

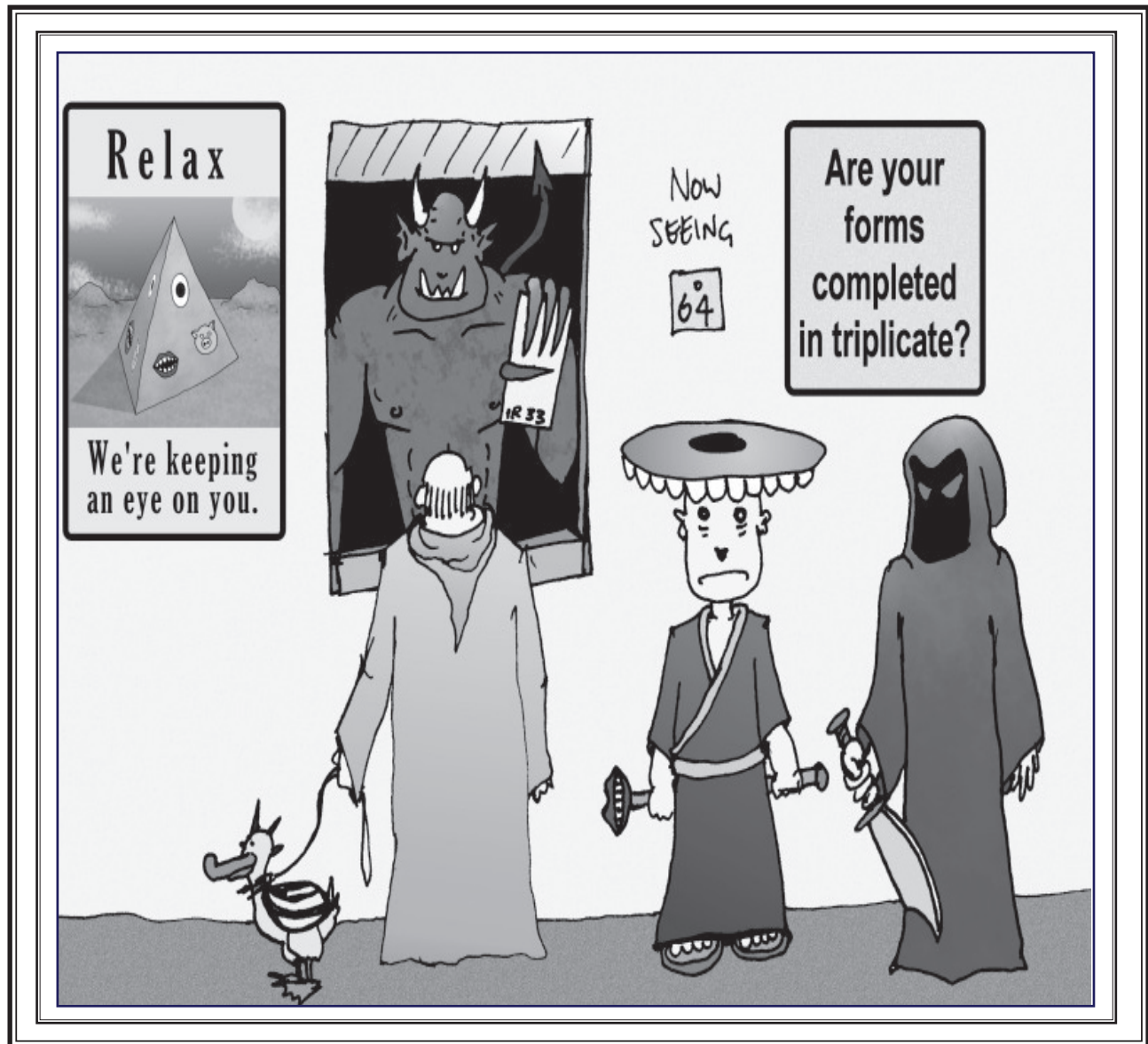


Get out of INFERNOPOLIS



A STORYTELLING GAME OF IMPROV & ABSURDITY

BY DANNY WALL
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FORGED IN THE FIRES OF **GAME CHEF 2008**

Get out of INFERNOPOLIS!

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INTRODUCTION (S)

Damnation, it's hot down here! Can someone open a window? Thanks. That's a little better.

If you're a New Visitor, I'd like to welcome you. (Although I'll admit that's just the **first** lie you'll encounter here.)

And, as I'm sure you've noticed by now, that's definitely not the **first** lie about this whole place. Hades, Di Yu, Niflheim, Jahannam, the Netherworld, Gehenna-- hell, it's all one big Infernopolis down here. From the highrises of the overcrowded ward offices to the Gordian knot of downtown traffic, we've built the place up a lot and modernized it a bit since ancient times. Plus, with all the souls of antiquity cramming down here, squeezing in alongside the billions from the modern world, it's getting a bit ... crowded. And each soul shapes the form and substance of our world, creating conflicting nightmares that are downright scary, absurd, or outlandish.

Someone's gotta keep all these things in order. Someone's gotta make sure all the Poor Souls come and go through the various circles around here. That's why you got Petty Demons like us. And paperwork. Lots and lots of paperwork.

