



THE HAUNTING OF SHADOWBURROW

SHADOWBURROW IS HAUNTED BY A DEMON THAT WAS SUMMONED BY A WITCH. AT FIRST, THE DEMON APPEARED AS A LITTLE GIRL TO THE VILLAGERS BUT IT SEEMS LIKE IT POSSESSED SOMEONE IN THE VILLAGE. THE POSSESSED ONE'S IDENTITY IS YET UNKNOWN BECAUSE THE DEMON SEEMS TO ONLY TAKE OVER THE BODY AND MIND OF THE VICTIM DURING THE NIGHT. BUT WHEN IT DOES, SOMEONE FROM THE VILLAGE IS BEING KILLED. THE MASSACRE CAUSED MANY OF THE VILLAGERS TO FLEE SHADOWBURROW AND THE FEW WHO STAYED WANT TO PUT AN END TO THE KILLING SPREE. THEY HAVE TO FIND OUT WHOM THE POSSESSED ONE IS TO PERFORM AN EXORCISM ON THEM, GETTING RID OF THE EVIL CREATURE THREATENING THEM.

THE GAME

CAN BE PLAYED WITH 8-15 PEOPLE.

CHOOSE A GAMEMASTER WHO WILL HELP YOU TO EXECUTE THE GAME. SIT AROUND A TABLE AND GET READY! MAKE SURE TO HAVE DRINKS AND SNACKS AROUND!

THE GAME CONSISTS OF ROLE CARDS. EVERYONE HAS TO BLINDLY PICK A CARD TO GET TO KNOW WHAT HIS OR HER CHARACTER WILL BE. IF THE PLAYERS PICK THE CARDS THAT HAVE OLD PHOTOGRAPHS OF EITHER A MAN OR A WOMAN ON THEM, THEN ACCORDING TO THEIR CHARACTER THEY ARE VILLAGERS. BESIDES THESE CARDS, THERE ARE 3 SPECIAL CARDS IN THE DECK. IF SOMEONE PICKS EITHER OF THEM, HIS OR HER ROLE IN THE GAME COULD BE DIFFERENT FROM THE REGULAR VILLAGERS, ALL INFORMATION CAN BE FOUND ON THE ROLE CARD. THESE SPECIAL CARDS ARE THE DEMON, THE MEDIUM, AND THE WITCH. **NOTE: YOU CANNOT REVEAL YOUR IDENTITY THROUGHOUT THE GAME.**



THE GAME



AFTER EVERYONE PICKED A CARD, AND KNOW HIS OR HER ROLE FOR THE GAME, YOU CAN BEGIN.

NOTE: IF YOU HAVE QUESTIONS ABOUT THE GAME, TALK TO THE GAME MASTER SO NOBODY CAN HEAR YOU. HE/SHE WILL HAVE THE GAME RULES AND THE DESCRIPTION OF EACH CARD AS WELL.

THE GAME CONSISTS OF A DAYTIME AND A NIGHTTIME. THE GAME STARTS OFF WITH THE NIGHT. EVERYBODY WHO IS IN PLAY WILL HAVE TO CLOSE THEIR EYES. THE **GAME MASTER** WILL ONE BY ONE CALL THE SPECIAL CHARACTERS OUT; THE DEMON, THE WITCH, THE DEMON HUNTER, AND THE MEDIUM. WHEN YOUR CHARACTER HAS BEEN CALLED OUT BY THE **GAME MASTER** OPEN YOUR EYES, AND DO NOT DRAW ATTENTION TO YOU THAT MIGHT REVEAL YOUR CHARACTER TO OTHER PLAYERS.

AFTER THE **GAME MASTER** GOT TO SECRETLY KNOW WHO IS WHICH SPECIAL CHARACTER, THE KILLING MAY BEGIN. THE DEMON CAN KILL BY POINTING OR LOOKING AT THE DESIRED VICTIM. NEXT, THE **GAME MASTER** WILL TELL EVERYONE TO OPEN THEIR EYES AND ANNOUNCES WHO DIED DURING THE NIGHT. AFTER THE **GAME MASTER** ANNOUNCES THE DEATH, BECOMES A GHOST (READ MORE IN THE "NOTES FOR THE GAME MASTER" SECTION).

NEXT, THE PEOPLE OF THE VILLAGE HAVE TO VOTE FOR A MAYOR. THE MAYOR CAN BE ANYONE. IF THERE IS MORE THAN ONE PERSON WHO WANTS TO BECOME MAYOR, EVERY CANDIDATE HAS TO HOLD A SPEECH AND THE REST CAN VOTE. AFTER THE MAYOR IS ELECTED, THE VILLAGERS WILL HAVE TO VOTE WHO WILL HAVE TO GO THROUGH AN EXORCISM AT THE END OF THE DAY. UNFORTUNATELY, IF THE VILLAGERS VOTE FOR AN INNOCENT PERSON, THEY SEND HIM OR HER TO DEATH. SOMEONE WHO IS NOT POSSESSED BY A DEMON WON'T SURVIVE THE PROCESS OF AN EXORCISM. THE GOAL OF THE VILLAGE IS TO FIND THE ONE WHO IS BEING POSSESSED. THE PERSON WHO GETS THE MOST VOTES AT THE END OF THE DAY WILL BE EXECUTED BY THE VILLAGERS. AFTER THEY WERE "EXECUTED" THEY ARE ALSO ALLOWED TO REVEAL THEIR CHARACTERS. IF HE OR SHE WAS THE DEMON, THE GAME IS OVER AND THE VILLAGERS WIN. IN CASE THE VILLAGERS ARE UNABLE TO IDENTIFY THE DEMON UNTIL THERE IS ONLY THREE OF THEM LEFT, SHADOWBURROW WILL FALL INTO THE HANDS OF EVIL AND THE DEMON WINS.

