



HAUNTING

A LOST & FOUND GAME

HAUNTING

BY ARCANE ATLAS GAMES



VERSION 1.2

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Illustrations by **Peter Graham**

Layout by **Dale Blackburn**

WELCOME HOME

Haunting is a two player game about a sentient House that wants to devour its Occupants.

During play, the players will work together to create their story, documenting the time that the Occupant spends living in the House and telling the tale of how the House will inevitably become vacant once more.

The House is waiting...

WHAT YOU NEED TO PLAY

- Two players that are feeling spooky.
- A couple of hours.
- Some eerie ambient music.
- A safe place to play in dim light.
- A way to document the story in words.
- Something to draw with.
- Snacks!

RECORDING YOUR STORY

During the course of the game, the players will record their story in a few ways:

JOURNALLING

As the story progresses, the players should write about the events in the narrative, such as the introduction of new characters, changes to the House, and the choices that the players are making.

Work together to generate the story and feel free to do as much or as little writing as you like.

DRAWING

The game also asks the players to record changes to the House through a collaborative drawing, modifying it over the course of the game.

We've created a printable House template that you can use as a starting point.

The file for this can be found on the games itch.io page: <https://atlasarcane.itch.io/haunting>

Alternatively, you can draw your own, giving you the freedom to draw the house however you see fit.

As with the journalling, draw as much or as little as you like.

USING SOUND

During play, you will be prompted to listen to some small audio tracks as part of the game.

These tracks are intended to help create a feeling and mood for the game, giving the players time to close their eyes and imagine the House in all its spookiness.

When asked to take a Rest, you should listen to the track that matches the amount of time the House sits vacant for.

All of these audio tracks have been composed specifically for *Haunting* by the incredibly talented *Alaric Jewitt* and can be found over on our website:

<https://arcaneatlas.games/haunting>

INFLUENCES

Here are some of the games that we have drawn inspiration from when making this game:

Artefact & Bucket of Bolts by Jack Harrison

You and The House by E.M. Giosia.

Dwelling By Seb Pines.

Liminal Horror by Nick Erickson.

Our Haunt by Jamila R. Nedjadi.

House by Marn S.

LICENCES

This game has been designed using the Lost & Found SRD (<https://srd.mousehole.press>), and is licensed under a modified version of the CC BY 4.0 licence (<https://srd.mousehole.press/usage/license>)

The *Montserrat* and *Chelsea Market* fonts have been used under an Open Font Licence.



CONTENT WARNING

As this is a story about a haunted House, it's very important to acknowledge the inherent themes associated with the horror genre, as the content could become dark and unsettling in tone.

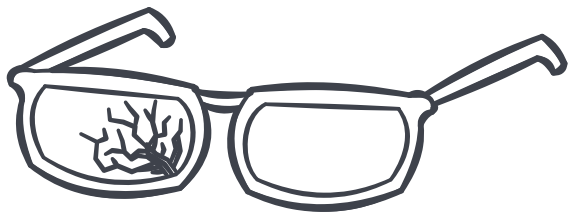
Some specific content warnings to be aware of are: **Abandonment, Death, Despair, Intense Emotions, Isolation, Loneliness, Loss of Agency, Manipulation, Supernatural Threat, Violence.**

EMOTIONS AND REFLECTION

At various points in the game the players are asked to spend some time reflecting on what the House experiences while it sits vacant. In these periods of time, it is suggested that the House is left brooding on a feeling, some of which may be challenging to explore.

The suggested feelings are **Hunger, Loneliness, Anticipation, Anger, Remorse, and Pride.**

If you do not wish to engage with any of the feelings or subjects listed, spend some time reflecting on the past deeds of the previous Occupant instead.



SAFETY TOOLS

Below are a few safety tools that may be helpful when playing this game.

OPEN COMMUNICATION

As this game is designed for two players, you should establish a good level of trust, as well as clear and open communication while playing together.

Be sure to listen to each other, check in regularly, and work together to ensure that you both have fun.

MOVIE RATINGS

A good way to set the general tone and content of your game is to consider it the same way you would a movie.

Using guidelines like *PG, 12, 15, 18, etc.*, you can quickly gauge the kind of content that you are likely to be experiencing during play.

You can also reference movie titles directly as specific points of reference for the content you're happy to see.

THE MOST IMPORTANT THING

Your wellbeing is more important than this game.