Where are all these Poor Souls going? Why are they here in the first place? I'll leave those questions for the philosophy professors. (They're in the Third Circle, by the way.) All I know is, if I want to make it in this business, I gotta get 'em in and give 'em hell. Literally. And I think I've been doing pretty well so far. I might even be promoted to the Ninth Circle before too long.

All I need is one more victi-- I mean, visitor. Let's see. Yes! You! You by the water cooler! Come on over here! Give me your Form A-666. I got a little job I want you to do...



Looks like it's going to be a bit warm today. Again. But at least it's a **dry** heat, you know.

I've been coming to this Welcome Lobby for what feels like eternity. Me and everybody else in the world. I'm not quite sure why. It's just what I'm **supposed** to do. I think.

Everyday it's the same. Wake up, brush my teeth, receive a flogging from some random beast who stands in the corner of my kitchen. And here in the Welcome Lobby I wait. Each Soul File that gets called out raises a lump in my throat. Maybe it would be mine. Maybe today I'll get assigned

a Circle, and have to perform a task. There's no telling what it might be-- each one seems more horrible than the last. Filling a bucket of water with a hole in the bottom. Sweeping the desert clean of sand. Unjamming the copy machine. Shudder.

I hope that by escaping each Circle when the time comes, I might get out of here altogether. Can you imagine? Clawing my way back to life, one Circle at a time? I think some of the Poor Souls around me have given up already. They've made showing up to the Welcome Lobby their new occupation. My neighbors even leased a new car yesterday. Granted, it's also a hamburger, but that's okay, because I think he's a carrot. Not sure how the IRS is going to handle that one. (Yeah, no big surprise-- the IRS is down here, too.)

If only these Petty Demons weren't always watching me, hounding me. Maybe if I position myself behind the water cooler, I'll be less conspicuous.

Oh, crap. Me? That one saw me? He's waving me over. He's asking me for my Form A-666. Looks like he's got a job for me...





Chapter One: THE BASICS

Get Out of Infernopolis! is a game where the players tell the stories of one Poor Soul and the wacky adventures he finds himself as he suffers the insufferable challenges of the Petty Demons around him. Hopefully, he'll manage to escape the Hellish business that is the afterlife, but if not, the Petty Demons are okay with that. After all, that's what gets them promoted!

OBJECT OF THE GAME

All players try to get rid of their cards by adding details to the most exciting, absurd, improvisational story possible! And if your side gets rid of all its cards first, you get the privilege of ending the story to your benefit.

If you take the role of the Poor Soul, the story is how you've successfully overcome a challenge set by the other players (the Petty Demons). And if you did so, you can claim you've escaped from a Circle of Infernopolis! Overcome nine challenges/Circles, and you've managed to escape the afterlife!

If you take the role of the Petty Demons, you must successfully promote yourself by creating a challenge and placing plot hurdles in the Poor Soul's story. If a Soul fails to overcome the challenge, you can claim dominion over that Circle! Claim nine Circles, and you've earned the title of Archduke of Infernopolis!

WHAT YOU NEED TO PLAY

One player must take on the role of the Poor Soul. The other players take the roles of Petty Demons. You'll also need a pack of Uno® brand playing cards, copies of the character sheets (labeled Controllers and Soul Files), circles of paper (1 red, 1 yellow, 1 green, 1 blue), and pencils and

scratch paper.

Label the circles of paper according to the color. These will be the Story Elements. (If you don't have circles of colored paper, write each color and its corresponding label on separate index cards.)

- * Red = People
- * Yellow = Places
- * Green = Things
- * Blue = Soul

SET-UP THE GAME TABLE

Each player needs one character sheet, either a Controller if you're a Petty Demon or a Soul File if you're a Poor Soul. If this is your first story, you'll need to define your role by filling out the character sheet according to the instructions in Chapter 2: Putting Someone Through Hell.

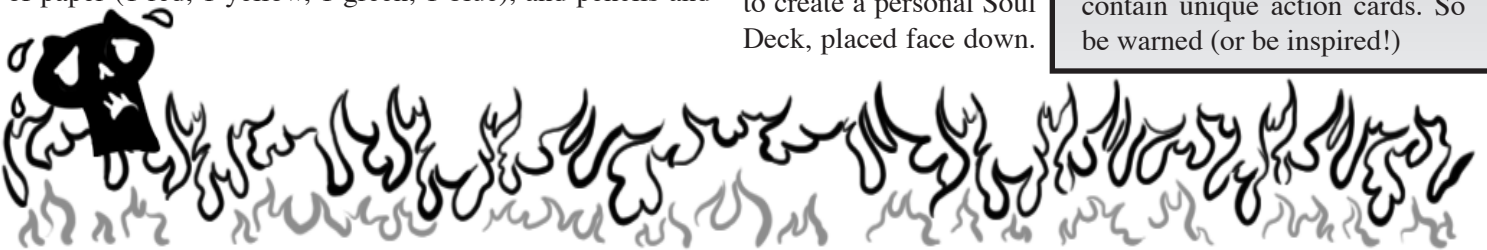
Shuffle the deck. Deal each Petty Demon a hand of cards. Deal the Poor Soul a number of cards to create a personal Soul Deck, placed face down.

