

Cultists Briefing

That dastardly set of humanists! Oh well, we always knew there were those who would oppose our great cause. And see, Cthulhu is coming, already!

HERE, on this page, is the mosaic, pulled from the pages of the Necronomicon, that will complete the ritual and bring Cthulhu forth from his slumbers in R'lyeh!

In order to create the mosaic, you will use these MYSTICAL TRAPEZOHEDRA.

But between the source of the trapezohedra and the warded region around the easel, which I have prepared to receive the mosaic, there is the Plateau of Leng, in which powers beyond the ken of mere mortals are at play! In order to traverse with your sanity and the trapezohedra intact, you must follow these rules:

- 1) A guide, located close to the summoning portal and thus awash in psychic turbulence, will help you through the zone. But beware, for the guide will sometimes MISLEAD YOU, when their mind is affected by chaos. You must only follow their instructions when they are prefaced with "Cthulhu Says"! Failure to follow instructions from Cthulhu or following instructions that do not originate from Cthulhu will result in temporary banishment from the Plateau of Leng for your own safety ("back to the start"). If you are following Cthulhu's instructions and new FALSE instructions match that action, you will not be penalized for continuing in your behavior.
- 2) You may only bring one trapezohedron through the Plateau of Leng to the summoning region at a time and you may not approach the summoning region without one! (unless there are none available)
- 3) After your trapezohedron has been added to the mosaic or is awaiting addition to the mosaic in the warded summoning region, you may remain to help others in assembling the mosaic. But beware:
- 4) No more than 25 people may be in the warded summoning region in front of our easel, or the wards will fail and all those gathered around the summoning easel will be sent away!
- 5) You may and should take breaks. The water supply is not the brine that great Cthulhu desires, and is instead for your own refreshment purposes.
- 6) You may repeat the loop of bringing trapezohedra forward as many times as you desire.
- 7) If you are heading away from the warded summoning region (for any reason), stay out of Plateau of Leng.
- 8) The humanists (those cads!) will be attempting to create the sealing sigil mosaic in their own easel. DO NOT INTERFERE WITH THEM! It would cause the summoning spell to fail!
- 9) "Forward" is the direction you are facing at the moment you receive the direction. "Back" is the opposite direction.
- 10) Enter the field the same way as your fellow Cultists are currently arrayed (face forward if they are facing forward, backwards if they are facing backwards)
- 11) Do not throw the trapezohedra or otherwise endanger other participants in this ritual, lest we risk damaging Cthulhu's tasty dinner!
- 12) If you cannot or do not want to participate in this battle, Cthulhu understands and will still devour you last. Please cheer on your fellow cultists!

Leave the world in pieces: our goal! Bring on this battle!

Humanists Briefing

Those dastardly cultists! Oh well, we always knew there were those who were working against us, trying to raise Cthulhu. And see, Cthulhu is coming, already!