Stop playing at any time if you need to, or make any changes that will help you to have a good time.

GAME CONCEPTS



THE HOUSE

This game is about a House, a spooky building that has come to life through supernatural means and wishes to become more than bricks and mortar.

The House wants one thing: to become more real, more manifest, more corporeal. It wants to exist.

To accomplish its goal, it will need to absorb the essence of other living things and add it to its own.

OCCUPANTS

Houses are lived in by Occupants and their families.

Under their stewardship, the House will change and adapt to their lifestyles, renovations, and deeds.

As you generate each new Occupant, consider why they moved in, how they plan to make it their own, and how they are likely to react to its spookiness.

ROOMS

Rooms are areas within the House that can be given a specific use or purpose.

The way in which a Room is used can change over time as new Occupants furnish and repurpose them.

Rooms can also become strange and supernatural as the House begins to Haunt the Occupant.

TRAITS

Traits are characteristics that describe a House and the Rooms within it.

Room Traits are either Basic or Spooky.

These can be furnishings, unexplainable phenomena, décor, weird residual effects, feature pieces, etc.

House Traits are either Natural and Supernatural.

These can be weather damage, preternatural ageing, strange effects, modifications to the building, etc.

You can add a Trait whenever feels appropriate and feel free to make up your own as your go.

Traits can be found on pages 20 and 22.

CHANGING THE HOUSE

Over the course of the game, you will be prompted to *Change the House*.

This means that you should modify an aspect of the House and update your drawing and journal to reflect that change.

This will usually be by adding or modifying a Room, or by adding a Trait to a Room or the House itself

Update your drawing whenever makes sense.

TIME

The House is likely to outlast its Occupants.

A new Occupant could arrive within a matter of days or it could take decades for a new tenant to come.

While it waits, the House must Rest, slowly ageing and growing more strange as it reflects on its existence.

Eventually, a new Occupant will arrive and the House will awaken once more.

REST

When prompted to take a Rest, you should choose the length of time that the House will sit vacant for, using the table on page 32.

Once chosen, play the associated audio track and close your eyes.

The audio tracks can be found at the following link:

<https://arcaneatlas.games/haunting>

While you are listening, spend your time thinking about the House, as it sits empty and shrouded in darkness.

Once the audio track has finished, open your eyes and fulfil any other actions that were listed for the Rest length that you have chosen.

GAME STRUCTURE

1. **Awaken the House**

Rest for 30 seconds.

Read the text on the back of this book aloud.

Each player adds a Room or a Trait to the House.

Room ideas can be found on page 20.

2. **Tell the story of the Occupants**

Introduce an Occupant.

The Occupant makes changes.

The House Haunts the Occupant.

The Occupant Flees, Fights, or Falls.

The House Rests.

Repeat.

You decide how many Occupants make up each Act. For the shortest possible game, introduce one Occupant per Act.

3. **Epilogue**

Describe what happens to the house after the final rest. Will its story continue into the future? Or has its last occupant been and gone?

ACTS

This game is made up of a series of Acts that represent the passage of time as the story of the House goes on.

Each Act introduces a new set of Occupants, new ways for the House to interact with the world, and further signs of ageing that may occur over time.

LIVING TOGETHER

For each Occupant's tenancy, one player should act as the Occupant and another should act as the House.

INTRODUCE AN OCCUPANT

1. **Choose an Occupant**

The options available to you will depend on the Act that you are currently in and can be *found between pages 24 and 26.*

2. **Write a description of the Occupant**

Give them a name and write a little about them. Who are they? What do they do? Does anyone else live with them?

3. **Answer the two questions for the Occupant.**

These help to connect them to the House and can be found under the Occupant.

THE OCCUPANT'S TURN

The Occupant's turn reflects the changes they make when they move in and how the House reacts to them.

- 1. The Occupant makes a change to the House**
They can add or modify a Room, adding a new Standard Trait if appropriate.
- 2. The House pushes back on the change**
The House makes its own change to a Room, adding or modifying a Spooky Trait.
- 3. The Occupant adjusts to the strangeness**
They describe how they handle the odd things that happen to them.

THE HOUSE'S TURN

The House's turn reflects the increasing influence of the House on the life of the Occupant that dwells within it.

