Game Overview

"Ghost: Within the Shadows" is a 3D psychological horror game where players become Ghost, a young man battling depression. His fears manifest as deadly monsters called Imajin. Using a dual world system and hack & slash combat, players must fight these horrors while healing from within. This is not just a battle against monsters — it's a fight against the darkness inside.

-Target Platform: PC

Game Design Pillars

Ghost: Within the Shadows

A psychological horror experience where inner fears become monsters you must face.

Engage in fluid, high-intensity battles with responsive combos and strategic stamina control.

Silent Hill vibes (dark, horror)

Free to Play

Settings

The Hollow City, once alive with laughter and light, now lies in silence. Time has drained it of color—its streets are deserted, buildings left to rot, and echoes of the past linger in every corner. A rusted playground creaks in the wind, an old school stands frozen in time, and a crumbling hospital looms like a forgotten memory. This is the world Ghost calls home—a fading reflection of the mind that inhabits it.

Settings

The Imaginary World is a twisted reflection of The Hollow City—warped and broken by Ghost's deepest traumas and emotions. Reality bends into nightmare: floors pulse like living flesh, buildings twist in impossible angles, and the sky above has no shape, only chaos. It is a place where fear takes form and sanity fades, mirroring the crumbling mind of its creator..
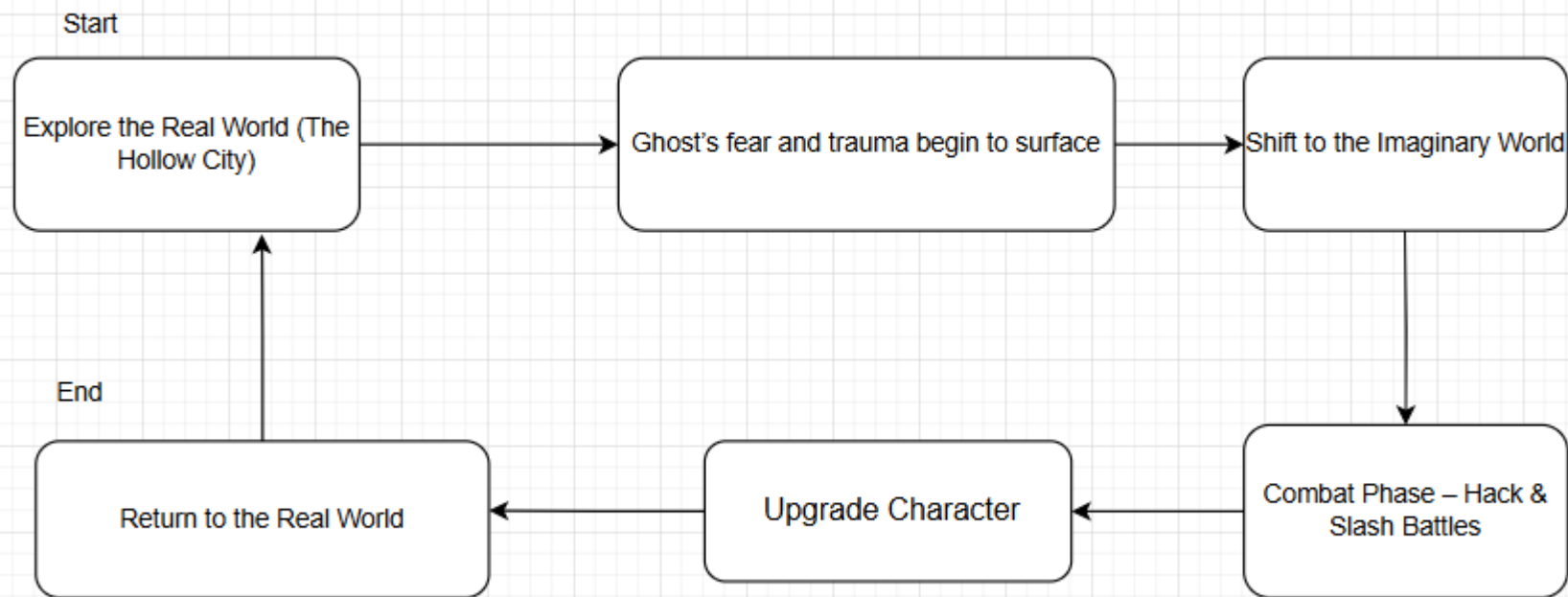
Explore

Combat

Upgrade Character

Overview

Kozzura
Spectro

Lv. 90/90

♥ HP		16390
⚔ ATK		2466
🛡 DEF		1679
◎ Energy Regen		137.6%
✦ Crit. Rate		64.1%
✖ Crit. DMG		270.2%

Combat Roles

Max level reached

Ascension Rank 5

Next Level Cap: **80**

♥ Base HP	7158	»	7661
⚔ Base ATK	206	»	216
🛡 Base DEF	872	»	933

Ascension Materials Required

2/12   36/16   26/8

Cost ⬤ 40000

Ascend

Core Loop Gameplay

Environment

Movie Influence