

# One Of You Is A Bear

*A Game of Paranoia, Murder, and Bears*  
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You and your fellow players live in a secluded village. But you have a problem:

## One Of You Is A Bear.

A bear in a very cunning disguise. Likely a hat. But filled with murderous bear-rage, and eager to kill and eat the rest of the village.

## Assign Roles

Set a stopwatch to 90 seconds. Create a deck of cards based on the number of players:

Players	3*	4*	5	6	7	8	9	10	11	12	13	14	15	16	17	18
<b>Bears</b>	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
<b>Cultists</b>	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5
<b>People</b>	1	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12

\* -- With 3-4 players, the People are the only ones whose votes count for determining who gets killed for being a Bear.

Everybody gets a card defining their role. Players may reveal their cards, but for the Bear and the Cultists, that would be very stupid. Once everybody has a card, start the stopwatch. The People have 90 seconds to kill the Bear.

### People:

The People fear the Bear. That's smart, since the Bear wants to kill and eat them all.

The People need to decide who to kill to protect themselves. The best way to initiate a murder vote is to raise your hand and point at the person you think needs to die. If a majority\* of the other players joins you, that person is killed, and the game ends. If it is the Bear, the People win! But if it isn't, the Cultists and the Bear all win.

\* -- If there are only 3 or 4 total players, then a unanimous vote amongst the People is all that's needed.

Yes, this means the game lasts precisely one round. The Bear isn't going to waste time picking you off one by one. The Bear is a goddamn Bear, and knows where you sleep.

If the People haven't reached a decision when time runs out, the Bear wins.

### **Bear:**

The Bear would like to kill and eat all the other players. If they don't kill the Bear, that's exactly what the Bear will do.

If you are the Bear, you win a solo victory if the clock runs out without the People having killed anybody. You win a shared victory with the Cultists if the People kill one of the Cultists instead of you.

However, if you are the Bear, you may not speak using human words. You may gesticulate and grunt freely, but you may not actually talk.

You might suspect this is a crippling deficiency in your disguise. But luckily for you, there are....

### **Cultists:**

Some members of your village belong to the Cult of the Holy Ursine. They believe that bears are peaceful and misunderstood, and would like to martyr themselves to defend these gentle giants.

If you are a Cultist, your goal is to convince the People that you are the Bear and get them to kill you. If the People kill you, you, any fellow Cultists, and the Bear all win. If the clock runs out before the People can come to an agreement, you lose and the Bear eats you. (Granted, the Bear was going to eat you anyway. But isn't it more satisfying to die knowing you were right?)

Since you're a human, you can use human words, and don't have to grunt. But this will likely give away the fact that you're not actually the Bear.

### **Moderator:**

Strictly speaking, One Of You Is A Bear doesn't need a moderator, since there's only one round of play and no secret information that can't be conveyed by the cards. However, if one of you isn't playing, peek at the cards before you hand them out so you know who the Bear is.

Your only job is to make sure the Bear does not speak using human words. If the Bear does slip-up, remind the players that the Bear may not speak. You do not have to specifically point out that the Bear was speaking, but unless the People have been drinking heavily, they'll likely notice and commit bearicide shortly.

You do not need to remind the players that the Bear may not speak if one of the Cultists slips-up. They're humans; they're allowed. Though it does mean they suck at being Cultists.