



Haunted
MEMORIES

Jacky **LEUNG**

Haunted MEMORIES

A game about **CRUMBLING SECRETS,**
CHILDHOOD MEMORIES, and HAUNTINGS

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CREDITS

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WALKING DOWN MEMORY LANE

THIS IS A GAME ABOUT MEMORIES, HAUNTINGS, AND SECRETS

Haunted Memories is revisiting memories that sometimes are best left forgotten, confronting the literal and metaphorical demons, and accepting your past. Danger and fear can bring the best and worst in us. Prepare to learn more about each other.

You'll need the following materials:

- Up to four players
- Some photographs of the players as children (ages 8 to 12)
- Playing cards (or tarot cards)
- Two unstable wooden towers
- Several index cards and writing utensils


You and your friends must confront a haunting from your past. Every moment that passes, the haunt draws closer. It has been years since you all have reunited, you have all grown up. As you revisit your memories, secrets will most certainly crop up to the surface and reveal that sometimes the real monsters were you all along.

When you confront your memories, you will have to pull wooden blocks from a shaky tower. The towers represent the crumbling personas and personalities you all have crafted to conceal your true selves.

If either one of the Towers fall, your secrets are out and the Haunt comes for you all. You each share your final moments.

If the Towers remain standing at the end, you triumph over the Haunt, but many secrets still linger and remain unsaid.





You can feel
very quickly as
a prisoner of
your past, of the
memories.

- Eric Cantona

GAME OUTLINE

GETTING STARTED

- Read this document
- Gather the materials and supplies you'll need to play

BEFORE PLAY

- Introduce the X card
- Distribute all supplies

DECLARE THE HAUNTING

- Describe how the Haunting brought you all back together
- Describe what the Haunting wants from you
- Describe the last time you were all together as a group

MAKE YOUR CHARACTERS

- Bring photographs of the players as children (old polaroids are best)
- Fill out the index cards with your character information, your virtues, vices, and dormant traits.

GAMEPLAY

ASSEMBLE THE TOWERS

- Set up two towers, each 9 alternating rows with 3 bricks
- Place the towers with enough space between them
- Pull your first bricks, one from each tower, and place them on top

SETTING SCENES

- Place the deck within reach of all players, shuffle deck and make sure to place the Epilogue card on the bottom, and the Haunt Begins card on the top. This is your Haunt deck
- Flip over the card that starts with The Haunt Begins
- Decide together where your characters are when the scene starts
- The player who recently looked at an old photograph goes first



- Draw a card from the Haunt deck, the player may choose to read the prompt out loud or pass it to another player to resolve.
- Resolve the prompt on the card
- Each prompt requires pulling a wooden block(s) from either or both of the towers
- Players may choose to reveal a secret from traits instead of pulling a block from the towers
- Any of the players may call an end to the scene whenever they like
- Repeat for the all cards in the Haunt deck, or until one of the towers falls

END OF THE GAME

IF A TOWER FALLS...

- The player who last touched either one of the towers describes their character's last thoughts and memories
- Any player may voluntarily knock over any of the towers
- Tally up the number of Haunt cards each player has resolved
- Each character tells their epilogue based on their final tally of Haunt cards based on the Final Moments chart

IF BOTH TOWERS REMAIN AND THE DECK IS EMPTY...

- Tell an epilogue together, ignoring the number of Haunt cards collected by each player and the Final Moments chart
- You all prevailed against the Haunting but things remain unsaid between all of you.



SET UP AND THE HAUNTING

INTRODUCE THE X CARD

Due to the nature of Haunted Memories, it's important to provide safety tools for all players to help set boundaries on the content of your game. You can take one of the index cards and mark it with a big "X" on it. Keep the card within reach of all players.

There are reasons why certain things are kept as secrets and why certain memories should stay in the past, so when something comes up, just tap the X card. That content is removed from the game. You don't have to explain yourself. You can alternatively discuss an issue that arises when using the X card or change what was said. The X card is a safety net and not a replacement for conversation.

