• Assigning traits
  o Presented with six words, the player has to pick the word that best fits the projected shadow.
  o There is a limited amount of time to assign traits to each shadow before it fades away.
  o Shadows that have traits assigned to them successfully are stored in the inventory.
  o In the upper levels of the game, the player has to assign more than one type of trait to each shadow.
  o The player may choose to pass on shadows, but is penalized through the shortening of the time limit.

• Wide variety of words
  o 124 different words, separated into 3 different categories: physical, role and psychological.

• Fulfilling requests
  o Customer requests take the shape of walking, talking boxes.
  o A random selection of six shadows from the player’s inventory are shown onscreen, inclusive of the correct answer.
Based on how close the player is to their initial judgments when assigning traits, score is given or deducted.

Up to three requests will occur in game at the same time.

- **Seven stages of increasing difficulty**
  - Stages 1 – 3 : 1 trait.
  - Stages 4 – 6 : 2 traits.
  - Final Stage 7 : 3 traits.