

# DO YOU WORSHIP CHULHU?

A GAME OF DECEPTION  
FOR 5 TO 30 PLAYERS

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## DO YOU WORSHIP CHULHU?

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### Overview

This game is best played with a group of 6 or more, but can be as small as 5 or as large as 30. The fun is not in the complicated instructions, but in trying to deceive your friends in any way you choose.

### Deck Setup

Shuffle all the cards together. If the group is smaller than 12 players, only 1 Worshipper and 1 Seer card is used. If more than 12 players both Worshipper and Seer cards are used. Add Vigilante and Protector cards as desired.

### Instructions

One person needs to act as moderator. This person runs the game, is aware of who everyone actually is, controls when day and night occur, and takes up the grim task of announcing when deaths occur.

The Moderator begins by reading the following: "You are all members of a small village in England. One night, in the wee hours of morning, you hear chanting and smell the smoke of smoldering unholy herbs.

While investigating the next morning, you find strange symbols painted on the wall. One of you have fallen prey to the Dark One, Lord Chulhu himself and are now his Worshipper. He will want to feed his dark master by sacrificing his fellow villagers. I pray you will be able to stop him before it is too late ..."

The moderator passes out a card to each of the player. The player looks at the card to find out the role he/she will play. It is now time to begin the game.

The moderator should announce: "Everyone, go to sleep." All players close their eyes and bow their heads. Now the moderator announces: "Chulhu Worshippers, wake up." At this time those who were given a Worshipper card should raise their heads. If your group consists of an odd number of players, no one is sacrificed during this first round. If the number is even, the Worshippers should chose a sacrifice at this time.

The moderator now puts the Worshippers to sleep, and wakes up the Seer with "Seer, wake up." The Seer must choose one of the other players that he/she believes to be a Worshipper. The moderator will confirm the player is a Worshipper with a thumbs-up or indicate an incorrect choice with a thumbs-down. Again, this only occurs the 1st round if the group is an even number. The moderator should now place the Seer to sleep.

(If you have chosen to include Vigilante and Protector cards, this is where you would wake those players up separately. ("Vigilante, wake up" etc.) Vigilante kills one person and Protector protects one person per night)

Now the moderator will wake up the entire village with, "Village, wake up. Scarily, you have found an alter to Chulhu in the middle of town." If a player was sacrificed continue with, "You find the disemboweled body of <player name> on the alter." At this point the moderator should show the group the sacrificed player's card. Continuing, "All of you, filled with anger, must now lynch someone because of this atrocity in your village." The village now discuss who they want to lynch. Everyone votes for a person by pointing at that person with one hand, and raising their other hand.

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Once a player has been lynched the moderator shows the group their card and the player is out of the game. The cycle then begins again until a winner(s) is determined.

#### *Winning the Game*

The winner(s) is/are declared when either the ratio between Worshipers and Villagers is equal, (in which case the Worshipers win) or when the Villagers successfully lynch all the Worshipers.

#### *Hints*

**Seer:** If the Seer reveals his role, the Worshipers will usually sacrifice him immediately. It is best for the Seer to use his powers to influence the lynchings without revealing himself. However, if he figures out who the last Worshiper is, it might be prudent for the Seer to make himself known to help convince the other players to lynch the Worshipers.

**Worshippers:** Cthulhu needs souls!! Brew dissension, suspicion, and cast doubts. But try to do this without being the central focus. Working from behind the scenes works best. Yours is a different task, as there are still too many who don't understand the truth.

#### *Hints (continued)*

**Deafening Silence:** To ensure that the Worshipers, Seers, etc. are not outted by the noise they might make. A good idea is to have all the players make some sort of noise while they have their heads down.

**Visiting Stranger:** To make the game even more robust, feel free to add in your own customs characters and roles. Perhaps a travelling gypsy who seems to know more than she's telling, or a Cthulhu hunter who has years of experience at spotting those overtaken by the Dark Lord. Have fun and make the game your own.

#### *Roles*

**Villagers:** You are a player in the village, on the side of good. You represent the true core of the village, and your role is to vote on people to lynch.

**Seer:** Your role is to find out who the Worshipper(s) are by using Mystic powers passed down through the generations.

**Cthulhu Worshipers:** Your role is to Sacrifice the Villagers to your god Cthulhu.

**Vigilante:** Your job is to choose one person to kill per night to hopefully protect the village from evil.

**Protector:** You are a Holy person, each night you pick one person to be protected by your humble prayers. That person will always make it through the night.

## Moderator Quick Reference

### *Script*

*"Everyone asleep!"*

*"Cthulhu Worshipers awake"*

Choose Sacrifice Victim.

*"Cthulhu Worshipers Asleep!"*

*"Seers Awake!"*

Seers point at who they think is a Worshipers.

Mod. gives a Thumbs up or Thumbs Down.

*"Seers Asleep!"*

*(at this point wake Vigilantes first and then*

*Protectors if your group is using these cards)*

*"Villagers Awake"*

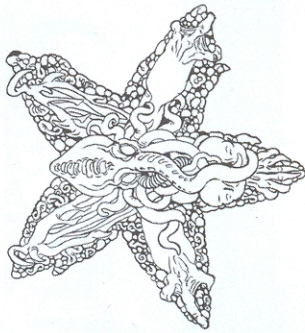
Moderator announces the Sacrifice victim and shows the group the victim's card.

Group chooses who they wish to lynch.

Moderator shows the group the lynching victim's card.

Begin cycle again.

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