Don't forget that this is a game about horrors, fears, and terror. Please be courteous and respectful to your fellow players.



THE HAUNTING

WHAT BROUGHT YOU ALL BACK TOGETHER?

It has been years, if not decades since you all last saw each other. You were once all childhood friends with bonds that seemed everlasting and eternal, but time and growing up caused you all to split for various reasons. Something brought you all back together, besides the Haunting.

WHAT DOES THE HAUNT WANT FROM YOU?

The Haunting wants something from either each of you, all of you, or one of you. It was denied once before and now it wants it again. What is it? It's up to you and your fellow players to determine what the Haunting wants from you.

Your story starts in modern day, or some point in history, or the future. It can even take place in an entirely separate world. The important thing to remember is that several years, usually several decades, have passed between the characters in your story. You can have children who grew up into adults in the modern setting, elves who have been apart for centuries only to be reunited now, explorers returning to an uncharted planet, for example.

THE LAST TIME YOU WERE ALL TOGETHER...

Once you determine what the Haunting wants from the characters, it's important to consider the last time these characters last saw each other. The characters will have to confront their past and the secrets that may have been buried with it during gameplay. The expanse of time that separated them will leave everyone seemingly like strangers. Have a conversation with you and your fellow players about the last place and time the group was together. Does time heal all wounds? Or did the Haunting use time as a wedge on your childhood bonds?



ASSEMBLE THE HAUNTING

THE HAUNTING CREEPS CLOSER...

A deck of 22 cards forms the Haunting or Haunt deck. This is the driving force of fear, peril, and dread for the characters. Characters will revisit their past to uncover secrets about the Haunting and themselves. While in the present day, they will need to trust one another in spite of their secrets to face the Haunting.

To assemble the deck:

- Take out the *Haunt Begins* and *Epilogue* cards
- Shuffle the other 20 cards
- Place the Epilogue card on the bottom of the newly shuffled deck
- Place the Haunt Begins card on top of the deck

You can alternatively use the Major Arcana from a Tarot deck, or regular playing cards. For the playing cards, use the Aces, Tens, Jacks, Queens, Kings, and both Jokers. Read Appendix A to correlate between prompts and card suits or Tarot cards.

Finally, if you purchased this PDF, you can find a digital file with printable Haunt cards to run your game.





When memories fade,
can one ever really
return home?

- Floyd Skloot

MAKING YOUR CHARACTERS

ANSWER AND FILL-IN FOUR INDEX CARDS

Each player takes four index card and fills out the information below and answers the questions on them. Keep the memories and your dormant trait hidden.

INDEX CARD #1: BASICS

NAME: (YOUR CHARACTER'S NAME)
CHILDHOOD AGE: (AGE OF CHARACTER IN CHILDHOOD)
MODERN AGE: (AGE OF CHARACTER IN THE STORY)
LOOK/CONCEPT: (SHORT DESCRIPTION OF CHARACTER)

INDEX CARD #2: VIRTUE

VIRTUE. THE BEST QUALITY ABOUT YOU. USE ONE WORD.

MEMORY. WRITE A MEMORY FEATURE YOUR VIRTUE.



INDEX CARD #3: VICE

VICE. THE WORST QUALITY ABOUT YOU. USE ONE WORD.

MEMORY. WRITE A MEMORY FEATURE YOUR VICE.

INDEX CARD #4: DORMANT

DORMANT. WHAT ARE YOU CAPABLE OF? WHAT HAVE YOU DONE?

MEMORY. WRITE A MEMORY WHEN YOU WERE DESPERATE.

When you write your memories, your virtue, vice, or dormant traits are best featured from your character's past. Consider the situation and context that would best explain or express these traits. It's okay to be vague with your trait descriptions. To make things more interesting, players can also incorporate each other's characters from the playgroup in your memories (with permission).



