



Principle: Listen

Let's give others a chance to speak and hear what they have to say. We must try to build or act on the information they impart to the story.

Principle: Accept, and Expand

If something was stated or established in the narrative, it's probably true. Characters and ghosts may lie, and we may forget details. But we must try to stand by what has already been said and add our own details as they come to us. There's no need to try too hard, we can just say the first thing we think of.

Principle: Decline, but Offer

It's perfectly fine for our characters to refuse a suggestion, but we should always come up with a counteroffer instead of blocking or stalling the game. If we get stuck in discussion paralysis, we must act: Put on the Mask when nobody else is looking. Make up something, like an accusation. Do something stupid. Just pause. And breathe.

Principle: Reincorporate

Before adding a new element, we should consider: What has already been established? Can we reintroduce it to the game? Will it create contrast, or shed new light this time around? Reincorporating elements that have come up previously is key.

Principle: Stay Fluid

We must always be willing to discard our plan, or even better, not even plan for a certain outcome. It's better to pick up on the creative "balls" others throw out for us to play with. Let's go along with each other's ideas. This is the key to having fun.

Principle: Let the story emerge

There are no true secrets here. There is no prewritten plot to discover. This story will emerge during play, and we will see the totality in the end. Let's relax, and give our characters and the ghosts time to manifest.