- 1. The House haunts the Occupant**
They choose from the Haunting table on page 27 and describe how they Haunt the Occupant.
- 2. The Occupant reacts to the House**
They describe the actions that they take as a result of the haunting.
- 3. The House continues to haunt the Occupant**
They describe how they continue to haunt the Occupant.

EXAMPLE:

Player 1 (Occupant): the Gentlefolk add a ball room to host lavish parties.

Player 2 (House): the guests complain about hearing inexplicable voices muttering to them.

Player 1 (Occupant): the Gentlefolk blame old pipes and insist that the party continues.

EXAMPLE:

Player 2 (House): When the Author is in the library, the book shelves shake, knocking books to the floor.

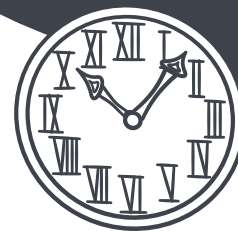
Player 1 (Occupant): The Author begins to avoid the library, only venturing inside for their research.

Player 2 (House): One night, all of the bookshelves tip over, falling into each other like dominoes.

ENDING THE OCCUPANCY

Each occupancy reaches its climax as you describe how the Occupant leaves the House.

- 1. Decide if the Occupant Flees, Fights, or Falls.**
The players should discuss what the Occupant is likely to do, based on their story so far.
- 2. Choose an ending scenario.**
Pick an ending prompt from the Flee, Fight, or Fall table on page 29. Describe the events that lead up to the Occupant's final act.
- 3. Answer the question related to their action.**
Based on the kind of action the Occupant takes, describe the way that they leave the house. If the Occupant Fights or Falls, make a change to the House.
- 4. Decide how long the House will Rest for.**
Pick a length of time from the Time table on page 32.
- 5. Rest for the relevant amount of Time.**
Both players close their eyes and listen to the audio track for the time they've chosen.
- 6. Take any other actions, if instructed.**
Choose a prompt from the *Marked by Time* or *Reflections in the Dark* tables on page 33 and 34,



30s rest



Act 1
Occupants



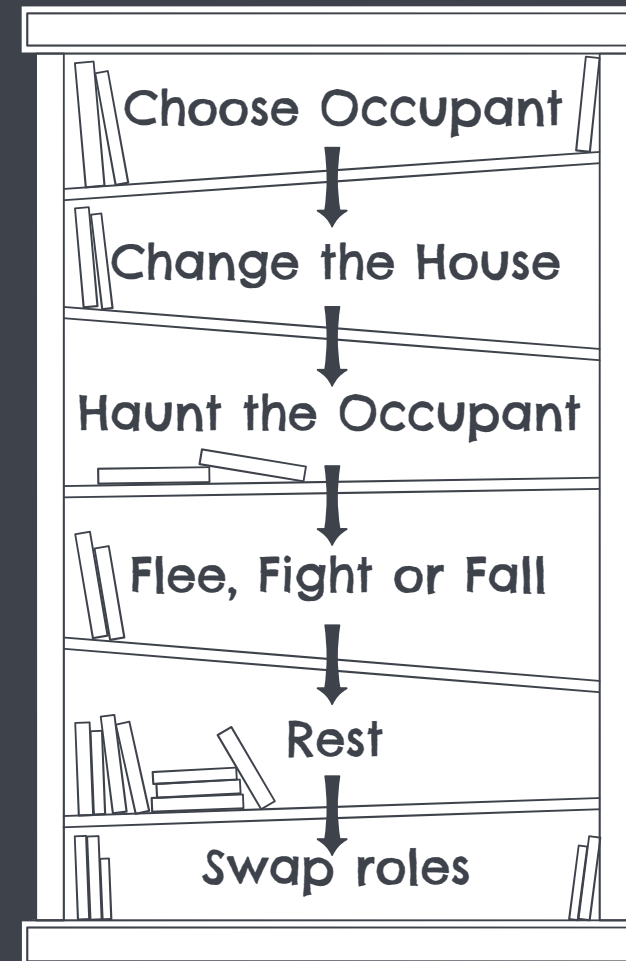
Act 2
Occupants



Act 3
Occupants



Epilogue



EPILOGUE

When you are ready to the end the game, take some time to discuss what you think happens to the House.

Does the House remain empty forever? Is it somehow destroyed? Or do you leave story of the House open ended, its future uncertain and cloaked in potential?

Once you have a good idea of what happens, write a few paragraphs to finish your story.