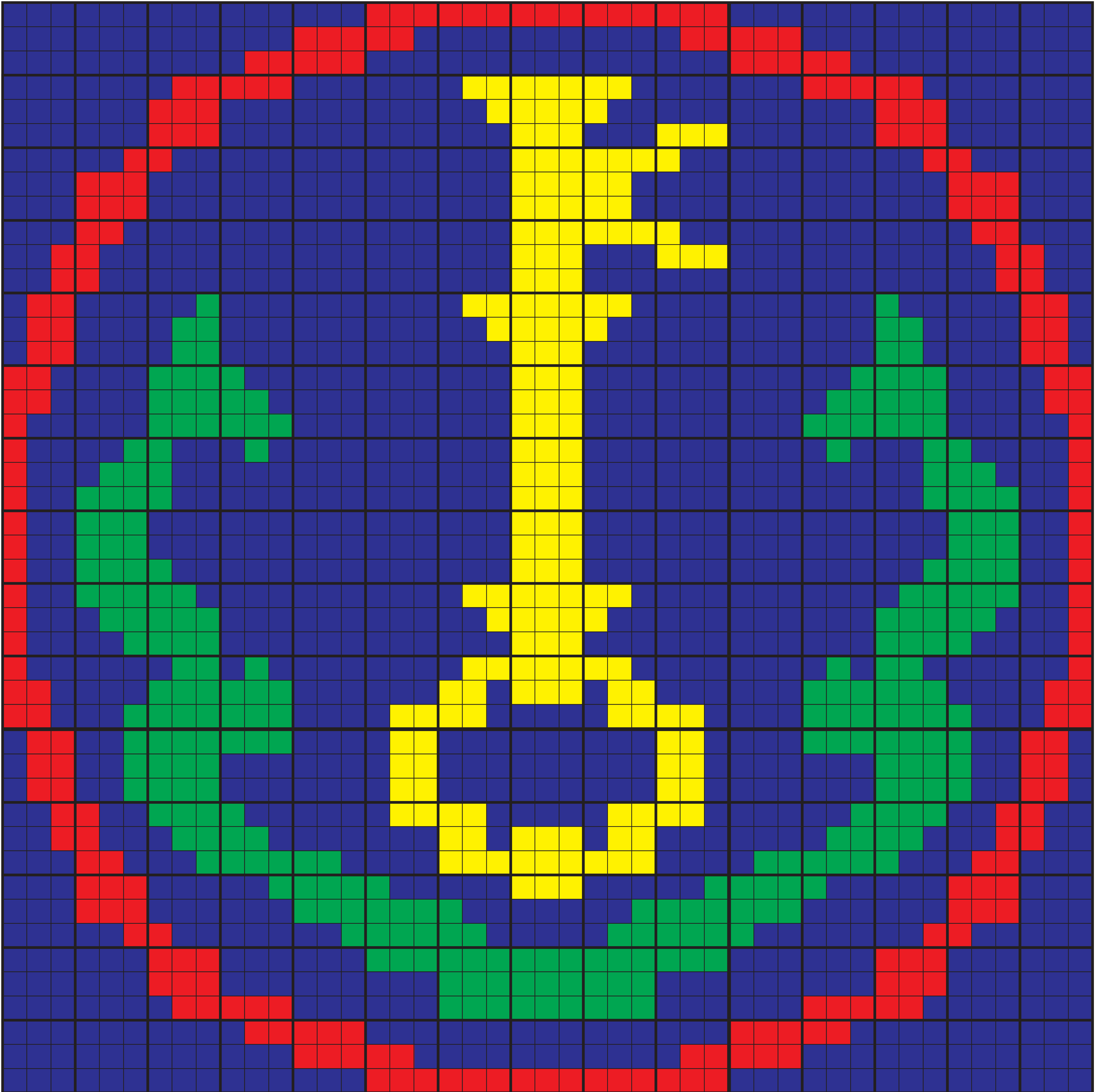
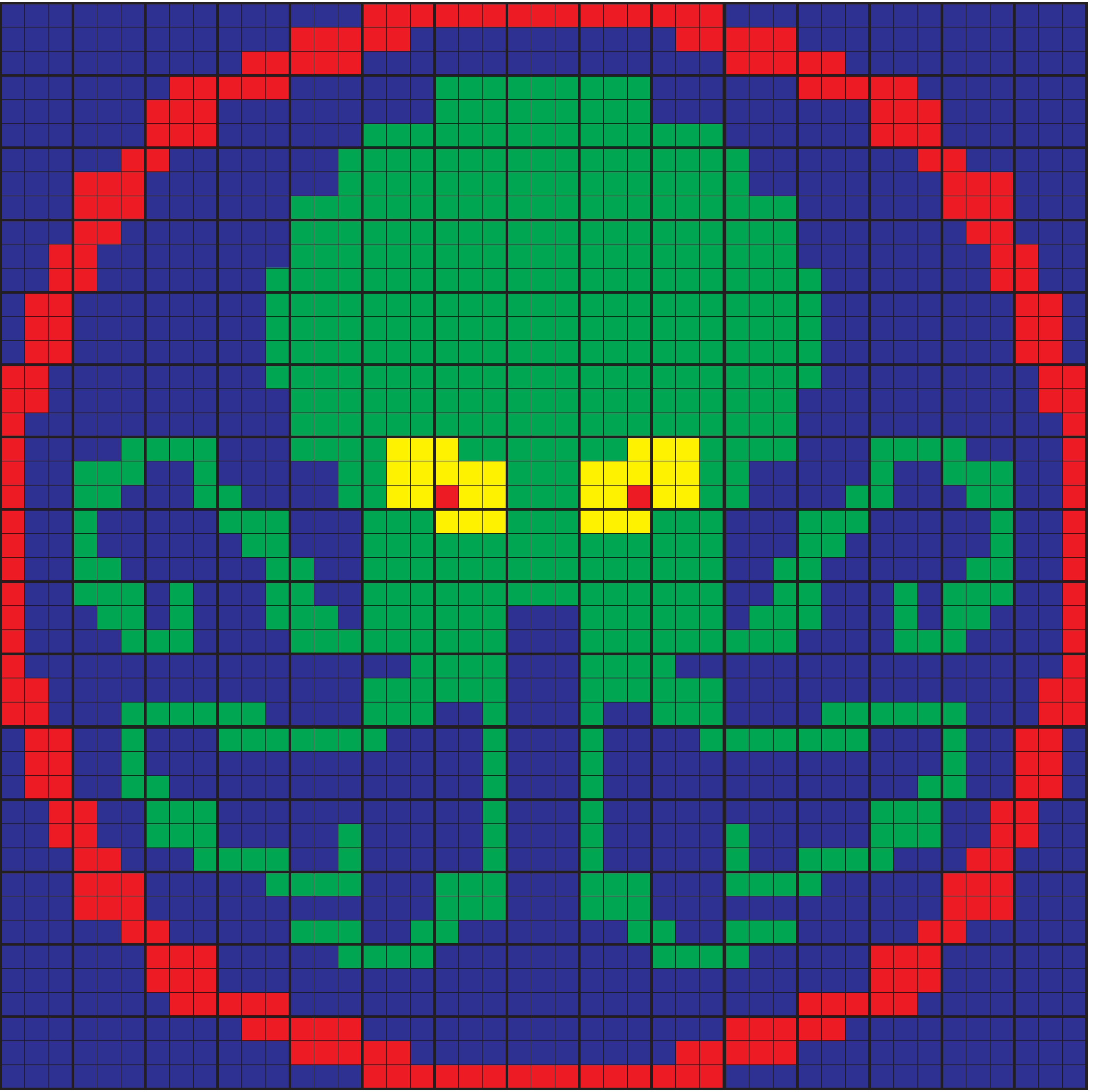
HERE, on this page, is the mosaic, pulled from the pages of the Necronomicon, that will halt their ritual and reseal Cthulhu in sunken R'lyeh!