GAMEPLAY

BUILDING THE TWO TOWERS OF FATE

Once players have finished creating their characters, it is time to build the two towers of fate. Each tower consists of 27 wooden blocks in alternating rows of three, nine rows high. Distinguish one of the towers as the Memories tower and the other as the Present tower. Keep both towers within arm's reach with a gap between them.

Once the towers are set up, pull 1 block for each player from both towers to get started. This unstable state represents the return of the Haunting and the uncertainty of the characters with each other.

When pulling the wooden blocks from the towers, follow some of these basic rules:

- You can pull any block below the top two completed rows with three blocks
- To pull a block, use one hand to remove it, and then place it on top of a tower (according to the Haunt card), continuing upward in alternating rows.
- Never touch the towers with more than one hand at a time
- Don't pass the blocks from one hand to the other

Take your time examining the Towers before you decide to pull a wooden block. You can always change your mind about pulling a certain block, but you must always fulfill the prompt on the Haunt card.



MOVES & BUILDING SCENES

Starting with the first player's turn and each subsequent players' turn, draw the top card from the Haunt deck. Each card consists of a prompt that sets the scene for the players as they navigating the harrowing nightmares from their collective past. The player who drew the card is called the **Active Player**.

The Active Player can perform the following actions:

- **Face the Haunt.** Reveal and read out loud the prompt from the Haunt card. The Active player sets the scene. Haunt cards require pulling blocks from either or both of the Towers of Fate. Place the Haunt card in front of them.
- **Remember When.** Pull one block from the Present tower and put it on the Memories tower. Give the Haunt card to another player to read out loud. That player sets the scene, resolves the effects of the card, and places the Haunt card in front of them.

Each of the scenes should be played out like a movie:

- Select a single location
- Treat prompts labelled Memories as flashbacks. The event has already happened and become part of the truth of your characters now
- Treat prompts labelled Present Day as part of the continuing story being unfold
- Let the prompts inspire and direct where you want to take the story
- Any of the players, except the Active Player, can call an end to the scene

Once the scene ends, the next player draws from the Haunt deck.

Like scenes from a movie, events within the scene happen in a singular place within a span of time. Everyone learns new things about the characters, the haunting, and the story, and once the climax of that scene reaches a conclusion, then it is time for the next scene.



REVEALING YOUR TRAITS & MEMORIES

During gameplay, a player may choose to reveal one of their character's traits before pulling blocks from resolving a Haunt card.

When a character reveals a trait:

- Recall the memory tied to the revealed trait and incorporate it into the present scene
- The player does not have to pull blocks from the Tower
- Once the memory is revealed, it remains open on the table. Exposed for everyone to see. It cannot be used to avoid pulling blocks from the Towers for the rest of the game
- The Dormant trait's memory cannot be revealed until both the Virtue and Vice memories have been revealed

The characters are being revisited by a nightmare from their past and aims to corner all of them. While combating against the encroaching shade of the Haunting, the characters will face memories hidden or forgotten by time. Sometimes the truth is more dangerous than the monsters in front of you.

Sometimes these memories can contain content that can be sensitive for others, be mindful of the implementation of the X-card and be respectful to your fellow players.





Every journey into the
past is complicated by
delusions, false memories,
false namings of real
events.

- Adrienne Rich

END OF THE GAME

WHEN ANY OF THE TOWERS FALL...

- The player who last touched either one of the towers describes their character's last thoughts and memories
- Tally up the number of Haunt cards each player has resolved
- Each character tells their epilogue based on their final tally of Haunt cards based on the Final Moments chart

IF THE TOWERS STILL STAND & THE HAUNT DECK IS EMPTY...

- Tell the epilogue together, ignoring the Final Moments chart
- You all prevailed against the Haunting and now know more about each other. Your story of discovery and understanding ends here.



WHEN THE TOWERS FALL...

