



ADAM VASS
PRESENTS

HELL CABIN 2

R RESTRICTED
UNDER 17 REQUIRES ACCOMPANYING
PARENT OR ADULT GUARDIAN



SETUP

Tell a story together of a hellacious weekend getaway. The Survivor will dictate when the story ends. Thank you.
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You need 3+ players and a shuffled deck of standard playing cards with jokers removed. Draw four cards and let their suits answer the adjacent questions in order.

What era is it?	
♠ 60's—Groovy, baby.	♣ 80's—Wicked.
♥ 90's—Booya.	♦ 00's—That's hot.
Where is the cabin?	
♠ A damp foggy forest	♣ A wintry mountainside
♥ An arid desert getaway	♦ A bougie beachfront
Why are we partying?	
♠ School friends reunited	♣ Last night together
♥ Celebrating nuptials	♦ Birthday escape
What don't we know yet?	
♠ The gory fate of the most recent cabin dwellers	♣ The gruesome history of the cursed land around us
♥ The occult rituals being performed nearby	♦ The hellborn anomaly summoning us from below

Once you have an understanding of your setting, create a character. You are a group of friends on a weekend vacation at a remote cabin. Decide on a name, pronouns, and look. Decide what you want to get out of this weekend but keep it secret. Introduce your character to the group. Converse briefly about pre-existing relationships the characters may have.

The story begins as your group of friends approaches the domicile where your weekend revelry will take place. Take turns describing the surroundings, either from an objective/directorial stance or from the perspective of your character. Highlight the beauties, the oddities, and the frights. Plant pretty seeds that you can grow into later horrors like menacing shadows, locked doors, weapons, relics, etc. Also describe your character's actions and speech, exploring the space, partying, and enjoying time with your friends.

Continue taking short turns conversing with one another and interacting with your surroundings. There is no turn order, just speak up when you feel it is appropriate and adds to the narrative and/or atmosphere.

BLACKJACK

As you tell your story together, your group of players plays **Blackjack** using a shared hand of cards against **The House**, an autonomous dealer that aspires to make things worse.

Once a character enters the cabin, The House and The Friends (your group) will each be dealt two cards face up. All players share the hand of cards that competes against The House. Your goal is to get a higher value hand than The House without busting.

Whenever your character does any of the following actions, you **must** hit or stay using your group's shared hand:

- Goes somewhere on their own
- Gets into an argument or scuffle
- Uses drugs or alcohol
- Has an intimate moment with another character
- Attempts to defy danger, including stunts, escape, or combat

If you've never played Blackjack, here are some important concepts:

- Your goal is to have a higher cumulative value of cards in your hand than The House to a limit of 21.
- Face cards are worth 10. An ace can be worth 1 or 11, you choose.
- To draw another card to your hand, you "**hit.**" To refuse an additional card is to "**stay.**"
- To have your card values go over 21 is a "**bust,**" it is bad.
- To be dealt exactly 21 (an ace & 10) is a "**Blackjack,**" it is good.
- There is no splitting in this version of the game.

When you HIT, draw one card from the deck to your hand. To hit is to tempt fate.

- If your hand is still **under 21**, your character continues enjoying the party as they were, nothing bad happens. Continue play as normal.
- If the value reaches **exactly 21**, your character does something awesome. Describe it to the group. Continue play as normal.
- If you **exceed 21**, you are **TAKEN** by the evil forces at hand. Your character is possessed, transformed, or otherwise changed by the wicked entities that plague the cabin.
 - Describe how you act/appear differently to the group. Continue playing, but you are now an antagonist to the other players instead of a friend.
 - Describe attacking other players, sabotaging plans, beckoning others to join the evil, and otherwise being a wrench in the works.
 - Once Taken, you no longer draw cards on behalf of the group and instead, your desired actions always succeed. Other players may draw cards to resist the effects of your actions.

When you STAY, compare your hand to that of The House. The House will immediately hit until their hand's value is 17 or higher.

- If The House's hand **busts or remains lower** than yours, your player succeeds at their desired action and also learns something important that can help them fight back against the evil forces. Describe to the group what you learn and how.
- If The House's hand stays and is a **higher value** than yours, you are TAKEN, see above.

THE REST

Continue playing, describing character actions and the shifts of the setting around you, until all but one player is Taken. The remaining player is **The Sole Survivor**, the only one who escapes the hellacious attack upon the cabin's inhabitants. Allow this player to narrate their daring and dangerous escape from the cabin, ignoring rules about drawing cards as they dramatically reach safety. The story has concluded... so you think.

Finally, allow each Taken player a single moment at the end of play that foreshadows a dark turn (an enemy thought dead opens their eyes, a relic thought destroyed reforms, etc.). Think of these moments like the twist finale or the post-credits scene that allows for a blood-soaked sequel in your horror series. Once each Taken player has twisted the narrative knife, your game has ended.

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