In order to create the mosaic, you will use these MYSTICAL TRAPEZOHEDRA.

But between the source of the trapezohedra and the warded region around the easel, which I have prepared to receive the mosaic, there is a vast plane (name the region), in which powers beyond the ken of mere mortals are at play! In order to traverse with your sanity and the trapezohedra intact, you must follow these rules:

- 1) A guide, located close to the summoning portal and thus awash in psychic turbulence, will help you through the zone. But beware, for the guide will sometimes MISLEAD YOU, when their mind is affected by chaos. You must NOT follow their instructions when they are prefaced with "Cthulhu Says"! Following instructions from Cthulhu or failure to follow instructions that do not originate from Cthulhu will result in sending you away from the summoning zone for your own safety ("back to the start"). If you are following proper instructions and new FALSE/from Cthulhu instructions match that action, you will not be penalized for continuing in your behavior.
- 2) You may only bring one trapezohedron through to the summoning region at a time and you may not approach the summoning region without one! (unless there are none available)
- 3) After your trapezohedron has been added to the mosaic or is awaiting addition to the mosaic in the warded summoning region, you may remain to help others in assembling the mosaic. But beware:
 - 4) No more than 25 people may be in the warded region in front of our easel, or the wards will fail and all those gathered around the summoning easel will be sent away!
 - 5) You may and should take breaks. The water supply is not the cursed brine that Cthulhu inhabits, and is safe for your own refreshment purposes.
 - 6) You may repeat the loop of bringing trapezohedra forward as many times as you desire.
 - 7) If you are heading away from the warded summoning region (for any reason), stay out of (the region of approach).
 - 8) The cultists (those cads!) will be attempting to create the summoning sigil mosaic in their own easel. DO NOT INTERFERE WITH THEM! We will win this battle through skill and precision, not dastardly underhanded tactics!
 - 9) "Forward" is the direction you are facing at the moment you receive the direction. "Back" is the opposite direction.
 - 10) Enter the field the same way as your fellow Humanists are currently arrayed (face forward if they are facing forward, backwards if they are facing backwards)
 - 11) Do not throw the trapezohedra or otherwise endanger other participants in this ritual, lest the additional danger release Cthulhu in spite of our efforts!
 - 12) If you cannot or do not want to participate in this battle, Cthulhu understands and will still devour you last. Please cheer on your fellow cultists!

Leave the world in Peace is our goal! But first we must battle!