DAYTIMES END WITH AN EXORCISM AND THE NIGHT FOLLOWS WITH THE DEMON TAKING ANOTHER SOUL.

THE CHARACTERS



THE DEMON



YOU ARE POSSESSED AND HAVE A THIRST TO KILL. DURING THE NIGHT YOU GO OUT AND END SOMEONE'S LIFE FROM THE VILLAGE. YOUR ULTIMATE GOAL IS TO KILL EVERY SINGLE PERSON IN SHADOWBURROW AND TO AVOID THE EXORCISM WHICH WOULD SEND YOU STRAIGHT BACK TO HELL.

VILLAGER



YOU WERE BORN AND RAISED IN THE SMALL VILLAGE OF SHADOWBURROW. IT WAS A QUIET LITTLE VILLAGE UNTIL ONE DAY MR. SMITH WAS FOUND DEAD. LITTLE DID YOU KNOW BACK THEN, THAT IT WAS ONLY THE BEGINNING. SINCE THEN THE MURDERS BECAME AN EVERYDAY THING. A LOT OF PEOPLE FLED SHADOWBURROW IN FEAR AND ONLY SOME OF YOU STAYED TO FIGHT FOR YOUR LIFE AND THE PEACE OF YOUR VILLAGE. YOUR GOAL IS TO FIND THE POSSESSED ONE AND WITH THE HELP OF A PRIEST PERFORM AN EXORCISM AND SEND THE EVIL BACK TO HELL.



MEDIUM



YOU CAN COMMUNICATE WITH THE SPIRITS. NOT ONLY CAN YOU SEE THEM BUT YOU CAN ASK THEM FOR HELP TO TELL YOU WHOM THE POSSESSED ONE IS. BEWARE! YOU CANNOT TELL YOUR FELLOW VILLAGERS ABOUT YOUR SPECIAL GIFT, THE DEMON WOULD KILL YOU IN THE FOLLOWING NIGHT! BUT TRY TO HELP THEM WITHOUT REVEALING YOUR SELF.

THE WITCH



BY MISTAKE, YOU SUMMONED A VERY POWERFUL DEMON FROM HELL. UNFORTUNATELY, YOUR FAITH IS SEALED TO HIS AND YOU ARE HIS SLAVE. YOU ALSO KNOW WHOM THE POSSESSED ONE IS BUT IF YOU TELL, YOU WILL DROP DEAD RIGHT AWAY. YOUR GOAL IS TO KEEP YOUR SECRETS AND TRY TO AVOID THE POSSESSED ONE TO BE FOUND BECAUSE IF THE DEMON GOES BACK TO HELL YOU WILL GO WITH HIM!

NOTES FOR THE GAME MASTER

- IT IS YOUR DUTY TO KEEP THE GAME UNDER CONTROL.
- YOU WILL ANNOUNCE WHEN DAYTIME COMES AND WHEN NIGHTTIME BEGINS.
- HELP THE SPECIAL CHARACTERS TO FULFILL THEIR PURPOSE. WHEN THE NIGHT IS COMING AND ALL PLAYERS CLOSE THEIR EYES, CALL OUT TO THE CHARACTERS THAT ARE ACTIVE IN THE NIGHT TO TAKE THEIR ACTION (GHOST, DEMON). AFTER THE KILLING AT NIGHT ANNOUNCE WHOM THE DEMON CHOOSE TO KILL FROM THE GROUP!
- LOOK FOR EERIE MUSIC AND MAKE A PLAYLIST ON SPOTIFY OR YOUTUBE THAT CAN BE PLAYED IN THE BACKGROUND.
- IF YOU WANT TO MAKE IT A BIT MORE INTERESTING ASK THE PLAYERS TO CHOOSE A PROFESSION FOR THEMSELVES SO THEY CAN IMPROVE THEIR CHARACTERS. EXAMPLES: MIDWIFE, BUTCHER, BAKER, DOCTOR, TEACHER, BELL-RINGER, GARDENER, MINER, ETC.
- MAKE THE PLAYERS PLAY BY THE RULES OF THE GAME AND LOOK OUT FOR CHEATING, ESPECIALLY DURING NIGHTTIME!
- IF YOU WANT TO KEEP THOSE ENTERTAINED WHO WERE KILLED, GIVE THE **GHOSTS** A PURPOSE BY LETTING THEM CHOOSE SOMEONE TO PROTECT FROM THE DEMON. THIS WAY THEY CAN HELP THEIR LIVING FRIENDS, BY CHOOSING SOMEONE TO BE SAFE BEFORE THE DEMON AWAKENS. THE PERSON THE GHOSTS CHOSE CANNOT BE KILLED BY THE DEMON IN THAT ROUND. THE GHOSTS CAN ONLY PROTECT SOMEONE ONCE DURING THE GAME!

