

SECRET



CTHULHU

A CULTISH RE-THHEME OF SECRET HITLER

The year is unknown. The place is somewhere on Earth. In Secret Cthulhu players are attempting to stop Cthulhu devouring the planet by enacting enough Rites of Salvation to protect the planet and all that currently live on it. Watch out though, there are secret Cultists among you, and one player is possessed by Cthulhu himself. These Cultists will be doing everything in their power to pave the way for Cthulhu, and the destruction and chaos he brings with him.



At the beginning of the game each player is assigned one of three roles: **Cultist**, **Investigator**, or **Cthulhu**. The Investigators have a majority, but they don't know for sure who anyone is; Cultists must resort to what they know best to accomplish their goals: secrecy and sabotage. Cthulhu plays for the Cultists, and the Cultists know Cthulhu's identity, but Cthulhu isn't always aware of who his fellow Cultists are and must work to figure them out.

The Investigators win by performing FIVE Rites of Salvation - saving the known universe from the madness caused by the Cultists; or if Cthulhu is banished to the Void of Damnation.

The Cultists win by performing SIX Rites of Madness - destabilising the universe and allowing them to reign in chaos; or if Cthulhu is elected Cult Preacher after THREE Rites of Madness have been enacted.

Whenever Madness increases, the Cult becomes more powerful, and the Cult Leader is often granted a single-use power which must be used before the next round of nominations and voting can begin. It doesn't matter what loyalty the Cult Leader has; in fact even an Investigator might be tempted to perform a Rite of Madness to gain new powers...



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Made In England



WARNING:
CHOKING HAZARD- Small parts not for children under 3 years or any individuals who have a tendency to place inedible objects in their mouths.