

# APOCALYPTIC ATTRACTION



2-6 players



30 min.



Age 12+

They came from another dimension. In the blink of an eye, the monsters came into existence and tore through cities, towns, mountains, anything that got in their way. Then, they were gone.

It's almost as if they were never here, except their trail of destruction is a reminder that can't be ignored.

A few years passed without seeing them and people breathed a sigh of relief, but then the monsters returned. Now each of them seems to be trying to establish turf on our planet. Apparently, their brief stay years ago was pleasant enough that they decided to stick around this time. The media made an attempt to name them to better track their individual locations and destruction, but left it up to the viewers, which was not the best idea. So the world is going to heck and we are trembling at the hands of Monstery McMonsterface, Fluffy, Daenerys, Mr. Smashy Pants, Colbeart Nation-Destroyer and Khaaaaaaaaaan!!!!!! Monstery McMonsterface, seriously? Needless to say, society has collapsed.

While all the sane people have drifted off to insanity or worse, people have begun taking sides in this monster battle. Fan clubs have popped up in the cities of the world hoping to join the territory of their favorite monster. It's Stockholm Syndrome on a global scale.

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18 City Cards



6 Player Color Markers



12 Monster Attraction Cards



30 Player Color Guess Cards



72 Monster Guess Cards

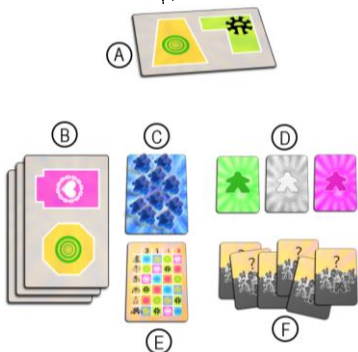


60 Fan Club Meeples

# OBJECT

Throw the members of your Fan Club onto City Cards and score points based on your monster attraction. All players guess which monster their rivals support. Score more points for correct guesses. The player who scores the most points wins and welcomes the destruction of their favorite interdimensional monster.

# SETUP



- A. Shuffle the City Cards together and place one in the middle of the playing area which will, from here on out, be called 'the city'.
- B. Deal the rest of the City Cards to each player evenly, discarding any extras.
- C. Each player, choose a color and take the Player Color Marker matching that color. Place the 10 matching Fan Club Meeples on your Player Color Marker.
- D. Give each player a Player Color Guess Card matching the colors of their rivals.
- E. Shuffle one copy of each Monster Attraction Card together. Deal one to each player. Place your Monster Attraction Card face down near your Player Color Marker.
- F. Give one copy of each type of Monster Guess Card to each player.

But wait, there's extra monster cards. What's the deal?

If you want to play a more advanced version of Apocalyptic Attraction, shuffle two copies of each Monster Attraction card together and give each player two copies of the Monster Guess Cards. This will make it harder to use the process of elimination when determining your rivals' monster affiliation. You could even be cheering for the same monster as a rival. You can't join forces though, because pride and stuff.

## HOW TO PLAY

Choose a player to go first. They will need the proper skill set to survive in this apocalyptic world, so choose the player who seems most likely to totally flip out during an apocalyptic event and join the side of the destructors.

Starting with the first player, and traitor to humanity, take turns adding cards and tossing meeples into the city.

On your turn you must take two actions:

- Place a City Card into the city.
- Toss a Fan Club Meeple onto the city.

If you have at least one City Card remaining, one of your actions must be to place a City Card. You may choose to place two City Cards and must choose to toss two Fan Club Meeples once you run out of City Cards.

After you take your turn, play passes to your left.

## Placing a City Card

You may place one of your City Cards into the city in any location and either side up so long as you do not impact any Fan Club Meeple already in play. You may not slide your City Card underneath a City Card already in the city.



## Toss a Fan Club Meeple onto the City

Similar to a hotdog cannon at a baseball game, you'll be launching your Fan Club Meeples at buildings in the city. Since tiny hotdog cannons shaped specifically for meeples would be cost-prohibitive to game production, we're going to give you rules for how to use your fingers to throw them.

To throw your meeples onto to city, first sit with both feet on the floor and your back against the back of the chair...we'll wait for you to get up off the floor if you were sitting on a stool.... Pick up one of your Fan Club Meeples between your thumb and index finger and toss it onto the city. No hovering and dropping straight down, it needs to be a toss.

Begin The Decision, once everybody had tossed all of their Fan Club Meeples.

## Building Emotion Types



Rage



Calm



Excitement



Happiness



Anxiety



Love

## **THE DECISION**

Each monster has a couple emotions they can't get enough of and a couple they can't stand. There's a couple they are indifferent to as well. Hey, these monsters aren't all monolithically terrorizing the world. They've got character.

Now is the time to use this information to try to figure out who your rivals support. You have a Color Guess Card for each of your rivals in front of you. Next to each one put a Monster Guess Card face down. You can do this randomly, but you'll probably lose. If you want to win, you should take this time to look over the city and try to figure out what each of the other players tried to land their meeples on. The back of your Monster Attraction Card shows how each monster scores to help with your deduction. Your rivals likely wanted to get some points and only the truly sadistic ones would play completely backwards to mess up your guess. Once you have made a guess for each of your rivals indicate you are ready for scoring.

# SCORING

Points scored will come from two sources, your Fan Club Meeple locations and your guesses of who others are supporting. Each player flips up their Monster Attraction Card at this time and then, optionally, but you're going to want to, laughs maniacally.

Total up your points based on the buildings your Fan Club Meeples are touching. If the meeple touches multiple buildings, you get the points for everything it touches.



Any meeple not touching a building scores no points and will likely resent you for the rest of their lives for having failed so miserably.



Now flip up your guesses and score 5 points for every correct guess.

# WINNING

The person who is able to obtain the most points flinging their Fan Club Meeples and guessing their rivals' monsters wins. In the event of a tie, the player who scored more points through their Fan Club Meeple scoring wins, because frankly, who cares if you figured out who everybody else is cheering for when your monster is the one bearing down on the city?

# CREDITS

The following people made this game possible.

**Game Concept:** Chris Romansky

**Artwork:** Chris Romansky

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# LEGAL



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