

BETRAYAL AT HOUSE ON THE HILL

So a professor, a jock, a fortune teller and a soccer girl walk into a creepy house ... but only three of them will walk out! I had heard this game can go one way or the other (which it nearly did after a VERY bad initial Omen roll), but it ended up being such a wacky, fantastic story, so much fun!

Things start off fairly normally, but the party decide to split up, bad mistake! 'Flash' the jock and Jenny the soccer girl head upstairs, and when Jenny's torch goes out Flash offers to help, but after disappearing into the junk room he comes out clutching an old book and ranting, smashing past Jenny and off into the house.

The rest of the party regroup and hunt Flash down to the chapel where they find him madly reciting passages from the book. Using what crude weapons they've found in the house, they try to fight off Flash and wrestle the book from him, but it's too late!

As Flash finishes the recitation, a huge demon materialises in the chapel, consuming Flash in the process! Madame Zostra the fortune teller bravely tries to hold off the demon whilst the professor grabs the book and runs, something tells him if they destroy the book the demon will go with it.

With the demon on his tail Jenny shouts for the professor to get in the weird lift they had found, and stabbing at the buttons the doors close just in time! When they open, they are in the basement, and they find a furnace which does the job of destroying the book, and the house falls silent.