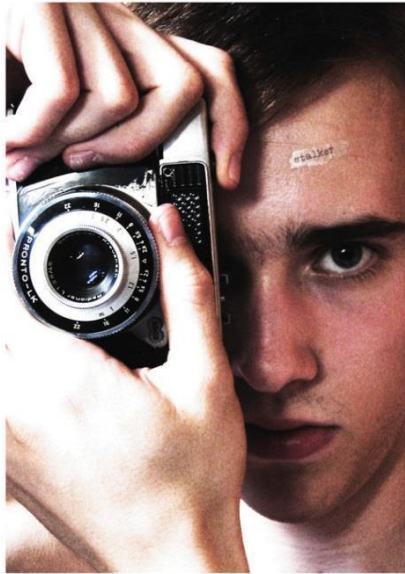


StALKER



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

One player is a star, installed in the dressing room after the 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 the star.

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

Preparation

Bring pens, and about twenty small pieces of paper.

The 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 a profession or a character trait.

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

Now you know the role you will play, but the stalker is still hiding!

Scene II - What are we gonna tell her?

Each fan takes four pieces of paper.

They write a word on each of their papers, making sure no one sees it.

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

These words are then distributed among as many stacks as there are fans.

Without letting the star know, the fans agree on the stalker stack: first one, stack in the center, or else.

Then they put their words on each stack (each stack 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 he or she is the stalker!

Scene III - Chit Chat

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

Fans must answer the star and try to use a word from their stack. In this dialogue, the players are free to say whatever they want.

Any fan can speak, even if not asked a question.

The round ends when the star so decides.

At the end of the round, each player who managed to place a word in the conversation puts the paper face down in front of him / her (maximum one per round).

Stage IV - The curtain falls

At the end of the round, the star can accuse one of the fans by saying "Help! He/She'll kill me!".

If this is the stalker, the star wins. The stalker is taken away by security.

If the star wrongly accuses a 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/she says "I have said it all. Now I can kill you". The stalker wins.

If it's a fan, he/she says "I've said it all. Thank you for spending your precious time with us". The fan wins and receives an autograph.

I WOULD KILL YOU!



Image from [Navros](#) @ deviantart

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