

IN THE DARK

by John Brooks

I don't what is going on but I will write this out for someone...anyone to find. My name is John and I think I am about to die. God why didn't I stay away and follow my instincts.

Noooooooooo had to be the hero didn't I. Damn

To get to the point, I was walking home tonight when I passed this house on Elm Street. I could hear screams from inside but there were no lights on in there. So I ran up to the door and ran inside. As soon as I got in two children grabbed me and held on for dear life. They were terrified. I gathered from their screams that they had done a bad thing and they were sorry. I calmed them down but they kept sobbing and looking back down the hall.

They said their names were Wendy and DJ. They told me about some funny book they found when they went to church. Wendy said when she got home they read some of the funny words out of it. The book seemed to call out to her, making her speak the words. Then DJ said everything went black in the house and mom and dad came back to check on them. That's when Joe and Betsy killed them.

I asked if they were ok and they said yes...so far. Then I heard a thud from back down the hall. The kids screamed and ran out the door. I tried to go after them but the door slammed shut and I was in total darkness. Then I heard the tapping of little feet too little to be human.

"Play with me" was what I heard in the darkness. I lit a lighter to get my bearings and I saw Joe and Betsy. They were dolls. Kids toys. Except they were covered in blood and their eyes glowed red. I was in total shock and then the baby doll ran at me. It would have been comical if she didn't have that knife. My ankle was sliced at the back and I fell like a ton of bricks. I heard that its some kinda tendon and if its cut you cant run or walk well. Damn if that wasn't true.

Now I sit here in the dark listening to the sounds of the dolls. The tap tap tapping and the giggles. Like demented children. Sometimes I can make out the reflection in their dead eyes from my lighter. It sounds like they called in their friends because I hear more of the tapping. I know it will be over soo...

OBJECTIVE

To find either Wendy or DJ, the spell book that they found and bring both to the church. Then kill all the dolls in the town by bringing them back to the church. Once at the church the purification spell must be used on each doll.

GAME COMPONENTS

Tiles: The school (both tiles), house, and church. Also one tile per player (players

choice).

Disk: 1 adversary for every tile plus 1 (ex. 5 tiles would be six adversaries)

Disk 1 & 2Wendy and DJ 1P to find

Disk 3..... Spell Book 3S to find

Disk 4 - ?.....1 cage per player 1P to find

As close to equal number of items, allies, and security disks until all spaces have one disk each on them.

GAME SETUP

Place all the tiles on the board and shuffle up all the disks being used. Players start on any space outside the house. Place all disks on the ? spaces.

GAME PLAY

When a player lands on a space with 2 disks, they turn both over and should resolve both on the same turn. If it is an adversary and something else then the adversary MUST be resolved first. If the adversary is with an ally, and the player loses the combat, the ally is killed and removed from game.

SPECIAL RULES

The dolls are not so easy to defeat or detain. They can NOT be killed when fought. If you fight a doll and defeat it in combat you must capture it. To do so you must make another initiative roll after you defeat it. If you win that you have caught a doll. If you fail it the doll is reshuffled with any disks on the tile and you must refight it when you find it again.

A player may only carry one doll at a time bare handed. Also a player carrying a doll may take NO OTHER ACTION. If the player does any action other than holding onto the doll that doll will be released and run to the nearest tile. That disk will be shuffled into the mix and the disks will be redistributed. It is possible for a space to have more than one disk on it.

If a player finds a cage then he can place the doll in a cage and transport the dolls that way. A cage is only big enough for 2 dolls at a time. The cage is considered an item and can be dropped or stolen. The other advantage of the cage is that a player may also take an action when using the cage. It is possible to carry two dolls in a cage and hold onto one in hands. So a player can carry a maximum of three dolls at a time.

To kill the dolls the players must have either Wendy or DJ at the church and the spell book at the church. Then the players may bring the dolls to the church. When a player brings a doll to the church, he will lose a turn. That lost turn is the player performing the purifying spell. One spell will work on any number of dolls at the church. Once the player loses his turn he will gain the number of VP per doll destroyed.

It does not matter who brings the spell book to the church or who brings the child to the church. Once this is done the church is ready to destroy the dolls.

WINNING CONDITIONS

All dolls are worth 3 vp. All other vp's are done normally. The game is over when all

dolls are destroyed. The player with the most vps is the winner.