ALTERNATIVE CARD DECKS

Option #1: You can substitute one Uno® deck with two decks of standard playing cards, as long as:

- * Aces are ones
- * Jokers are zeroes
- * Kings are +2 Draws
- * Queens are Stops
- * Jacks are Reverses
- * Black 10s are Wilds
- * Red 10s are Wild +4 Draws
- * The Story Elements are according to suit:
 - * Spades = People
 - * Clubs = Places
 - * Diamonds = Things
 - * Hearts = Soul

Option #2: There are many kinds of specialized Uno® decks. The use of these cards can make adventuring in Hell a very surreal experience-- try using the Hello Kitty®, 'N Sync™, or Texas versions, for example. However, many of these decks contain unique action cards. So be warned (or be inspired!)





The Soul creates his own hand from his personal deck. The rest of the regular deck is placed in the center of the table for a draw pile.

Place the four circles/Story Elements (red/'People,' yellow/'Places,' green/'Things,' blue/'Soul') below the draw pile. These will be four separate discard piles used during the storytelling.

Dealing Cards

Number of Players	Petty Demon's Hand Size	Poor Soul's Personal Deck	Poor Soul's Hand Size
3	7	14	7
4	7	21	7
5	5	20	5
6	5	25	5

This game is recommended for three to six players. Variations include:

* If there are only two players, each player receives 10 cards in their hand, and there is no personal deck for the Poor Soul.

* If there are more than six players. Players may double-up on roles. For example, two players can play one Poor Soul against five separate demons in a seven-player game.

Let's Watch some people play

Alright, this is just a quick introduction on the way things work around here. Don't panic. You'll find tools to expand on these steps in Chapter 3: Damned Good Stories. Then, you can panic.

One of the Petty Demons is the Dealer. He describes an absurd Task he wants to see the Poor Soul perform, establishing the objective for the story. He also sets the stakes by assigning a number (1-9) to this Task. This number will be

the Circle of Infernopolis the winner can "claim" at the end of the story.

Example: Deallifer Dealy arbitrarily declares that the Poor Soul must take her kitten to the opera, and she sets the stakes by assigning this to the 9th Circle.

The Poor Soul is the storyteller. He creates a story about how he performs the Task set before him. He places a card from his hand into a matching colored circle (a Story Element), giving one or two sentences about a Person, Place, Thing, or Feeling, according to the color of the card played. He can continue building the story with as many cards as he wants in any Story Element in any order-- however he needs to in order to build/prompt his story.

Soulyl McSoul discards a red 3 into the Person circle, saying "Once upon a time, a strange woman knocked on my door. She handed me a small kitten."

The Petty Demons/ Dealer are the interrupters. They use their cards to interrupt the Poor Soul and can embellish, elaborate, add to, or complicate the story that the Poor Soul is telling.

Daemon Demonson immediately plays a Wild card from his hand, discarding to the Thing pile and adding to the description of the scene: "The kitten can talk! It takes one look at you and says 'Is this the best we can do?'"

As the story unfolds, the Poor Soul may have to pass control of the story to the player on his left (either by choice or by emptying his hand), but every time he loses control, he can refresh his hand with cards from his personal deck. The Petty

Interruptions!

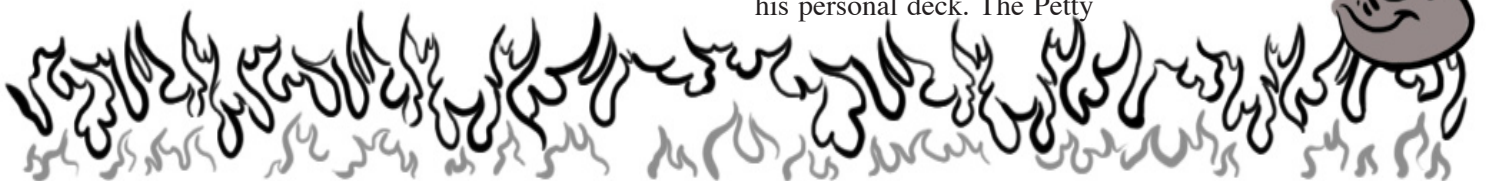
Interruptions can even be made by *any* player at *any* time by adding an interrupting card AND a sentence. Interrupting cards include:

** Wild cards.

** A card whose value matches the Circle number at stake, in any color.

** A card that duplicates the value of the card just played, even if it's a different color.

** Action cards such as Skips, +2 Draws, +4 Draws, and Reverse. (Reverse forces the player to switch control of the story to the person who added the Reverse card, even if it means skipping over other players.)





Demons, however, may only add one card/Story Element before passing control and don't refresh their hands.

If the Poor Soul gets rid of all his cards first (both his hand and personal deck), he can end the story in his favor-- wrapping up any Story Elements or plot points that are important to him, and achieving the Task's objective.

Souly McSoul discards his last card, a blue 8, to the Soul pile, describing how he happily wipes a tear from his eye as he listens to the clown on stage. He also describes a knowing look that passes between him and the kitten, capping the story with "and that's how I managed to take the kitten to the opera!"

