

WITH THESE PHANTOM HANDS

A One-Move Game for One Player, Audience Optional

“¿Qué es un fantasma?

Un evento terrible, condenado a repetirse una y otra vez.

Un instante de dolor, quizá.

Algo muerto, que por momentos parece vivo aún.

Un sentimiento suspendido en el tiempo.

Como una fotografía borrosa.

Como un insecto atrapado en ámbar.”

“What Is a ghost?

A tragedy condemned to repeat itself time and time again.

A moment of pain, perhaps.

Something dead which still seems to be alive.

An emotion suspended in time.

Like a blurred photograph.

Like an insect trapped in amber.”

—Guillermo del Toro, *El Espinazo del Diablo*

You are a ghost, and you can't even remember how you died. There are three living people who you know to be important to you in some way, but you don't know why. More important than anything, you have a message you must convey to one of them, but you don't know what it is.

You are unstuck in time, unsure of who you are, and unable to rest until you've figured out what your message is and delivered it.

ALL YOU CAN REMEMBER

YOUR LIFE

For now, you remember nothing. *(You'll fill in information here as you play.)*

1. WHO YOU WERE _____
2. YOUR REGRETS _____
3. YOUR TRIUMPHS _____

YOUR DEATH

Only fragmentary, meaningless images appear when you try to remember your death. What are they? Write them in now. *(Write in pencil, as you can change answers later.)*

1. _____
2. _____
3. _____

YOUR CONNECTIONS

You are drawn to three living people, and find yourself appearing around them at various points throughout their lives. For now, you know nothing about them.

1. WHAT THEY WERE TO YOU: _____
A VIVID MEMORY: _____
WHAT THEY DESERVE: _____

2. WHAT THEY WERE TO YOU: _____
A VIVID MEMORY: _____
WHAT THEY DESERVE: _____

3. WHAT THEY WERE TO YOU: _____
A VIVID MEMORY: _____
WHAT THEY DESERVE: _____

YOUR MESSAGE

One sentence. Five words. When you finally utter it, you will be free.

YOUR PHANTOM HANDS

You can't stop haunting those three people. You turn around and find them asleep in their crib. You walk through a door, and find them in a lover's arms. You inhale and smell the scent of their last meal. You're always with them: pulled helplessly in their wake, adrift in time, unable to move on.

Think about which person you are haunting, and the moment in their life you are about to interrupt, intentionally or unintentionally. **When you manifest supernaturally**, roll two six sided dice. Add the result together, and pick that numbered entry on the list below. Use it to describe what follows, taking any actions specified, and writing anything relevant you learn on the previous page.

Continue rolling this move until your message is complete and delivered.

If the number you roll is crossed out, pick the nearest available number above or below it, your choice. (If this means that you would go up or down off of the available list, wrap around.)

1. You manifest with heedlessness, confusion, or wrath, and what follows is terrible.

Who is injured, and how badly? Which *vivid memory* does this echo?

2. They look right through you as though you aren't there.

What do you whisper unheard? Recall something of *who you were*, *your regrets*, or *your triumphs*.

3. You break something important, but in doing so realize it is tied to your memories.

What do you remember about *your regrets* or *what they were to you*?

4. You see this person benefitting from something you did while you were alive.

What does this teach you about *your triumphs* or *who you were*?

5. You try to communicate your message, but it's received by an animal, a machine, or an object.

How does this failed attempt teach you a new or altered word of *your message*?

6. You communicate your message as you currently understand it, and this time they hear you.

If your message is complete, read *Your End*.

If not, their reaction reminds you *what they were to you*, *a vivid memory*, or *what they deserve*.

7. You appear mid-conversation as they're talking about you to someone else.

What word do you fixate on? Add it to *your message* or replace an existing word with it.

8. Something they say grants you insight, determination, or purpose.

Cross out any other entry on this list, or restore any crossed-out entry.

9. A symbol you recall from the moment of your death appears on or around them as you watch.

How does its connection with this person clarify or alter your memories of *your death*?

10. Lingering near them, you experience beauty, tranquility, or forgiveness.

Does this change your feelings about *what they deserve*?

11. You see them talking with someone and slowly realize it's you, when you were alive.

What do you learn about *what they were to you*?

12. You see this person's memory of the moment of your death.

What do you learn about what *who you were* or *what they, or someone else, deserve*?

YOUR END

After you deliver your message, you are filled with clarity and power.

Before you fade away, describe yourself giving one of the three exactly what they deserve.