DECOMPRESS

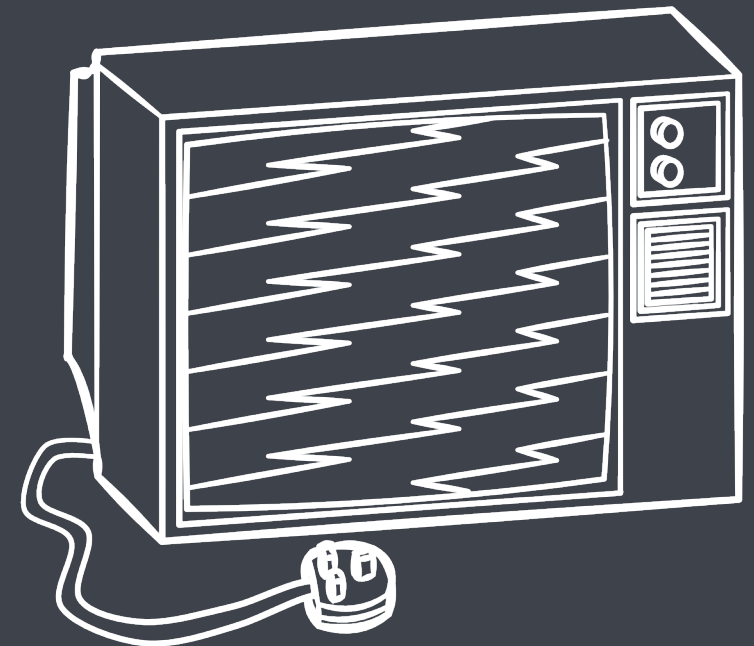
You've finished your game!

We hope that you have had fun!

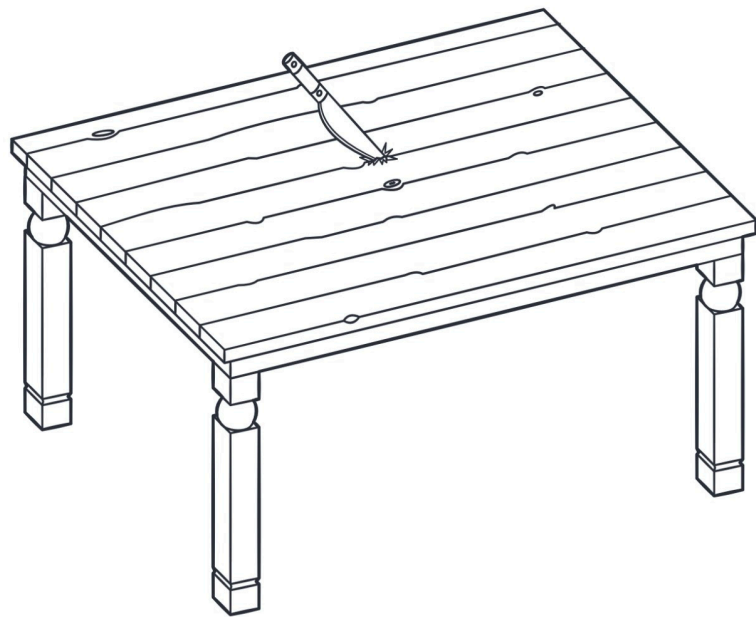
Take some time to relax and discuss the game that you just played together. It can be helpful to share your feelings on any intense subjects or scenes that took place during your story, to make sure you can leave them at the table.

SHARE YOUR STORY

We'd love to hear about your stories, and to see your Houses. You can find us by heading over to [@AtlasArcane](https://twitter.com/AtlasArcane) on Twitter.



TABLES



HOUSE TRAITS

These Traits should be applied to the overall House.
Pick a Trait or create your own.

NATURAL

WEATHER DAMAGED

DILAPIDATED

ANIMAL HABITAT

VANDALISED

FADED PAINT

OVERGROWN

CREAKY

SCARRED

HAZARDOUS

RUSTY AND DUSTY

SUPERNATURAL

STRANGE WEATHER

UNNATURAL SILENCE

PERSISTENT MIST

THREATENING AURA

DISCONCERTING NOISES

SELF-OPENING DOORS

CONFUSING LAYOUT

DANGEROUS VEGETATION

WINDOW SPECTRES

SLIME AND OOZE

ROOMS AND ROOM TRAITS

Here are some example Rooms and Room Traits that an Occupant might create. You can also make up your own.