Note: Any player can knock over any of the Towers at any time! Sometimes the weight of the memories can be too much to contain, or perhaps the dread of the Haunting has pushed you to your limits and it's time to face your character's final moments. Sometimes you may wish for something exciting or don't feel like continuing. Any of these are valid reasons to end the game.

The last person to touch the Tower becomes the first ill-fated victim of the Haunting. Consider any unrevealed traits and the journey the character has experience to describe their final thoughts and memories. No longer beholden the weight of the secrets and memories, released and set free by the Haunting. Express whatever feelings, emotions, and memories are appropriate for the character.

This ending is not losing! While the story has reached its ending, while often tragic or harrowing, each of the characters have rejuvenated bonds that were once forgotten or lost. Conquered memories of the past and allow each character to achieve a bit of actualization along the way.



FINAL MOMENTS

After the raw and visceral depictions of the ending, it is time to move into each character's Final Moments. You can treat this similar to an epilogue or afterword. Each player counts the number of Haunt cards in front of them and compares it to the Final Moments chart below. Use the result similarly like a prompt seen on the Haunt cards as inspiration.

Tell the end of your character's story. Make it grand! What lingering feelings does your character have still? What sort of regrets do they have? What memories or secrets remain unsaid? How do you confront your ending? Please feel free to provide descriptions of the scenery and any other details

Number of
Haunt cards

Final Moments

0 - 1

Your time together was short. The Haunt has come for you and no one will know of your past. Your hopes, dreams, and regrets. You fade into the dark.

2 - 3

It was a valiant effort. You have begun to remember the person you were and the person you hoped to become. Embrace the darkness.

4 - 5

You never gave up, even if the truth hurt you or others. You accept your fate but remained true to yourself. You do not go silently into the dark.

6+

Through sheer will and determination, you prevailed. You accept your flaws & strengths, and so have the others. You can let go of your past.



THE TOWER STILL STANDS...

If you reach the final card of the Haunt deck and both Towers remain standing, ignore the Final Moments chart. Instead, narrate the end of the story together, how you overcome the haunting, and reflect on the many things your characters learned about each other.

Any unrevealed traits and memories remain hidden from the other characters. Perhaps, after this difficult trial together, the characters may be inclined to be share and be open to each other. Each character has a profound bond to each other now, forged from their experiences and memories. They can now leave this story and go their separate ways, or press forward into the unknown future together.



APPENDIX A - HAUNT DECK

Card Suit	Tarot	Prompt
Ace of Clubs	The Fool	<i>The Haunt begins. How did you and your friends survive the last haunting? Did you always know it would return?</i> <i>Pull 1 block from the Present tower.</i>
Ten of Clubs	The Magician	<i>Who do you feel, among your friends, changed the most? Why are you resentful about it?</i> <i>Pull 2 blocks from the Present tower & place them on the Memories tower.</i>
Jack of Clubs	The Priestess	<i>You started a lie about someone in the group in your youth. Who was it? What was it about?</i> <i>Pull 1 block from the Present tower.</i>
Queen of Clubs	The Empress	<i>You use to be dependable, but not anymore. What sacrifices did you make for the sake of someone else?</i> <i>Pull 1 block from the Memories tower.</i>
King of Clubs	The Emperor	<i>You were the group leader in your youth. What actions do you regret from your past?</i> <i>Pull 2 blocks from the Present tower & place them on the Memories tower.</i>
Ace of Diamonds	The Hierophant	<i>Who among the group did you confide with, when you were in your darkest moment? Why does it still hurt?</i> <i>Pull 1 block from the Present tower.</i>
Ten of Diamonds	The Lovers	<i>You and someone in the group were once lovers in your youth. Why are you both not together anymore?</i> <i>Your former lover pulls 1 block from the Memories tower & you pull 1 block from the Present tower.</i>
Jack of Diamonds	The Chariot	<i>You made a choice that saved your life. Why do you regret it?</i> <i>Pull 2 blocks from the Present tower.</i>



