

PARANOMALY: Paranormal Investigation

By J. Paul Roe



BOOK DETAILS

Genre Non-Fiction

LOGLINE

An expandable game. A real-world field guide. A collective paranormal investigation experience.

SUMMARY

Paranomaly is my solo-dev card engine about running a paranormal-investigation media network for the PARANOMALY Media Company. (If you're a fan of board games like Terraforming Mars, Wingspan, or Daybreak, I based the gameplay loosely around those systems.) Currently over 60 challenges based on real-world paranormal sightings, legends, and hurdles faced by working paranormal investigators. The built-in Codex contains detailed information about research tools, methods, and sightings.To expand on the educational/training aspect of the game, I've also developed a printed field manual that includes working investigation forms, guides on equipment usage, and lots of other useful information for any paranormal enthusiast or aspiring hunter!Currently in active development and FREE to beta test at ghost-hunter.pplx.app. (Note that changes are made to this live deployment almost daily. You may be prompted to update the game if you choose to download it to your browser for offline play.)

ABOUT THE AUTHOR

Award-winning science fiction author and tech industry creative director for over a decade. Creator of indieguana.com.

