

Holloway

The house is bigger on the inside. Find the sigils, seal the door, get out together.

CO-OP

2-10 PLAYERS

~15 MIN PER RUN

THE STORY

Holloway is a house that does not agree with itself. You and your team step in through the Study, a warm room of lamplight and old books, and the keeper of the door opens a hallway that was not there a moment ago. Beyond it is a dark, shifting labyrinth, and the only way anyone leaves is together.

Scattered deep in the maze are glowing sigils, and none of them will lift for a single pair of hands. So you split up, you call to each other across the walls, and you talk. Most of a run happens out loud: someone describes a corridor, someone else recognizes it, a third person says the walls just moved and none of that holds anymore. Carry the sigils back to the Study, set them into the great seal, and the front door opens.

A run takes about fifteen minutes and never repeats. There are no jump scares and no way to lose a player, so Holloway lands well with a team that does not usually play games. Bring a voice call and two to ten explorers. The house handles the rest.



PLAYERS	2-10 players
DURATION	~15 min per run
TYPE	Co-op
PLATFORM	Browser, no installs
PRICING	Free with account

HOW IT PLAYS

- 1 Gather in the Study**
Pick a name and step inside.
- 2 Open the hallway**
When the team is ready, the keeper opens a doorway into the maze and you all walk in.
- 3 Explore in pairs**
The sigils will not lift for one person, so head into the dark in twos and stay in earshot.
- 4 Mark your way**
There is no minimap, and the house will not allow one.
- 5 Mind the shifts**
Roughly once a minute the house rearranges itself: a low rumble, then walls rise and sink.
- 6 Seal the door**
Carry each sigil back to the Study and set it into the great seal.