Queen of Diamonds	Strength	<p><i>Remember a time when your will was weak and you caved into temptation. Why do you not regret your actions?</i></p> <p><i>Pull 2 blocks from the Memories tower & place them on the Present tower.</i></p>
King of Diamonds	The Hermit	<p><i>You had a secret, safe place that no one else knew about. You kept something important there. Where was your safe place and what was the item?</i></p> <p><i>Pull 1 block from either tower.</i></p>
Joker 1	Wheel of Fortune	<p><i>You narrowly escaped from the haunting by chance. How did you escape? Why did it let you go?</i></p> <p><i>Each player pulls 1 block from the Present tower.</i></p>
Ace of Hearts	Justice	<p><i>You were wronged in your youth. How did you right that wrong? What did you break to get it?</i></p> <p><i>Pull 2 blocks from either tower.</i></p>
Ten of Hearts	The Hanged Man	<p><i>You have changed your outlook or perspective from the one you held in the past. Why did you change it? Who helped you?</i></p> <p><i>Pull 1 block from the Present tower & 1 block from the Memories tower.</i></p>
Jack of Hearts	Death	<p><i>In the past, the Haunt took someone precious to you. Have each character recount a trait or quality about your lost friend.</i></p> <p><i>Each player pulls 1 block from the Memories tower.</i></p>
Queen of Hearts	Temperance	<p><i>Forgive one of the other characters for something they did to you in the past.</i></p> <p><i>Pull 1 block from the Memories tower.</i></p>
King of Hearts	The Devil	<p><i>You made a promise or deal with someone after you escaped the Haunting. Who was it with and why did you break your promise?</i></p> <p><i>Pull 1 block from the Present tower. In addition, choose another player, they pull 1 block from the Memories tower.</i></p>



Ace of Spades	The Tower	<p><i>Ruin and destruction loom ahead of you. Who else, among the group would you bring down with you? Why?</i></p> <p><i>You and the other character each pull 1 block from the tallest tower. If it is a tie, you choose which tower to pull from.</i></p>
Ten of Spades	The Star	<p><i>Who among the group gave you courage and hope? Why did you betray them?</i></p> <p><i>Pull 1 block from the Present tower.</i></p>
Jack of Spades	The Moon	<p><i>You learned a terrible secret. What did you lose to discover it?</i></p> <p><i>Pull 1 block from the Present tower. If your Dormant trait is revealed, pull 2 blocks from the tower instead.</i></p>
Queen of Spades	The Sun	<p><i>You know the haunting's weakness. Why have you not revealed it until now? Describe at least one condition that is required to overcome the haunting.</i></p> <p><i>Pull 1 block from the Memories tower. If your Vice trait is revealed, pull 2 blocks from the tower instead.</i></p>
King of Spades	Judgement	<p><i>You made a harsh judgement about someone in the group when you were young. How do you make amends with them now?</i></p> <p><i>If the other character forgives you, pull 1 block from the Memories tower. If the other character does not forgive you, pull 2 blocks from the Present tower.</i></p>
Joker 2	The World	<p><i>This is your last stand. You always knew it come to this moment.</i></p> <p><i>Each player pulls 1 block from the Modern tower. If the towers are still standing, proceed to your epilogue.</i></p>



SUGGESTED MEDIA

Films: IT Chapter Two, Memento, Now and Then, Stand by Me, I Know What You Did Last Summer

TV Series: Scream, Hemlock Grove, Penny Dreadful, When They Cry (Higurashi no Naku Koro Ni)

Books: Erased (manga series), The Girl on the Train, The Everafter



**SOMETHING BROUGHT
YOU ALL BACK...**

Time has gone by
SECRETS REMAIN

Face the past
DANGER LURKS

The truth comes out
THE HAUNTING BEGINS

