Core experiences – “creating narratives in your head” doesn’t seem like it fits to me.

Key mechanics, tokens – the descriptions is vague/could be clearer.

Critical analysis – I think saying the game is complicated is an opinion, not a fact.

Critical analysis – describing cards as “complicated” and roles as “crazy” is also subjective.

Feedback – “successfully calling out another players lie” being able to do so is highly situational in the game, unless people get really lucky.

I think the Overview sections and the summary are good, the overview sums up the game well.