If all of the Petty Demons get rid of all their cards first (from each of their hands), the last Petty Demon to discard can end the story to the Poor Soul's detriment-- wrapping up any Story Elements that results in the failure of the Task.

Deallifer Dealy discards her last card, a red 1, to the Person pile, describing how after everything that's happened, the Poor Soul bumps into a snooty doorman in the lobby, who promptly throws the Soul and the kitten out into the street, capping the story with "and that's how you failed to take the kitten to the opera!"

Finally, whoever won the end of the story can claim the Circle that was staked in the beginning of the round. If it's the Poor Soul, he can consider himself free of that Circle! If it's the Petty Demons, they can each claim dominion over that Circle!

Souly McSoul had discarded everything, managed to take the kitten to the opera, and is now free of the 9th Circle! Of course, he still needs to complete Tasks for Circles 1 through 8 before he can finally be free of Infernopolis!

OR

Daemon Demonson was the last Petty Demon to discard, keeping the Soul and the kitten out of the opera, and claiming ownership of the 9th Circle for all the Petty Demons involved! That's one step closer to their promotion of Archduke of All Infernopolis!

FLAVor!

Players can "flavor" the Story Elements they are narrating, using the items listed on their character sheet as prompts. These items could be areas of speciality, unique aspects, personal preferences, or even recurring subplots. Whenever you do so, it also adds additional cards to your opponents' hands/personal deck, which complicates the other players' actions (keeping them from getting rid of their cards first.)

Souly McSoul uses the phrase "Chocolate!" that's listed on his character sheet when he played a green 5 to the Things pile. He narrates, "I unwrap the chocolate bar that I keep in my pocket for emergencies. Viola! A golden opera ticket!" The phrase gives him a bonus of shedding a few extra cards.





Chapter Two:

PUTTING SOMEONE THROUGH HELL-- LET THERE BE CHARACTERS

All right, so maybe you're a Petty Demon ready to make his way in the underworld. Or maybe you're some Poor Soul trying to get the hell out of here. Either way, it starts by taking a blank character sheet and using it to create the role you will take on in the story.

PETTY DEMONS

The character sheet for Petty Demons contains the PLAZO Controller device. (A PLAZO is a Profanatic Laborizer Actualized for Zealous Oppression. What's that supposed to mean? Uh, I'm scratching my head, too. I did give a task to some Poor Soul to create a better name, but I haven't heard back from him in months. So I guess we're stuck.)

Your Controller allows your personal tastes, specialties, and strong suits to influence the story to your favor. Basically, if you want to be the kind of Petty Demon that uses a legion of fire ants in his Circle, or a trio of Mariachi players instead, you'll have a button for either of 'em.

Before you can use your Controller, you got to determine the kind of Petty Demon you are. On the reverse side of the character sheet is a small Requisition Form. Complete the Requisition Form, and these questions should help us, uh, I mean, help *you*, form an idea of yourself. We can't have anyone crazy running these things! And by crazy we mean sane.

Outer Buttons

'PROGRAMING' THE BUTTONS--

The Controller has three Left Buttons and three Right

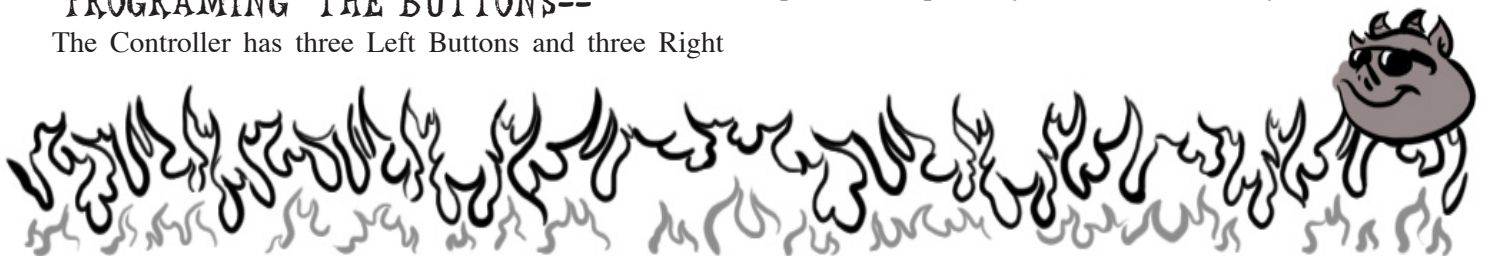
Buttons, valued 3 at the top, 1 at the bottom. Put one of the key words from the questions on your Requisition Form in each of the six spots. Any 'Seldom' key word can't be placed higher than a 'Usually,' and any 'Usually' key word can't be placed higher than an 'Always.' You wouldn't use a 'Never' key word in your Controller. You can use a key word more than once.

For best results, use a specific description of the key word. So if FOOD is the key word, you might specify Coconut Cream Pie, or Hamburgers, or Escargot on the Controller. If your LACKEY/HENCHMAN is named D'Elormie the Gothy Ducky, you'd write D'Elormie the Gothy Ducky in the description blank. Be specific-- More specific descriptions will more easily prompt you to create details during the story.

