



BROUHAHA🔥GAMES

SPOOKY TABLETOP MAILER

Free Game

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2019

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By Calvin Wong

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Free Game!

Just Print and Play

Each month I search the web for free spooky games. These games vary in theme and mechanics, but they all share a single component: fun. So read my brief review, oogle the cool art, then download and try it for yourself!



Witch, Please

Designed by Mel

From the designer:

Just in time for Halloween, Tev and I made this rules light micro RPG called Witch, Please! based on the movie Hocus Pocus, in which you play as the Sanderson Sisters trying to get back your spellbook and regain your immortality. This is mostly a one-page RPG, with separate pages for players and for the GM.

A Toad Riding a Roomba

Mini-Review by Travis Drake

Thoughts - Overall, this game is a creative mish mash of Hocus Pocus, role-playing, and role reversal! The system is easy to understand and the resulting play is hilarious.

Favorite Part - My favorite part of this game has to be the humor. You can ride a Roomba. A Roomba! I would love to see this idea expanded on as a mini-zine or something similar, because I had a load of fun with it.

DOWNLOAD IT HERE

YOUR SPELLS

Roll a d6 twice to decide your spells. If you roll a spell once, you have 3 dice in it. If you roll it twice, you have 6. All witches have six points in the spell Fly on Broom. Any time you try to use a spell, roll as many dice as you have in it. If any die reads a 6, you succeed. If you speak a rhyming incantation when you cast (no repeats, must be at least a stanza), roll an extra die. Any spell you don't know requires a one-hour ritual (and your book) to cast.

1. Raise/Control Dead	4. Siren Song
2. Transform Person to Animal	5. Secret Teaching
3. For	

ROLL THE BONES

For any challenging action that doesn't require a spell, you need to roll a six on some number of dice. The number of dice you may roll is dependant on how challenging the action is:

- | | |
|----------------------|------------|
| 1. Nearly impossible | 4. Simple |
| 2. Very difficult | 5. Basic |
| 3. Challenging | 6. Trivial |



‘It’s my turn!’ comes the voice, struggling to be heard amongst the twisting of the vines in the late evening wind, so faint you cannot be sure if you imagined it.

A braver person than you would have gone to investigate – tramped through the brush and the seed patches, tracked through the thorned brambles, each waiting to draw a price from your skin – through to the center of the plot. If you had gone, what you would have found is this: a trio of ghost-white orbs, in a circle, arguing.

‘Baby Boo had it last, now it’s Baby Boo’s turn!’ would come the voice again, cracking like the papery skin of an onion. Had your courage continued to sustain, you would have looked closer at the orbs and seen that two of them were eyeless, cavernous sockets dark as dead men’s blood.

The third pumpkin, looking back from one to the other (when asked, you would have sworn on your life that they did this, even though pumpkins can do no such thing) says in the same paper-thin voice ‘I need the eye, I do, I do.’

‘What for?’ wails the first voice, plaintive and hair-curling.

The third pumpkin turns towards you, its single eye green like the flash of a comet’s tail, honing in on your face.

‘TO SEE YOU.’



Baby Boo

By Calvin Wong

‘If you had gone, what you would have found is this: a trio of ghost-white orbs, in a circle, arguing.’

But fortunately, you were not brave enough to investigate, and so you convinced yourself it must have been the wind. You walked on, leaving the patch, never to think of it again... except on particularly silent nights, when the wind taps against your window, you can still hear a whispering, so quiet you can’t be sure if you imagined it.

Spooktacular Reviews

Curated by Brouhaha Games

It's a tough world out there for spooky games, and someone has to review them. Each newsletter I will curate reviews of underappreciated gems from some of my favorite reviewers. These reviews are fun AND entertaining. I hope you take the time to give each of these games a gander! I know you will have as much fun with them as I have.



Whitehall Mystery GLHF Board Games



Find out what causes Nicholas to use the phrase “dense syrup” in this review of Whitehall Mystery - a Fantasy Flight Game for fans of Letters from Whitechapel. Play as either Jack the Ripper or the diligent bobbies trying to catch him! You have one night to escape or to make an arrest. Properly spooky for Halloween, this game is full of tension, mystery, and fun!

[See It Here!](#)

Pumpkin Patch Pirate's Parley



‘Tis the season for creepy games! Today we’ll be looking at “Pumpkin Patch: Bad Seeds!” This quick review & walkthrough will get you ready for October/Halloween gaming!

Pirate’s Parley combines spooky pirate costumes, ambient set designs, and thorough analysis to create one of the most entertaining channels on YouTube.

[See It Here!](#)

Mysterium Jon Gets Games



Welcome to JonGetsGames! Here is my review of the board game Mysterium.

This review is a blast from the past as Jon reviews the original version of Mysterium. While the core gameplay remains the same, there are some gameplay quirks in the first edition! Check it out!

[See It Here!](#)



Kickstarter Spotlight

Hand Picked, Free Range, Organic

Thousands of games are released on kickstarter each year, but which ones are worth your time? They should come from a passionate creator. They need to look nice. They need to be fun. And most importantly, they need to be spooky! I believe this games meets each of these criteria!

Vamp on the Batwalk

Jon Simantov



Vamp on the Batwalk is a unique trick-taking game where you play the role of vampires attempting to outperform each other in a fashion show. Unlike most card games, in Vamp on the Batwalk you only see the BACK of your cards, NOT the front! (You are a vampire after all, which means you can't see how good you look in the mirror!)

[Click here to check it out!](#)

A Wizard's Shelf

Cassie Friedman



In A Wizard's Shelf, players seek to prove they are the most esteemed wizard in the land by filling their shelves with similar types of ingredients and completing spells. Players draft cards from center stacks in an attempt to build out their shelf tableau and unlock new scoring mechanics. Players can also use abilities from spells to change up the game and their collection of ingredients.

[Click here to check it out!](#)