

PARANORMASIGHT

The Seven Mysteries of Honjo

PARANORMASIGHT's story starts small, but quickly grows in scope as the curtain gets pulled back further and further.

Real-Life Inspiration

PARANORMASIGHT features the usage of curse stones as a main mechanic in its gameplay. Each stone is based off of one of the 7 Wonders of Honjo, which in real life are featured as urban legends inscribed on wooden carvings throughout the district.

The Japanese art form of Rakugo, a minimalistic form of performing arts, often recounts the mysteries of Honjo as stories within their theaters. The Storyteller's design is heavily based off of Rakugo aesthetics.

Mystery-First Approach

PARANORMASIGHT begs for its many mysteries and secrets to be poked and prodded at, offering the questions and tools for the player to do so as the story progresses.

The game is structured to keep the player invested and on the edge of their seats, only letting up the thrill briefly for the few and far between moments of levity and reflection that the story contains.

Lessons

Careful pacing makes all the difference.

PARANORMASIGHT is meticulous in what it shows to the player and when it does so. Through careful pacing the player is kept engaged and excited, with each twist and turn unveiling something new for them to experiment with.

Guidance is important, and difficult to nail.

Although PARANORMASIGHT mostly excels at providing hints and guidance, the balance between clear guidance and trusting the player to solve things on their own is a difficult one to get right.

Utilize real culture in novel ways.

Aspects of PARANORMASIGHT borrows from real rumors throughout the Honjo Ward, twisting a fascinating and thrilling tale with them. Blending the real and the fictitious is a difficult but rewarding thing to do, and can ultimately make your game's world feel truly alive.