USING THE BUTTONS--

During the story, if you 'flavor' your sentences with details prompted from your Controller, you can add an additional number of cards to the Poor Soul's personal deck, making it that much harder to complete his Task (to get rid of his cards.)

Activate 'em by checking the box next to the button's description, adding the corresponding number of cards from the draw pile to the Soul Deck. Level '3' buttons give him the best penalty, while level '1' buttons give a modest penalty. (Modesty can be rare down here, actually, so enjoy it when you can. I know I do.) Flavor your descriptions any time you play a card, be it a card through normal play or through interruption. (Exception-- you can also activate your Controllers





when the Dealer creates the Task during the Set-Up Phase.)

Example time? Roquefort always puts down ‘Always’ for working with FOOD and breaking the LAWS OF PHYSICS. That means his Controller is typically programmed with ‘FRENCH CHEESES’ and ‘TIME LOOPS’ at the number 3 Buttons. (Which reminds me-- if he invites you to his house for dinner, you say ‘NO.’) Later, during the Poor Soul’s story, the Soul happens to describe a room, placing a green card in the ‘Places’ Story Element. Roquefort just happens to play a card to interrupt, and he also activates the ‘TIME LOOPS’ button, adding an additional 3 cards from the draw pile to the Soul’s deck. He smiles as he describes the Poor Soul going through the door, only to find the same door again and going through the door, only to find the same door again and going through the door, only to find the same door again and going ... well, you get the idea. I suppose that Poor Soul was lucky. He could have opened that door and fallen into a vat of Sainte-Maure de Touraine. Seriously. Look it up.

Example time ... number two? What, did Roquefort break physics again? Anyway, Larry’s the Dealer, and he ‘usually’ works with HENCHMEN-- specifically D’Elormie the Gothic Ducky. When declaring the Task for the Poor Soul, he ticks off button number 2 at the same time, declaring the Task to be ‘Take D’Elormie for a walk’ and adding an additional two cards to the Soul Deck.

Be careful, though! All checked items cannot be activated again until the story has ended and someone has claimed the Circle.

IMPORTANT SAFETY TIP--

Avoid using more than one Controller during any given story. ONLY the Dealer (the Petty Demon who created the Task) can use his Controller; the others will have to wait until they become the Dealer.

In Example #2, above, Larry wants the Poor Soul to take D’Elormie the Gothic Ducky for a walk. Roquefort butts in, prompted by his ‘FRENCH CHEESES’ Button, adding ‘to buy some Brie!’ to the Task. Sorry, Roquefort, no can do. Only Larry’s Controller can be used this story-round.

The Dealer can use the Controller at any time, however. Whenever his fellow Petty Demons enter a story element that might match his Controller, he can activate a button and add more cards to the Soul’s deck. Thus, when Roquefort is the Dealer and we’re not, we still all look for ways to introduce cheese into our story! (Pun intended?)

Inner Buttons

The three Inner Buttons can be ‘programmed’ only after the first story of the game. Before the second Dealer starts the next Task, the Petty Demons as a group must choose three aspects of the plot (or some specific Story Element) that was created in the first story. It could be a funny plot hurdle, a name of a supporting character, or a location, or any combination of the three.

Write each one as a description tagged to an Inner Button-- these become new aspects can be activated in the same way as the Outer (Right and Left) Buttons. In other words, these are “subplot buttons” that make it advantageous to carry specific Story Elements through from story to story.

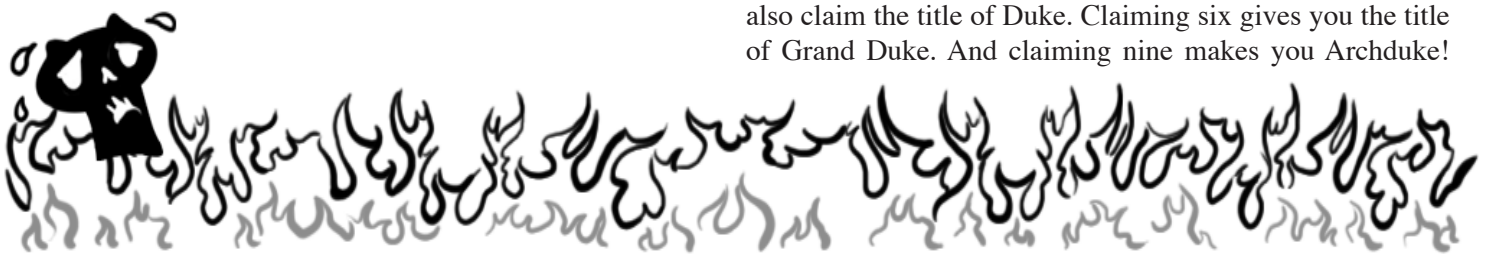
These descriptions must be shared by all Petty Demons at the table, so you have to agree on what kinds of subplots you as a group want to carry through. However, each individual can choose different levels of importance, writing the subplot/descriptions on the inner button of your choice-- either 3, 2, or 1.

After the second story of the game (or, indeed, after each Task/story of the game), the Petty Demons can choose as a group to ‘reprogram’ these Inner Buttons as they see fit-- adding, dropping, rearranging items.

Promotions!

