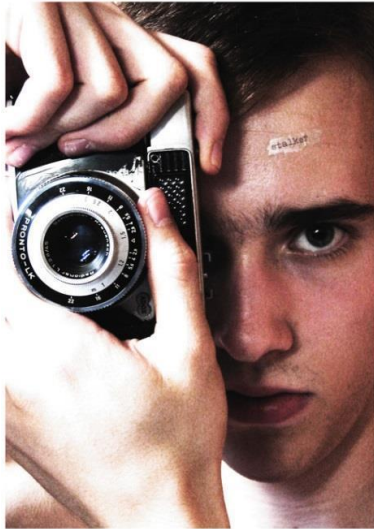


StALKER



Stalker is a fast game with no preparation for 3-6 players.

A player is a star, installed in his dressing room at the end of his show.

The other players take on the role of fans who won a short time with their favorite star. But among them is a frustrated stalker who wants to kill her.

Fortunately for the star, she is on her guard after the last threat letters she received.

Preparation

Please bring pen and cut in a sheet about twenty pieces of paper.

First player is the one who is the flashier.



Scene I - I'm a star

The first player writes the name of a star.

The other players write the name of a fan with his profession or a characteristic trait.

Fold the paper in half, mix them and then pick one.

You now know the role you will play but the stalker is still hiding!

Scene II - What are we gonna tell him?

Each fan takes four pieces of paper.

They write then discreetly a word on each of their papers.

One of these words should be well scary (it will be given to the stalker). Add a star next to it.

These words will be spread over as many piles as there are fans.

The fans start first to quietly agree on a stalker attributed stack (first one, in the center, etc.).

They then spread their words on each stack (stacks must have four words).

The fans turn around and the star gives each fan a stack of words.

Fans return to play and discover their words; one of them discovers too that he is the stalker!

I WOULD KILL YOU!

Scene III - Chit Chat

In each round, the star asks a question to one of the fans of his choice or to the group.

Fans must answers the star and try to place a word of their hand. The dialogue moves and players are free to say whatever they want.

A fan that is not questioned may also interfere.

The tour ends when the star decides.

At the end of the round, each player who has placed a word put it face down in front of him (maximum one per turn).

Stage IV - The curtain falls

At the end of the round, the star can accuse one of his fans saying "Help! He'll kill me!":

If she finds the stalker, the star wins. The stalker is taken forcibly by security.

If she wrongly accuses a base fan, the stalker returns to kill her when she is no more on her guard. The stalker wins.

The game also ends if a player has no more words in hand:

If it's the stalker, he says "I have said it all. Now I can kill you". The stalker wins.

If it's a fan, he says "I've said it all. Thank you to have spent your precious time with us". The fan wins and receives a dedication.

Image from [Navros](#) @ deviantart

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