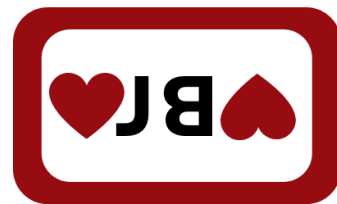




# This game takes place in your home town

A horror game for 2 players.

**WHAKATAU  
O AOTEAROA  
#KIWIRPG**



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**You will need:** a normal deck of cards with the jokers removed, a block tower, and an X card both players can reach.

The X card is a safety tool designed for John Stavropoulos and more information about it can be found [here](#). To put it simply, the X card is to remind you that you're welcome to stop any description, discussion, or moment in game if you would rather not deal with the topic at hand for any reason.

**Further safety notes:** This game skirts around descriptions of physical injury and the specifics of what will happen if the hunters catch you. You're free to go into more detail, or even less, if you'd like to.

There are a couple of mentions to dead bodies on the cards.

There are animals in this game, but nothing bad will happen to them in the text of the cards. Please use the X card to dismiss any prompt you are uncomfortable dealing with at the time of play.

### **To play the game:**

- Sit side by side, close enough to touch, if you can. If you need or want to sit facing your partner for any reason, that's fine.
- It's also fine to play remotely, via webcam audio only, or text only.
- If you are playing remotely, you can find suggestions for how to simulate the block tower [here](#). There's a deck of cards with multiplayer available [here](#), or you can use a site like Roll20.
- Shuffle the deck and take it in turn to draw cards.
- Some cards will ask you to pull a block from the tower. You should place pulled blocks on top of the tower again.
- Follow the instructions on the cards until the tower collapses, and you are found, or until you draw the fourth 2 and you escape.
- Read the cards aloud, except the parts in italics.
- If the italics describe a danger, you may alert your partner to it as you move to the next card.
- You may also say aloud that you need to draw a block.
- Note down everything you find as you travel the town. When you are found, or you escape, use the things you found to narrate what happens next.
- Read the text on the next page aloud, then draw the first card.

This is your home town at the end of the world, and it is empty, and

the two of you are alone, except for the hunter.

As you walk around the streets, picking through the rubble for

supplies,

The hunters have heavy footsteps.

The hunters have caught everyone else.

You and your partner have refused to die.

You pick through the scraps of a life you hardly remember, gathering what you need from it to survive.

The hunters don' t need stuff to survive.

The hunters have everything they need to hurt you.

One of you hasn' t been home in years. One of you never left.

You' re both afraid, but you have each other.

## Hearts

- King. Here is where you had your first kiss. Where are you, and who did you kiss? Ask your partner what became of them.
- Queen. Someone you know got married in this garden. The marriage has ended now. Whose wedding was it? Draw a block quickly as you notice a rustle in the bushes.
- Jack. You've found a car that looks familiar. Who did it belong to? Ask your partner if they remember the original owner.
- Ten. You were together in a coffee shop when the hunters first came. What were you talking about? Do you still care?
- Nine. This was the home of someone you loved. No Modifier. *Draw a block if you go inside and find their dog, alive and waiting patiently for his owner to wake up.*
- Eight. You stop your partner and confess something that happened in the years you were apart. What? *If your voices raise above a whisper, draw a block.*
- Seven. You saw a member of your partner's family more recently than they did. How were they? Ask your partner why they haven't spoken to them in the time since?
- Six. What was the last thing the two of you had a long conversation about? Remember it together.
- Five. You used to go by a different name. A nickname, or a deadname, or a middle name. You see a photo of yourself and someone you love as children flutter by in the street, your old name scrawled on the back in blue pen. Do you catch it? Or is the memory too painful?
- Four. You have an ex (or an ex friend) in common. Ask your partner whatever happened to them?
- Three. Grab your partner's hand as you inch open a gate and hope it doesn't squeak. *Pull a block with one hand. Hold something firmly in the other hand until you're sure you're safe. If you're playing in person and feel comfortable doing so, you are encouraged to hold hands.*
- Two. You're safe here, certain you're alone, and you have time. Eat something, take a drink, exhale. If this is your fourth 2, you will be safe here for a matter of weeks, if not longer. You don't need this game any longer.
- Ace. Your partner turns their back on you for just a handful of moments. What do you do while you're alone?