Being promoted? Congratulations-- you’ve made me jealous. Try not to get a swelled head, alright? You already look like an onion dome.

Any Petty Demon that manages to claim three Circles can also claim the title of Duke. Claiming six gives you the title of Grand Duke. And claiming nine makes you Archduke!





Nothing petty about that title. I got it on my business card, right here. (What? Why is it in pencil? Never mind.)

If you are a Duke, you can re-use one button on your Controller during a story. Put another way, if you already activated your HENCHMEN early in the story, you can actually activate that button one more time and earn that bonus twice in the same story.

If you are a Grand Duke, you can re-use any two buttons (either the same button twice or two separate buttons). If you're an Archduke, you can re-use any three buttons. And if you're a Supreme Pontiff, what are you doing reading this? You have a separate rulebook for an entirely different game.

POOR SOULS

Okay, Poor Souls, listen up. I'm only going to go over this once. Unless you re-read this section. Hmm. I better get the Metaphysical Dept. to look into that.

The character sheet for the Poor Soul is called his Soul File, and it contains all the Marks upon your soul. These Marks detail the Poor Soul's condition, predisposition, and/or physical state. In other words, your Soul File will tell you if your soul's form has taken the appearance of a giant,

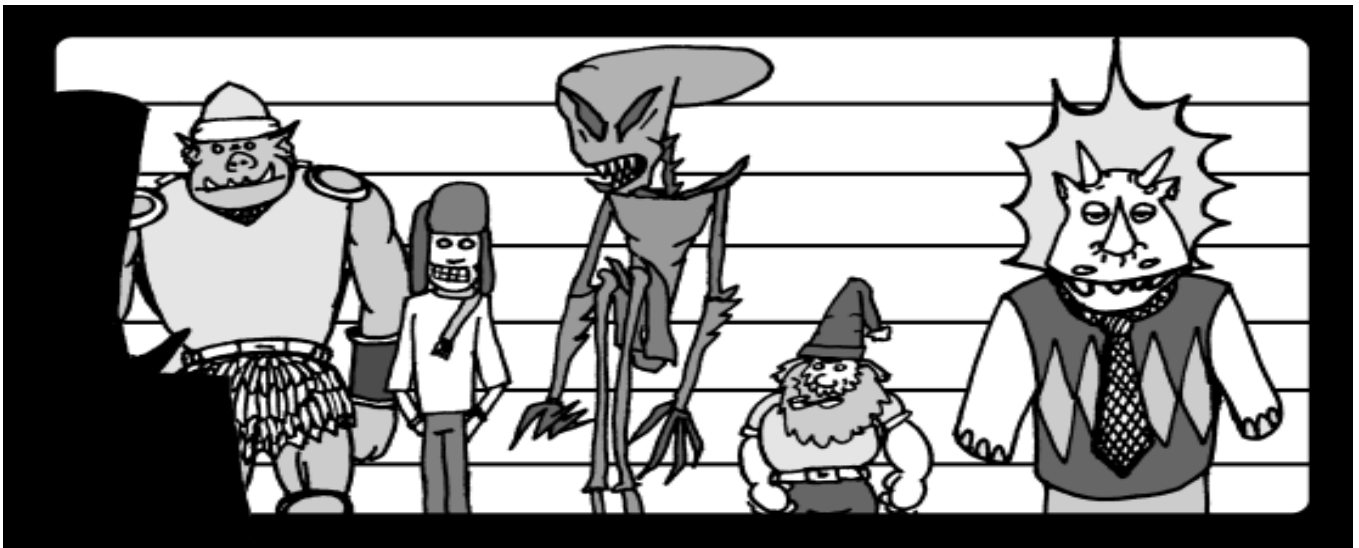
pug-nosed ogre, or a cherry-cheeked, curly-haired little girl (oh, the horror! the horror!). Some people have even found ways to use these Marks to help them through the Tasks.

Outer Marks

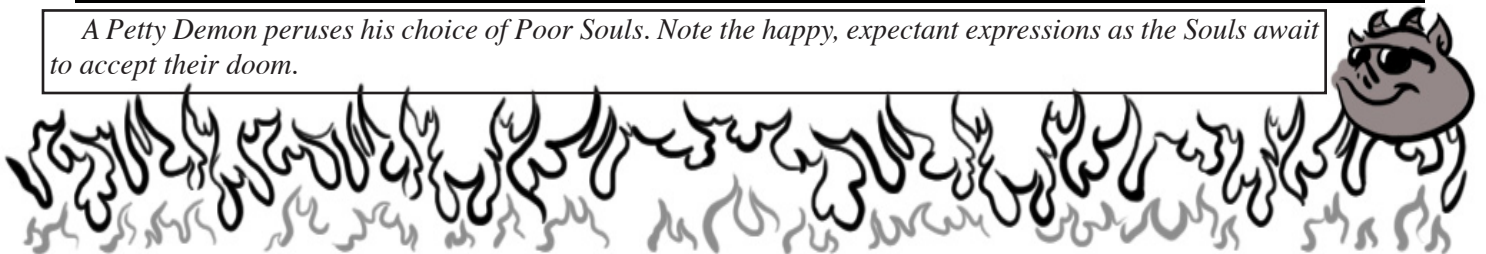
The outer Marks upon your soul are arranged around the star in the center of your Soul File (one at each point). Each Mark is listed with a blank for a description, a box for a number, and a box for a check mark. They include:

