter...**...isolated in some remote and inhospitable place, hunting down a terrible and dangerous monster.

*But, the monster knows you are following them and is far more clever than you could have imagined...*

You are alone and at your wits end, quickly realizing that you are unlikely to survive this ordeal. Your supplies are dwindling, the place is dangerous, and all the while the monster waits for a time to strike.

*You must at least try...*

**To play you'll need:**

- A journal to record daily entries
- A deck of cards with no jokers
- A 6-sided die
- A tumbling block tower
- 10 tokens of some kind, preferably a collection of bones, stone, or beads, but anything will work.



[feral-indie-studios.itch.io](http://feral-indie-studios.itch.io)