

VOYAGE of the VIGILANT

IDOL OF CTHULHU

A card game of
investigation, bluff
and paranoia

Designed by
Kedric Winks and Ken Boyter



2 - 6



45 MINS

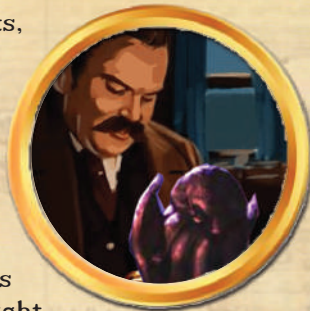


10+

**Strong narrative elements, effective mechanics,
aimed at non-gamers and casual gamers**

Overview

Voyage of the Vigilant is a card game, with board game elements, set in the final act of H. P. Lovecraft's *Call of Cthulhu*. The players are the crew of the Vigilant; a merchant ship that has rescued the sole survivor of an armoured yacht found adrift in the southern Pacific Ocean. This half-crazed castaway brought aboard with him a single possession; the Idol of Cthulhu.



Mechanics

The aim of the game is to be the player holding the Idol of Cthulhu card when the ship reaches port. As the game progresses through 9 rounds the players use card combinations to fortify themselves, degrade other players' sanity, investigate other players' hands or outright steal from each other. Playing between 1 and 4 of each card type gives you access to a range of varying powers. Each round unveils a new journey card with unexpected events that affect all players. As players near landfall Cthulhu looms closer and their sanity (hand size) grows ever weaker.



Atmosphere

The mechanics and theme mesh perfectly to create a game system that, although different every time, always produces a tight well-paced experience that builds to a desperate conclusion. The nature of the hidden Idol card and the way players can either investigate or steal (not both) in a turn builds suspicion, misinformation and false conclusions. Test playing has revealed that the narrative elements, combined with the constantly shrinking sanity track, produce a feeling of being pursued by something ominous and inevitable.



Selling Points

- Easy to learn, full of strategy
- High re-playability
- Varied game mechanics
- Immersive theme and narrative
- Fun player interactions
- Minimal turn down-time
- Fast-paced turn actions



Components

- 1 x Rules Sheet
- 76 x Main Deck Cards (poker sized)
- 22 x Journey Cards (tarot sized)
- 6 x Reward Cards (tarot sized)
- 1 x Sanity Track (small board)
- 6 x Sanity Player Tokens
- 1 x Vigilant Vessel Token
- 1 x Cthulhu Token
- 1 x Turn Order Coin



Contact

Voyage of the Vigilant: Idol of Cthulhu has been designed by Ken Boyter and Kedric Winks. The game is available to licence without the art or graphic elements. A physical prototype, Print & Play prototype or Table Top Simulator version can be made available upon request. Please contact Kedric for details.

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