- HEAD
- HANDS and/or FEET
- BODY and/or BODY PARTS
- ACCESSORIES N' HOBBIES
- TOOLS N' EQUIPMENT
- MOVEMENTS
- LOOKS
- PERSONALITY
- REPUTATION
- CATCH PHRASE

The Poor Soul chooses one blank Mark and matches it to one response from his Admissions Form, writing a unique description for that Mark. It could be an adjective, a phrase, a cliché. It should be something specific. It better be something chaotic or strange. Try matching HEAD with



A Petty Demon peruses his choice of Poor Souls. Note the happy, expectant expressions as the Souls await to accept their doom.





FRUITS/VEGETABLES and describe it as ‘Pumpkin’ or even ‘Disembodied Pumpkin.’ Viola! Your head is now a pumpkin!

The Poor Soul then passes his Soul File to the Petty Demons, who choose a different blank and write a description for it. The Poor Soul and Petty Demons alternate back and forth to build the Soul File together. What, that doesn’t seem fair? Let me look out the window to see where we are. Oh, yeah. Still Hades. (But take note-- Petty Demons cannot use responses marked ‘Disagree’ or ‘Somewhat Disagree.’) Anyone can use responses from the Admissions Form more than once.

Stop passing the Soul File when there are ten Marks identified. Yes, there will be some blanks left, so those Marks won’t be considered as forming your character. The Poor Soul then chooses two Marks to be labeled at 3, three Marks to be labeled at 2, and four Marks to be labeled at 3.

When storytelling, the Poor Soul can invoke a Mark upon his soul in order to immediately discard an additional number of cards from his personal deck to the card being played from his hand. These bonus discards must be added to the same Story Element as the card from your hand, regardless of their new color(s), and the detail added must be flavored to the Mark being used.

Sound familiar? Yeah, pretty similar to the Petty Demons’ Controller, except this time it works for the Soul’s benefit. Invoke the Mark by placing a check next to the number. You can invoke them at any time you play a card, either through normal play or through interruption, and all checked Marks cannot be activated again until after one side has shed all their cards and the story resolved.

Mom always said to set a good example. Here’s my attempt at one, but you should know I never listen to my mother: Smiley Eye is a Poor Soul whose Mark of MOVEMENT reads ‘Hovers eerily’ with a 1. During the story, D’Elormie the Gothic Ducky flew away with the brie Smiley had to return with. Placing a blue card in the Soul circle,

our Poor Soul describes the quick, frantic movements of Smiley, zipping through the air hoping catching up with the duck, checking off the movement Mark and discarding one additional card from his Soul deck.

Inner Marks

The three inner Marks upon your soul are arranged in the center of the star in the Soul File. These must be left blank until after the first story of the game. Before the second Dealer starts the next Task, the Poor Soul can choose some aspect of the plot or some specific Story Element that was created in the first story. Yup, you guessed it. More subplot buttons! Just like the Inner Buttons on the Petty Demon’s Controller, you should look for ways to carry plot points through from story to story.

Freedom!

A Poor Soul’s freedom works a bit like a Petty Demon’s promotion, too. If a Poor Soul has escaped two Circles, he can re-invoke one Mark upon his soul. If he’s escaped four Circles, he can re-invoke two, and if he’s escaped six, he can re-invoke three. Once he’s escaped eight, there’s only one more Circle to go! And yes, he can re-invoke four Marks at that time.





Chapter Three:

DAMNED GOOD STORIES-- HOW TO PLAY A GAME

The stories you'll create in Infernopolis are limited only by your imagination. So imagine-- you're walking into a room, and you find yourself on a freeway. Suddenly, you're driving a car. Until the road ends, and you find yourself flying through the air. Until the dinosaurs attack. Because they want to give you an ice cream cake. And on and on... Yup, it can be quite an interesting place around here! (Now, if only we could do something about the eternal torment...)

You'll have an opportunity to tell many stories in the course of a game, and to do that, we'll discuss both the Set-Up Phase and the Story Phase with a few more details. After all, the devil is in them. (The details, I mean.)

SET-UP PHASE

1. CHOOSE A DEALER, DEAL THE CARDS

One Petty Demon is designated as the Dealer. Choose the Dealer by age, group vote, arm-wrestling, or blackmail. Or there's always the random way-- each Petty Demon cuts the deck and reveals the bottom card; the highest value wins the deal. After the first hand/story, the deal passes to the Petty Demon to the left.

Deal cards to each Petty Demon, including the Dealer. Deal a personal deck for the Poor Soul. The Poor Soul draws from this to create his hand. (See "Set Up the Game Table," page 2.)

2. CREATE A TASK

The Dealer decides what Task will set the objective for the Poor Soul's story.