Cthulhu says take a step forward			
Take two steps forward			
Take a step backwards			
Cthulhu says take a step backwards			
Hop on one foot			
Cthulhu says turn 180 degrees			
Stand still			
Cthulhu says walk backwards			
Cthulhu says put your hands on your hips			
Cthulhu says stand still			
Clap your hands once			
Turn 180 degrees			
Cthulhu says turn 180 degrees			
Cthulhu says take a step backwards			
Take a step backwards			
Take a step forwards			
Cthulhu says jump once			
Cthulhu says put your hands down			
Cthulhu says take a step forward			
Jump once			
Cthulhu says turn a face of your hexahedron			
Hold your hexahedron with your chin			
Turn 180 degrees			
Hold the hexahedron with your hand			
Take a step forward			
Cthulhu says take two steps forward			
Cthulhu says take a step backwards			
Take a step backwards			
Cthulhu says hop on one foot			
Turn 180 degrees			
Cthulhu says stand still			
Walk backwards			
Put your hands on your head			
Stand still			
Cthulhu says stand on one foot			
Cthulhu says stand on two feet			

Cthulhu says turn 180 degrees		
Turn 180 degrees		
Take a step backwards		
Cthulhu says take a step backwards		
Cthulhu says take a step forwards		
Jump once		
Take a step forward		
Put your hands down		
Cthulhu says jump once		
Turn a face of your hexahedron		
Cthulhu says hold your hexahedron with your chin		
Cthulhu says turn 180 degrees		
Cthulhu says hold the hexahedron with your hand		
Waddle like a penguin		
Cthulhu says turn 360 degrees		
Stand still		
Take a step backwards		
Cthulhu says take a step backwards		
Take a step forwards		
Cthulhu says hop on one foot		
Take a step backwards		
Turn 180 degrees		
Cthulhu says stand still		
Take a step backwards		
Take another step backwards		
Cthulhu says take a step backward		
Cthulhu says take a step forward		
Take a step forward		
Face forward		
Cthulhu says face forward		
Turn a face of your hexahedron		
Cthulhu says jump once		
Cthulhu says put your hands on your head		
Put your hands on your hips		
Put your hands on your head		
Jump once		
Put your hands down		

Cthulhu says put your hands down		
Turn 180 degrees		
Cthulhu says take a step forwards		
Take two steps backwards		
Cthulhu says turn 180 degrees		
Jump once		
Cthulhu says jump once		
Jump once		
Turn 180 degrees		
Cthulhu says turn 180 degrees		
Cthulhu says waddle like a penguin		
Turn 360 degrees		
Cthulhu says stand still		
Cthulhu says take a step backwards		
Take a step backwards		
Cthulhu says take a step forwards		
Hop on one foot		
Cthulhu says take a step backwards		
Cthulhu says turn 180 degrees		
Stand still		
Cthulhu says take a step backwards		
Cthulhu says take another Step backwards		
Take a step backward		
Take a step forward		
Cthulhu says take a step forward		
Cthulhu says face forward		
Face forward		
Cthulhu says turn a face of your hexahedron		
Jump once		
Put your hands on your head		
Cthulhu says put your hands on your hips		
Cthulhu says put your hands on your head		
Cthulhu says jump once		
Cthulhu says turn 180 degrees		
Take a step forwards		
Cthulhu says take two steps backwards		
Turn 180 degrees		

Cthulhu says jump once		
Jump once		
Cthulhu says jump once		
Cthulhu says put your hands down		
Put your hands down		
Cthulhu says turn 180 degrees		
Turn 180 degrees		
Walk backwards		
Cthulhu says jump once		
Walk forwards		
Stand still		
Cthulhu says take a step backwards		
Take a step forwards		
Cthulhu says take a step forward		
Put your hands on your head		
Put your hands down		
Cthulhu says skip		
Take a step forward		
Cthulhu says stand still		
Turn in circles		
Cthulhu says turn a face of your hexahedron		
Cthulhu says jump up and down		
Cthulhu says stand still		
Cthulhu says turn a face of your hexahedron		
Stand still		
Take three steps in the direction you're facing		
Face forward		
Walk forward		
Clap once		
Stand still		
Cthulhu says walk backwards		
Jump once		
Cthulhu says walk forwards		
Cthulhu says stand still		
Take a step backwards		
Cthulhu says take a step forwards		
Take a step forward		

Cthulhu says put your hands on your head			
Skip			
Cthulhu says take a step forward			
Stand still			
Cthulhu says turn in circles			
Turn a face of your hexahedron			
Jump up and down			
Stand still			
Cthulhu says put your hands down			
Turn a face of your hexahedron			
Cthulhu says stand still			
Cthulhu says take three steps in the direction you're facing			
Cthulhu says face forward			
Cthulhu says walk forward			
Cthulhu says clap once			
Cthulhu says stand still			
Face forward			