SEANCE ROOM	BATHROOM	LABORATORY
LIBRARY	HOME CINEMA	
BEDROOM	DINING ROOM	WORKSHOP
	STUDIO	GAMES ROOM
BALLROOM	OFFICE	LOBBY
GARAGE	STORE ROOM	
LIVING ROOM		FITNESS ROOM
ATTIC	KITCHEN	BASEMENT

BASIC

A CENTREPIECE

FRESHLY DECORATED

DRIPS AND STAINS

HIDDEN PASSAGE

THEMED DECOR

LOCKS AND BARRIERS

SPECIAL EQUIPMENT

WEAR AND TEAR

SOMETHING SECRET

SAFETY ISSUES

ORNATE CARVINGS

POTTED PLANTS

SPOOKY

DISEMBODIED VOICES

SPECTRAL FORMS

STRANGE NOISES

MYSTERIOUS VISIONS

WARPED PHYSICS

IMPOSSIBLE DIMENSIONS

SHIFTING SHADOWS

INEXPLICABLE SMELL

TEMPERATURE ANOMALY

HEIGHTED EMOTIONS

GROWING RIFT

LOTS OF DOLLS



Occupants



ACT ONE

During this period, the House is new to the world and no one yet knows of the supernatural power within it.

THE MISER *egocentric, observant, and money-grubbing.*

Who did they drive away that was dear to them?

What is hidden in their safe, and where do they keep it?

THE PARTISAN *passionate, determined, and unyielding.*

What is it they are fighting for?

What materials do they keep to support their cause?

THE INVENTOR *inventive, obsessive, and reckless.*

What was the invention that paid for the House?

What ambitious but dangerous project are they working on?

THE GENTLEFOLK *forthright, social, and self-indulgent.*

What are the origins of their standing in high society?

What scandalous secret do they hide behind closed doors?

THE SHERIFF *discerning, authoritative, and stern.*

What was the case that made their career?

What cold case are they still working on within the House?

THE ARTIST *creative, emotive, and egotistical.*

What did they create that led to their success?

What new work of art are they creating within the House?

ACT TWO

During this era, an observant few may have noticed that there is something strange about the House.

THE THESPIAN *fluent, superstitious, and melodramatic.*

What kind of elaborate parties do they host in the House?

What is the role they are currently preparing for?

THE PROFESSIONAL *skilled, driven, and overworked.*

Why did they choose to leave the big city?

What facet of their life are they neglecting due to their job?

THE YOUNG COUPLE *romantic, excitable, and naive.*

What did the estate agent warn them about the House?

Which of them would leave the bed to investigate a noise?

THE RENOVATOR *fanciful, handy, and ambitious.*

What are their bold plans for the property?

Will their plans make the House stronger or weaker?

THE CARETAKER *practical, diligent, and grouchy.*

Who hired them to take care of the House?

What rules do they break when no one is looking?

THE SQUATTER *guarded, resourceful, and suspicious.*

How did they first hear of the House?

How do they make the House their own?

ACT THREE

During this time, the House is famously rumoured to be haunted and a place of expected strangeness.

THE INHERITOR *overwhelmed, detached, and ignorant.*

What link do they have to the previous Occupant?

What room in the House do they despise?

THE OCCULTIST *studious, secretive, and eccentric.*

What story brought them to the House?

What ritual are they preparing for within the House?

THE HERMIT *solitary, reflective, and cantankerous.*

What element of their past are they running from?

What do they do to dissuade visitors to the House?

THE WRITER *eloquent, imaginative, and easily distracted*

What story have they been working on since moving in?

What mysterious book do they discover within the House?

THE THRILL SEEKER *daring, brave, and impulsive.*

Are they acting for themselves or an audience?

Where in the house will be the stage for their big moment?

THE INVESTIGATOR *curious, observant, and skeptical.*

What do they think is happening in the House?

What protections have they brought with them?

HAUNTING

Here are some ways that the the House can interact with the Occupant. Choose one or make up your own.

INFLUENCE THE LIVING

Unusual behaviours, strange dreams, lost memories.

MANIPULATE OBJECTS

Slamming doors, falling bookcases, stacked furniture.

ALTER REALITY

Change your layout, bend physics, create impossible geometry.

COMMUNICATE

Words on the mirror, whispers in the night, visions in the dark.

