

Story Elements

The phantoms/ghosts are each associated with a secret of one of the characters. Revealing the secret eliminates the ghost or renders it powerless.

The characters choose their pieces at random. Each piece is a different color that correspond to an element of their costume.

Time stops when a task has been assigned but not yet completed.

Each character has a minor and major secret with corresponding ghosts. There are 3 rings on the board. The first ring reveals secrets which are trivial, then minor, and finally the major secret in the third ring.

The game board has the paths cross and join when a secret involves multiple people in the game.

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