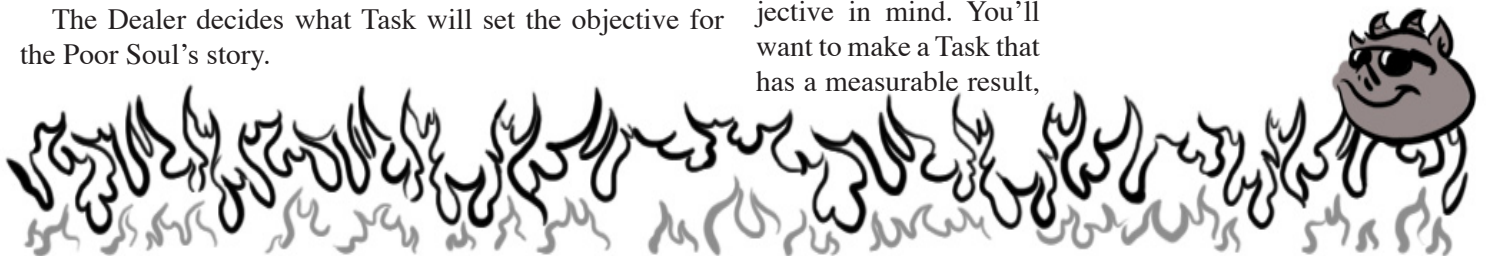
The best Tasks can be simply stated in a few words. This provides a clear objective for the Poor Soul and a wide platform to base subsequent additions/embellishments. All Tasks must start with a verb, such as "Throw a ring into a volcano," "Destroy an empire's super-weapon," or "Win the big game in the final quarter." It helps that these Tasks inspire quest-like, epic adventures, but they don't have to. Tasks could also be "Finish this report by the end of the day," "Take the girl to the dance," or "Eat all your vegetables."

Advanced storytellers will find a story behind any verb. However, most players may find it helpful to create verb phrases that have an objective in mind. You'll want to make a Task that has a measurable result,

Verbs?

Here's a list of verbs that make great Tasks:

<i>Avoid</i>	<i>Eat</i>
<i>Bring</i>	<i>Endure</i>
<i>Build</i>	<i>Fight</i>
<i>Capture</i>	<i>Find</i>
<i>Carry</i>	<i>Fix</i>
<i>Catch</i>	<i>Hug</i>
<i>Clean</i>	<i>Lick</i>
<i>Climb</i>	<i>Marry</i>
<i>Collect</i>	<i>Move</i>
<i>Convince</i>	<i>Open</i>
<i>Cook</i>	<i>Pay</i>
<i>Count</i>	<i>Purchase</i>
<i>Deliver</i>	<i>Remove</i>
<i>Destroy</i>	<i>Retrieve</i>
<i>Dig</i>	<i>Run errand</i>
<i>Dispose</i>	<i>Scrub</i>
<i>Do (chores)</i>	<i>Steal</i>
<i>Duel</i>	<i>Take</i>
<i>Earn</i>	





in order that the Poor Soul could reach the required number, wrap up the story, and say “And that’s how I managed to ... Verb.” In other words, the phrase “Compete in the Infernolympics” is *okay,* but a better phrase would be “Win a Gold Medal in the Infernolympics” because that objective has a more measurable end result.

Time for a pop quiz! (Notice my evil cackle?) Which would make a better Task-- A. “Ponder the mysteries of the universe” or B. “Replace every white light bulb in the circle ward offices with a red one”? Sorry, the answer was C. “Lower every building in the block three inches.” (There’s that evil cackle, again.) But we would accept B as well.

3. DEAL OUT THE TASK

First, the Dealer assigns a Circle number to the Task, ranging from 1 to 9. If the Poor Soul fails to accomplish the Task at the end of the story, this Circle can be “claimed” by the Petty Demons. As such, the Dealer would likely assign a Circle he would like to claim.

In assigning this number, add one card from the draw pile to the Poor Soul’s personal deck. If you flavored the Task according to a button on your Controller, place a check mark by the button and add that number of additional cards to the Soul Deck.

Example: Larry the Dealer announces this will be a Task for the 1st Circle. He goes for the old standby and calls over our Poor Soul, handing him his paperwork and a small ring. “Throw this into a volcano,” he states, hand-waving a dismissal. He deals four cards onto the Soul’s personal deck-- one card for assigning the Task and three for flavoring it according to his number 3 “Fantasy Literature Buff” button, which he checks off as used.

STORY PHASE

1. THE POOR SOUL TELLS HIS STORY

The Poor Soul leads the Story Phase, so he begins telling his story. (If you get stuck, there’s always the standard

opener: “Once upon a time.”) He builds the story by adding details of People, Places, Things, and Soul, and by placing cards from his hand into the appropriate colored circle as he does so.

Add a sentence or two for each detail, but you cannot play two cards for one sentence. You can play EITHER one red/”person” element OR one green/”thing” element if you add one sentence where your roommate (a person) does the dishes (things), but not both. You’ll have to add an additional sentence to play that additional card.

The Poor Soul can continue adding sentences, discarding any number of cards in any order as needed to build the story, until he either is interrupted, chooses to pass, or runs out of cards (and thus forced to pass). He loses control of the story to the next player (the Petty Demon to his left), and fills his hand back to its full size from his personal deck.

A Petty Demon can choose to play a card in a similar manner (embellishing/adding to the story with a Story Element) or can choose to pass. