

ALONE WITH YOUR GHOST



Its hollow eyes pierce your back. You can feel its fingers brush at your feet with every step you take. When you sleep, it seems to loom over you, waiting to strike.

It's always there, lurking at the corner of your eye... watching you.

It's been days since you've had a good night's rest. The time is 4:03AM. You're sitting up in bed, covered in sweat and shaking.

It's standing right at your feet.

Only by unearthing the corpses of the past, long buried in your memory, can you finally exorcise this demon. It's time to face it, once and for all.

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Inspired by Takuma Okada's "Alone Among the Stars"

Alone With Your Ghost is a solo roleplaying game about exorcising the ghost that haunts you by delving into your memories and finding out why it haunts you.

To narrate a memory, draw a card from a deck of playing cards to generate prompts for the emotion you associate with the memory and what exactly transpired at that time. Write down your answer to the prompt in one or two sentences.

With every subsequent card drawn, link the memories together to tell a cohesive story.

Hearts: Anger

Diamonds: Guilt/Shame

Clubs: Isolation

Spades: Fear

Ace: You were young and immature. You didn't understand what was going on.

2: You were with someone you trusted. Why was that trust broken?

3: You were wronged... somehow. Were you actually the one at fault?

4: You were at an important family event. Why did you feel the way you felt?

5: Something bad happened that was beyond your control.

6: Someone said something that disturbed you. Who were they? What did they say?

7: You found out that you were lied to. What was the lie?

8: It was an especially intimate moment. Who was you with? What happened?

9: You experienced failure. What were you trying to accomplish?

10: You lost control of your emotions and lashed out at somebody you care about.

Jack: It was supposed to be a moment of happiness and victory but somehow it wasn't.

Queen: Somebody claimed that you hurt them. Did you intend to?

King: You lost someone close to you.

The game ends when you feel that you understand why the ghost haunts you.. While the ghost still remains, you know that you can finally begin to heal. Describe what steps you will take to start that process.

If you feel hurt or disturbed when playing the game, stop playing it immediately and take some time to rest.