## Diamonds

- King. What did you find that you want to keep to yourself? Do you try to hide it? *If your partner questions your choice about this at any point in the game, pull a block.*
- Queen. A playground ahead of you moves independently, in the wind. As you avoid it, lest the sound draw the hunter, remember sitting on the swings just before one of you left. What were you talking about then? Do you even remember, or does the creaking of the chains drown out your past selves?
- Jack. You cross a creek down the back of someone's garden and swear it used to run faster and wider. It was night last time you crossed it. Why? Tell the story. *If it makes your partner laugh, draw a block.*
- Ten. Your feet hurt, and you sit down together just for a moment. Share a drink, and look around. Ask your partner where you are.
- Nine. You've found a lot of money in the boot of a car. You're not sure cash is worth anything any more. Ask your partner what they would have done with this money, before. *The boot shuts more firmly than you meant it to. Draw a block.*
- Eight. You find some kind of weapon. What is it? Where did you find it? Who used to own it? Ask your partner if they think you should take it.
- Seven. You worked here one year during high school. It was a crappy job. You kind of want to break in. What kind of place is it? What do you find there that's valuable? *You break the glass as quietly as you can, but you should still draw a block.*
- Six. There's graffiti on a wall referring to a place you don't recognise. Ask your partner where it is. *Ask your partner if you should go there. If they say yes, you can both note down an item of your choice.*
- Five. The supermarket is mostly picked clean but you go in anyway just in case. You find something useful trapped under a fallen shelf. If you choose to lift the shelf to take it, draw a block.
- Four. You've found a decent stock of shelf stable food in someone's house. Whose house was it? Ask your partner if they knew the owner was prepping like this.
- Three. The dairy on the corner near the house you grew up in is sealed shut with metal shutters, but you know how to get in around the back thanks to an old friend. What is it you find there?
- Two. The public library here is small, but it had bean bags. The doors are unlocked. You'll be safe here for a little while. If this is your fourth 2 you will be safe here for a matter of weeks, if not longer. You don't need this game any longer.
- Ace. Give your partner an item you've picked up along the way. They need it more than you. What is it? *You can define a completely new item here. It doesn't need to already be on your sheet.*

## Clubs

- King. You've been carrying something heavy for a while now. What is it? *Note it down in your item list and ask your partner if you should keep it.*
- Queen. The clouds are getting heavy with rain and you seek shelter in an unlocked greenhouse. What's growing? What do you while you can't hear the hunter coming?
- Jack. You find a liquor store unlocked. Do you take anything? *If either you or your partner choose to drink at any point going forward, pull a block.*
- Ten. You've sprained something and it hurts to move, but you can lean on your friend. *Pull a block with your non-dominant hand if that's feasible for you.*
- Nine. One of you has tripped and something has fallen in the darkness, and the searchlight of the hunter swings in your direction. Get out of there as fast as you can. *And pull a block.*
- Eight. The wind whips past you and a book, pulled from some house or shop, hits your body as it is tugged along. What is the book? Do you pick it up? Keep it?
- Seven. You could have sworn this street was beyond a landmark you now notice is rubble. What was it, before? *Ask your partner to draw a block as you pause to get your bearings*
- Six. How long has it been? Since the hunters arrived? *Ask your partner the last time they slept a full night.*
- Five. You crossed this field a lot as teenagers, ambling aimlessly away from school. You're not ambling now. Pull a block from the tower fast, and try not to think too hard about the sound you heard behind you.
- Four. There's a cat walking down a fence line just at your eyelevel. It trots towards you when it sees you. It's hungry and it misses people. She'll come with you, if you'll have her. What's her name?
- Three. You need something from the pharmacy. You know exactly what, and you know it's in there. But a hunter stands above it, searchlight panning lazily across the town. Do you risk it? *Pull a block if you do.*
- Two. The dive bar downtown smells of warm beer and you can hear the pokies ringing from the back room. Enough sound to cover the sound of you, to keep you safe for a little while. If this is your fourth 2 you will be safe here for a matter of weeks, if not longer. You don't need this game any longer.
- Ace. You hug your partner for as long as you can stand, one moment when you're safer than usual. *What do you thank them for?*

## Spades

- King. You take something that will be useful later. Not while you're escaping the hunter. Later than that, when it's time to rebuild. What is it?
- Queen. You notice as you cross from street to street that someone has built a community garden where there used to be an abandoned house. It's thriving. *Ask your partner if they knew this was here.*
- Jack: You find a note in a home that tells you that you're not the only ones left, and relief is tangible. *Ask your partner if you should try to find the others right away or if you should wait until the Hunters are off your trail.*
- Ten. You find a hidden place, perfect to stash some of your things until you can come back for them, or perfect for another escapee to find. *Ask your partner if you should set up a cache.*
- Nine. There's a cover off a supply of clean water, but it'll draw attention to close it and preserve the source. What is it? What do you need to do? Draw a block if you protect the water.
- Eight. You find a car in working condition. For a second you wonder if you could make it far away from the hunter in this, and then a second later you hear the hunter's footsteps. Escape as fast as you can, both of you pulling blocks.
- Seven. *You notice another escapee, the hunter's searchlight getting too close to them. You could distract it. Do you get its attention? Draw a block, if you do.*
- Six. For the first time, you are retracing your path. What are you going back for? *You get the sense predictability might be a bad idea. Draw a block.*
- Five. The boutique clothing store you could never afford has its window smashed in already. Do you take a moment to pick out something that will make you laugh? Or something that will keep you warm? Either way, pull a block.
- Four. You feel like you can predict the timing of the Hunter's searchlight, and you make a break for the next piece of cover in a hurry. Pull a block, fast!
- Three. The roof of this house is missing, shorn off by some great force. But there's some good stuff in it. Be quiet, and grab something before you're caught. Exposed and listening for the sound of heavy footsteps is your normal now. You don't need to pull a block, even though you're on edge as though you had.
- Two. This was your classroom, years and years ago. You don't know all the names of the children you found here, or their teacher. But she whispers that she'd be happy for the help, if you could offer it. If this is your fourth 2 you will be safe here for a matter of weeks, if not longer. You don't need this game any longer.
- Ace. *Ask your partner if they'd mind, if the two of you were the last people on earth, doomed to spend your life together.*