चार गावे (CHAR GAVE) - MURDER MYSTERY

Master Document

OVERVIEW

Title: चार गावे (Four Villages) **Genre:** Psychological thriller / Murder mystery **Setting:** Rural Maharashtra, India **Time Period:** 2002-2003 (Transition from drought to monsoon) **Format:** Interactive detective game with interview-based investigation

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CORE PREMISE

A cluster of four isolated villages in Maharashtra is gripped by fear. Over 15 years, six children have died in pairs - all ruled as suicides by drowning, all attributed to a local curse: the vengeful spirits of twin girls who drowned in the lake.

Two investigators - a local doctor returning home and a CID officer with a hidden connection - must untangle truth from superstition. The player assists them by analyzing interviews, spotting contradictions, and connecting evidence across timelines.

The twist: There are TWO separate murder conspiracies, committed by different killers for different reasons, both hiding behind the same ghost legend.

THE THREE TIMELINES

Timeline	When	Victims	Killer	Motive
1	15 years ago	Ira & Asha (twins, age 8)	Vasundhara via servant Raghoba	Silence heirs named in a hidden land deed
2	8 years ago	Neelam & Omkar Karande (14, 12)	Madhav Gokhale	Children found a survey report

Timeline	When	Victims	Killer	Motive
				on talbed encroachment
3	4 months ago	Gauri & Aarav More (12, 8) - Aarav escaped	Madhav Gokhale	Children witnessed illegal medical waste burning at Tal

KEY REVELATION STRUCTURE

- **Timeline 1** is completely isolated from Timelines 2-3
- Different killers, different motives, same cover story
- Madhav Gokhale (Timeline 2-3) did NOT create the curse legend - he exploited one that already existed
- Vasundhara (Timeline 1) created the curse legend to cover her crime
- This makes the mystery harder to solve: investigators assume one killer, but there are two

THE INVESTIGATORS

Leena Shirke (27)

- PHC doctor, born in Vasti (lowest caste settlement)
- Childhood friends with Timeline 1 twins (Ira & Asha)
- Close to Timeline 2 victims (Neelam & Omkar)
- Returned 6 months ago after medical education
- Emotional, personal connection to the cases
- Medical knowledge helps identify inconsistencies

Arjun Gadkari (28)

- CID officer from Pune, sent to investigate pattern
- Secret: He is zamindar's grandson (uses mother's surname professionally)
- Leena discovers his identity early when she treats his grandfather
- Procedural, analytical approach
- Family connection creates conflict of interest he doesn't initially understand

THE FOUR KILN FAMILIES

Family	Head	Role	Guilt Level
Gokhale	Devrao (elder),	Main operation	Madhav is THE KILLER; Devrao is innocent

Family	Head	Role	Guilt Level
	Madhav (younger)		
Kore	Prakash	Transport, muscle	Accomplice to Madhav (Timeline 3)
Sawant	Ajit	Earthmover contractor	Knows talbed encroachment, not murders
Raut	Nilesh (inherited from Vishnu)	Small kiln	Innocent, paying guilt money unknowingly

GHOST AMBIGUITY RULE

Critical: Until Phase 4, the supernatural explanation must remain viable.

Phase	Ghost Status	Player Feeling
1	Completely believable	"Maybe it IS a curse"
2	Cracks appear	"Something's off, but curse still possible"
3	Pattern emerges	"Human involvement likely, but how?"
4	Truth revealed	"It was human all along"

VILLAGE STRUCTURE

Village	Population (Now)	Primary Economy	Key Residents
Wada	120	Zamindar estate	Gadkari Saheb, Vasundhara, servants
Babhul	200	Scrubland edge, talbed mining	Sawant, revenue staff
Talegaon	350	Lake village, labor	Karande, More, Sarpanch
Vasti	180	Labor settlement	Leena's family, Kalyani
Bhatti area	150	Kiln workers	Gokhale, Kore, Raut
TOTAL	**1000**		

INTERVIEW SYSTEM

- **50 total interviews** across 4 phases

- **Hybrid unlock:** Some linear (complete phase to advance), some clue-based (discoveries unlock specific interviews)
- **No time pressure:** Players explore at own pace
- **One true ending:** Must solve both Timeline 1 AND Timelines 2-3
- **Multiple verification:** Key facts confirmed by 2-3 different sources
- **Simple language:** Rural speech patterns, clear words, period-appropriate

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EVIDENCE CHAINS

Chain 1: The Waste Fires (Timelines 2-3)

Aarav's testimony → Dinesh's night sightings → Sunita's overheard argument → Dr. Pande's medical notes

Chain 2: The Talbed Encroachment

Raghav's survey report → Teacher's memory → Bendre's confession → Ravindra's observations

Chain 3: The Deed (Timeline 1)

Sarla's hints → Kalyani's gestures → Talathi's mutation entries → Old trust deed in family records

Chain 4: Timeline 1 Murder

Kisan's observations → Haribhau's testimony → Rangubai's hints → Raghoba's confession

Chain 5: Guilt Money

Postmaster's records → Sanjay's confirmation → Nilesh's charity → Connection to victims

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RED HERRINGS

False Suspect	For Which Death	Why They Look Guilty
Sand runner Ravindra	Raghav Nimkar	Public threats, seen near the talbed
Kalyani	Gopal	Betrayed wife motive
Zamindar	Pandit Dattatray	His obsession caused puja
Sanjay Nimkar	Leelabai Nimkar	Debts, inheritance
Nilesh Raut	Vishnu	Quick inheritance

False Suspect	For Which Death	Why They Look Guilty
Mahesh More	More children	Land dispute with brother
Devrao Gokhale	All kiln crimes	Family head, appears in charge

FILE STRUCTURE

This master document is supported by detailed files in: - `/01_WORLD_BUILDING/` - Setting, locations, atmosphere - `/02_CHARACTERS/` - All 53 characters detailed - `/03_MURDER_STRUCTURE/` - Timelines, evidence, red herrings - `/04_INVESTIGATION_FLOW/` - Phases, unlocks, player journey - `/05_INTERVIEWS/` - All 50 interviews in full - `/06_CASE_STUDY/` - Narrative structure, story beats - `/07_GAME_MECHANICS/` - How the game works - `/08_APPENDIX/` - Glossary, timelines, maps

DESIGN PRINCIPLES

1. **Superstition is sincere** - Believers are not stupid; their fear is real
2. **Simple language** - Rural Maharashtra speech, clear and direct
3. **Multiple verification** - No single source proves anything
4. **Emotional truth** - Even liars reveal character
5. **Closed loops** - Every thread resolves
6. **Two conspiracies** - Makes solution harder, more satisfying

VERSION

Last Updated: January 2026 Status: Complete structure, interviews in development