

2-PLAYER PURGATORY HOUSE

Playing a game of Purgatory House with only two people, a Dealer and a Player, presents unique challenges, but also the potential for excellent role-playing. This variation allows for more intimate storytelling and the ability to narratively explore a Player's deepest fears and nightmares.

In order to preserve relationships outside of the game, this sort of storytelling should not be undertaken lightly though. It may be beneficial for the Dealer and Player to have a discussion about boundaries and expectations before the game begins and to respect each other's limits.

GAMEPLAY & RULES CHANGES

Since there is only one Player, the story can focus solely on their journey through the House. There are no allies to aid them, nor should there be, so the rules for Shades are not needed. There is also no way to Split hands, nor is the Dealer ever bound to Group Test limitations. Rooms and Obstacles should be drawn as normal, though the narration can be drawn out and obstacles only need to appear when it makes sense for the story.

THE JOKERS

There is no need to track Jokers for Unstoppable Horrors. If it makes sense to the story to have a terrible monster chasing the Player down until it kills them, then it should appear when needed. However, rooting for the Player's death from an unbeatable opponent may not mesh with the idea of playing a game where both people are supposed to be having fun.

Instead, shuffle two Jokers into the **House Deck** and use them to represent milestones in the Player's journey through the House. Each time a Joker is drawn, the Player has a single hand to uncover a Clue in the room they are exploring. This is done as a **Simple Test** using the House Deck. There is no Rising Tension for this Test, they either succeed or fail. A bust causes damage, as always.

♠ If the Player succeeds, then they uncover a Clue regarding the House and gain a **Doom Token**. The Joker is set aside until the House Deck is reshuffled.

♠ If the Player fails on the Test, they have not uncovered or solved the clue. Reshuffle all of the House Deck cards back into the deck immediately, including the Jokers.

Once the Player has accumulated a number of Doom Tokens (*chosen before play begins, though three is usually best for a one-session game*), they have unraveled the mystery of the House or found what they were seeking within. They now have to succeed on a number of **Survival Tests** (*drawn normally*) equal to their Doom Tokens to escape the House alive.

DEATH & DYING

For some two-player games, you may want to have death result in the end of the game and count it as a loss for the Player. However, if exploring the narrative horror aspect is more important than winning or losing, feel free to make the game take on a more nightmarish aspect.

After the Player busts three times, they black out (*instead of dying*) and wake up fully healed in the previous room. They must face the deadly obstacle again and again until they defeat it or find a different route around it.

Nightmare style games can be continued over many sessions. Instead of collecting Doom Tokens the game should resolve at its own pace. To reach the end, the Player may need to ultimately face and defeat their greatest fear.