TAKE SOMETHING

Hide items, shroud the truth, make things disappear.



FLEE, FIGHT, OR FALL

Choose the scenario most appropriate to end the Occupants story and decide if they Flee, Fight, or Fall. Answer the questions relevant to your choice.

If they *Flee*, nothing else happens.

If they *Fight* or *Fall*, make a change to the House.

Feel free to make up your own scenarios if none of these suggestions suit your story.

THE TOME

The Occupant discovers a strange book, filled with unknowable secrets and terrible purpose.

Flee: What do they learn that makes them flee the House?

Fight: What threat does the tome pose to the House?

Fall: What fatal thing do they misinterpret?

THE TEMPTATION

Something in the House beckons to the Occupant, inviting them to abandon safety in its pursuit.

Flee: How do they resist? How close do they come?

Fight: How do they destroy the source of their temptation?

Fall: How do they succumb to the lure?

THE DARKNESS

A strange darkness envelops every Room in the House. The Occupant is stranded without their sight.

Flee: How does the occupant escape? And at what cost?

Fight: How does the occupant drive back the darkness?

Fall: How does the darkness claim them?

THE PHYSICAL MANIFESTATION

The House manifests itself into a temporary, physical form so that it can prey on the Occupant.

Flee: What damage does the Occupant do as they flee?

Fight: How does the Occupant defend themselves?

Fall: How does the Occupant lose the fight to the form?

THE POSSESSION

The Occupant falls under the influence of the House and the House begins to act through them.

Flee: How do they manage to escape before it's too late?

Fight: How do they regain control and retaliate?

Fall: What does the House have them do?

THE TRAP

The House sets a trap for the Occupant, seeking to seal them away from the world for good.

Flee: How do they escape? What did they leave behind?

Fight: How do they break free and fight back?

Fall: What happens to them once they are ensnared?

TIME

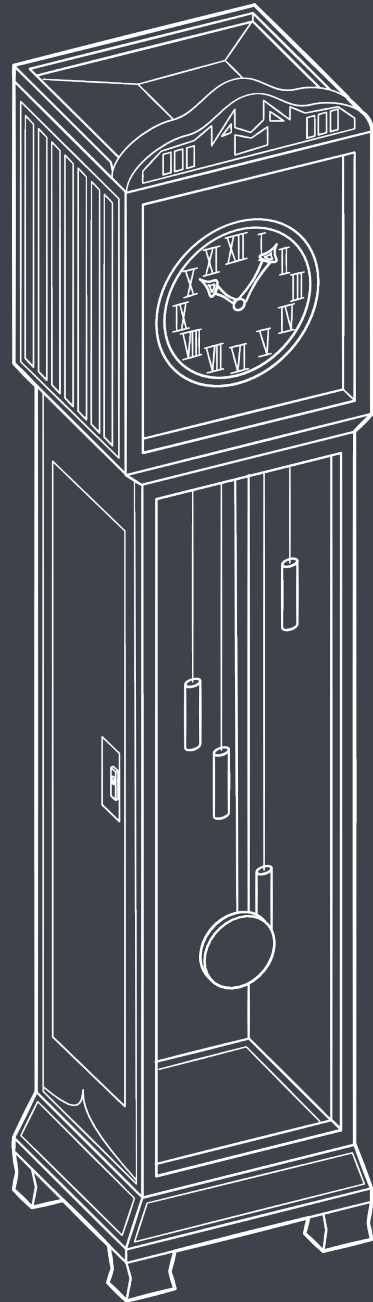
When the Occupant leaves the House will Rest. Select a unit of Time from the table opposite.

After your Rest, choose a new Occupant from those remaining.

We recommend that you choose your first two Occupants from Act One, then two from Act Two, then choose as many as you like from Act Three.

Once you have reached Act Three, feel free to end your story whenever you would like.

For the shortest possible game, choose just one Occupant for each Act.



No Time: Do not stop to Rest.

A Day: Rest for 10 seconds.

A Week: Rest for 20 seconds.

A Month: Rest for 40 seconds.

A Year: Rest for 1 minute.

Choose one question from *Marked By Time* or *Reflections In The Dark*.

A Decade: Rest for 1 minute 30 seconds.

Choose one question from *Marked By Time* or *Reflections In The Dark*.

Decades: Rest for 1 minute 30 seconds.

