

## THE FOLLY OF HOPE

A hack for **THERE IS SOMETHING IN THE WOODS**, by Erin Snyder and Tim Ralphs.  
Available for free download: <http://www.timralphs.com/there-is-something-in-the-woods>

This is a minor hack that makes the game marginally less cruel. In the original game, it can really suck if the first two cards you flip are both **Injured** or **Unhinged**, as death becomes inevitable and there's little to do but limp along and expire melodramatically. With as many **Death** cards as there are players, even Selfish behaviour hardly lessens the risk that the Thing might find you in the night and eviscerate you.

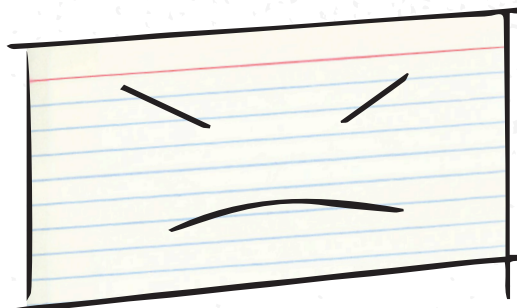
**THE FOLLY OF HOPE** introduces a **Hope** card. However many players there are, there will only be a single **Hope** card. Take one of the **Death** cards and replace it. This means the **Hope** card should be shuffled into the bottom pile when the deck is stacked.

If the **Hope** card is flipped during the night, some positive effect has come to pass. Perhaps your character experiences a sudden rush of clarity, finds a deep reserve of inner strength, encounters some benevolent force in the Woods, or even (if it fits your keyword), is blessed or healed by the Thing itself.

**Hope** – Not only do you survive the night, but something happens that leaves you healed and restored. Choose one **Injured** or **Unhinged** card you have already flipped. Whatever injury or derangement you had previously suffered, you may now ignore that card entirely.

With a **Hope** card, it's possible to escape the woods even if you have two **Injured** or **Unhinged** cards. Note that the **Hope** card only nullifies a card that has already been flipped. If you've previously only flipped **Unscathed** cards then it has no special effect. You've got enough hope already.

GOOD LUCK.



Index Cards and Hate™



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