

# THE SECRET OF WARDEN KEENE

Paolo Mori & Silvano Sorrentino  
Florian Belmonte

Game size: 160 x 230 x 55 mm  
Recommended price: 25 €



1925. A cemetery on a hill in Illinois. A strange notebook locked away in a drawer. Recently appointed as the caretaker, you inherit it, and within its pages you uncover the secrets gathered by your predecessor, Warden Keene. Mysteries abound, and your only clues lie in the epitaphs etched into each gravestone. They tell the story of the small town through the final traces of its residents, now resting six feet under.



## HIGHLIGHTS

- 11 mysteries, about 20 minutes each
- A mysterious but not sinister atmosphere!
- No victory points, only count the pleasure of deduction and the curiosity to learn more about the cemetery's inhabitants.

## COMPONENTS

1 box, 36 cardboard tiles, 8 wood tokens, 4 paper documents, 2 envelopes, 1 plan, 1 cardboard silhouette, 1 sheet, 1 booklet.

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## DESIGNERS | ARTWORK



**Paolo Mori** has been a game designer for twenty years, and his experience has led to the creation of nearly 50 titles across various genres, including *Ethnos* (2017), *Libertalia* (2017), *Blitzkrieg!* (2019), *Captain Flip* (2024), and *Toy Battle* (2025).

In recent years, he has worked alongside other designers. So, when he came up with the idea for a mystery game with gravestones, he reached out to Silvano Sorrentino to help bring it to life—a game where “the graves tell the story, much like in Edgar Lee Masters’ *Spoon River Anthology*.”



**Silvano Sorrentino** spent his childhood playing games. Today, not much has changed—he still plays and now creates games of all kinds. Over the past 30 years, he has written hundreds of games, puzzles, and brainteasers for magazines including *Focus*, *Brain Trainer*, and *Wired*. His motto? “Games are everywhere!”. Silvano is best known for his “Pocket Escape Game” series *Deckscape*, which led to his meeting with Paolo Mori, and their collaboration on this game.



**Florian Belmonte** quickly developed a passion for behind-the-scenes in the world of animated films and went on to study 2D animation. He later worked on storyboards, directing, and even documentaries. After several years as a director at *Tric Trac* (a French boardgame website), he refocused on what truly drives him: drawing. In 2023, he illustrated a *Crime Zoom* title in a bold comic book style. Another meeting with Bombyx sparked a new creative journey: *The Secrets of Warden Keene*. “An ambitious project, rich in detail and atmosphere,” where his artistic style finally found its perfect match.

# READ THE MYSTERY



## Premier amour

Être la gardien de ces tombes, c'est comme s'aventurer dans les pages d'un livre. Parfois, un détail vous échappe pendant des années alors qu'il revêt une importance capitale dans le récit. Par exemple, l'histoire de cette femme qui fut l'unique amour de deux frères.

Cette fois-ci, je ne vais pas vous indiquer où commencer votre enquête. Vous êtes là tous les jours de toute façon, alors ne vous précipitez pas et prenez le temps de découvrir leur histoire.

*Placez la bougie sur celui qui fut le mari de ce grand amour.*

## GAME OVERVIEW | Mysteries – Contemplation - Cooperation

Using your powers of observation and deduction, you will uncover the secrets carefully recorded in the notebook of the former cemetery caretaker you are now replacing. He knew that words carry meaning. If you are sharp and observant, his notes—along with the epitaphs and dates on the gravestones in Spoon River's small cemetery—will begin to reveal their hidden truths. Take your time. Use Warden Keene's reasoning if needed, and you will soon realize these graves are not as silent as they initially seem...

## OBSERVE THE CEMETERY TO SOLVE IT