Choose one question from *Marked By Time* or *Reflections In The Dark*.

A Century: Rest for 2 minutes.

Choose one question from *Marked By Time* and one question from *Reflections In The Dark*.

Centuries: Rest for 2 minutes.

Choose three questions between *Marked By Time* and *Reflections In The Dark*.

MARKED BY TIME

Choose a prompt from below, answer the related questions, and add a Natural House Trait.

INTENSE WEATHER

A sudden and powerful change in weather erupts above.
What damage did you withstand as it raged against you?

FAULTY WIRING

The electrical wiring was rushed during your construction.
Which of your electrical systems is now beginning to falter?

INFESTATION

Some creatures have taken residence within your grounds.
What are they? What threat do they pose to you?

AGED FORM

Time erodes you relentlessly and your form mold to it.
How has your form been forever altered over time?

VANDALISM

You are treated disrespectfully and defaced by vandals.
Who were they? What damage did they cause?

OVERGROWTH

Life has taken root, spreading and covering what it can.
What kind of vegetation is growing? Where does it grow?

REFLECTIONS IN THE DARK

Choose a prompt from below, answer the related questions, and add a Supernatural House Trait.

HUNGER

Ravenous and unsatisfied, you ache with a fierce desire.
What desire consumes you while you wait in the dark?

LONELINESS

Isolated and empty, you fill with a deafening silence.
How do you keep yourself company while you lay vacant?

ANTICIPATION

Palpable and intense, a growing restlessness takes hold.
What is waiting for you in the future?

ANGER

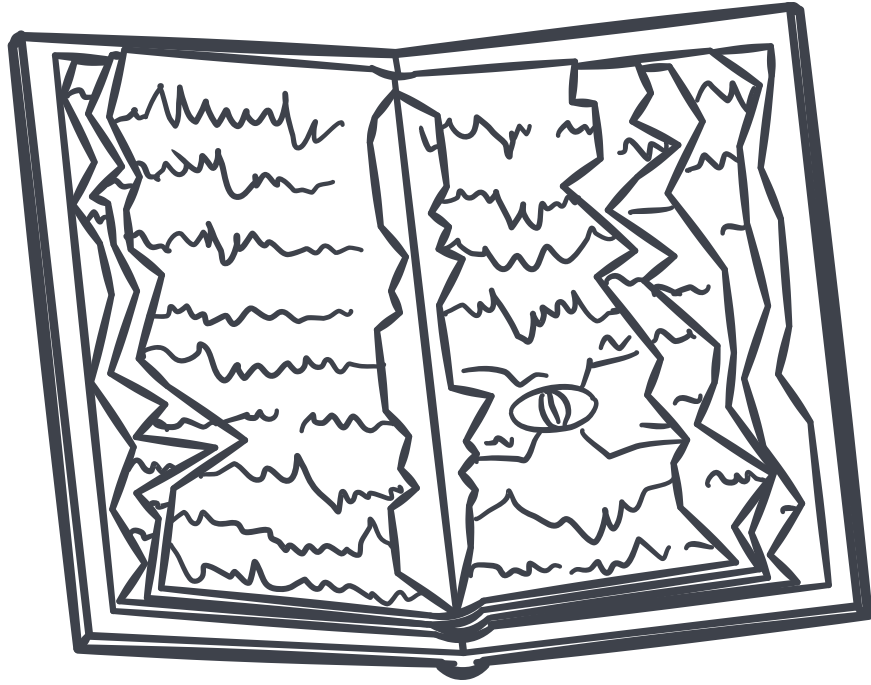
Resentful and indignant, your rage flares and soars.
What is the source of your fury and your wrath?

REMORSE

Regretful and solemn, you dwell in guilt and sorrow.
What did you do that you now lament?

PRIDE

Your power grows, swelling your sense of achievement.
What did you do to feel such fulfillment?



**THANK YOU
FOR PLAYING**

It was in the long dark of many vacant years that you were brought into being, not knowing how long you had stood alone before you awoke.

You came into this world hungry, empty, resenting the absence of your creator, willing yourself to exist.

Your frame now creaks and groans from its long sleep; a body of wood and brick and brooding, that lays weathered and ageing throughout the endless seasons.

You sit in wait of someone to consume, for someone to take residence, to slowly digest within your walls, to give you the strength to become more than your foundations would allow.

You are more than a House.

ARCANE ATLAS
GAMES