

Apocalypse Idol

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Theme & Objective

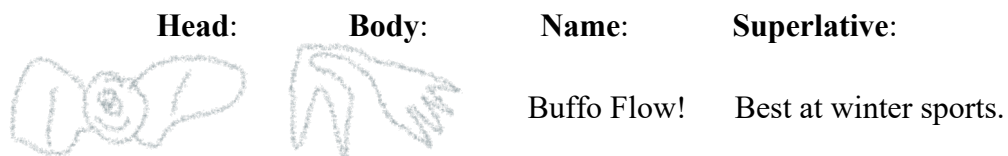
Apocalypse Idol is a thirty minute party-game about zany **Performers** competing in a post-apocalyptic talent show. The **Performers** are collaboratively created by the players from **Parts** that the players draw. Rather than being a game where the players win or lose, *Apocalypse Idol* is a game where some **Performers** win while others lose. Group voting will decide which **Performers** make it, and which Performer ultimately wins the title of **Apocalypse Idol!**

Apocalypse Idol is also a game that grows over time, such that each copy of the game is unique from all others. The game remembers which **Performers** advanced to the **Finals** of the talent show, and preserves their **Parts** for future games, while destroying the parts of **Performers** who failed to advance.

Setup

Performer Creation

For the first time you play, players should collaboratively draw, on post-it notes or index cards, 16 **Heads**, 16 **Bodies**, and write 16 **Act Names** and 20 **Superlatives**. Below are rough examples of each type of card.



For all other games, each player should create 2 **Heads**, 2 **Bodies**, 2 **Names**, and 3 **Superlatives**. Before creating these, the group may optionally draw a card from the **Apocalypse** deck (included below the rules), to set a theme for the card creation.

Preparation for the Show

After **Performer Creation**, players prepare for the show. All **Heads** are shuffled together, as are **Bodies**, **Names**, and **Superlatives**, forming four separate, discrete piles.

Rules

After setup, the game is divided into four rounds of head-to-head **Auditions**, followed by the **Finals**.

After setup, players may optionally draw a description of the Apocalypse that has befallen the universe, from the **Apocalypse** deck included below.

During each **Audition**, two **Performers** are created, one at a time, through a mix-and-match process. This involves drawing the top card from each of the **Heads**, **Bodies**, and **Names** deck. When both **Performers** have been created this way, players vote on which **Performer** deserves to advance to the **Finals**, via a simple process of counting down from three and then pointing to which **Performer** they favor. Ties are broken by giving each **Performer** a random card from the **Superlatives** deck, providing the players with more information about the **Performers'** personalities, and voting again. The winning **Performer** is set aside above the play area, and the losing **Performer** is literally ripped to pieces. When four **Performers** have been chosen in this way, it is time for the **Finals**!

During the **Finals**, all four **Performers** (including all their **Superlatives**) go head to head. But before players vote, each **Performer** optionally receives a random card from the **Mishaps** deck, indicating something that went wrong during their performance. Players vote the same way as before, by counting down from three and then pointing to the **Performer** they favor. Any **Performer** with a majority of votes wins the title of **Apocalypse Idol**, which ends the game. Ties are again broken by drawing a random card from the **Superlative** deck for each **Performer**. Any **Performer** who receives no votes is removed from the running (but not destroyed). When the **Apocalypse Idol** has been chosen, it should be **Immortalized** by taping its pieces together. The other **Finalists** are disassembled and returned to the box, to have their **Parts** appear in future games!

Print and Play

You can play *Apocalypse Idol* for free. In addition to the required components of index cards/post-its and markers, you may choose to print the attached **Mishaps** deck and **Apocalypse** deck. (The game can be played without them.)

Apocalypse:

Water World

Apocalypse:

Animal Takeover

Apocalypse:

Alien Parents

Apocalypse:

TV Came to Life

Apocalypse:

**Problems with
Gears**

Apocalypse:

Snowpocalypse

Apocalypse:

**You Are What
You Eat**

Apocalypse:

Reign of Toys

Apocalypse:

**Dreams Come
True**

Apocalypse:

Sports Cults

Apocalypse:

**Everyone Gets
Superpowers**

Apocalypse:

Too Dry

Apocalypse:

**Every Day is
Halloween**

Apocalypse:

Magicians Unite

Apocalypse:

**They Came from
Underground**

Apocalypse:

**Can't Stop
Smiling**

Apocalypse:

Business World

Apocalypse:

Joined at the Hip

Mishap:

**Live Mic
Backstage Reveals
Juicy Gossip**

Mishap:

**Marriage
Proposal in
Crowd During Act**

Mishap:

**Crows Fly Through
Window and Swarm
the Performer**

Mishap:

**Riot by Visiting
Children's Choir
in Audience**

Mishap:

**Prankster
Releases Laughing
Gas**

Mishap:

**Lost Tourist
Wanders Onstage
from Backstage**

Mishap:

**Audience Member
Gets Pizza
Delivered**

Mishap:

**Dead Animal
Stuck in Vent**

Mishap:

**Audience Member
Challenges the
Performer to a Duel
(and Loses)**

Mishap:

**Sinkhole Opens
Up**

Mishap:

**Bad Audience
Participation**

Mishap:

Clones Arrive

Mishap:

**Faulty Wiring
Creates Strobe
Effect**

Mishap:

**Audience Member
Screams and Does
Not Stop**

Mishap:

**Audience Claps
Too Soon**

Mishap:

(write your own!)

Mishap:

(write your own!)

Apocalypse:

(write your own!)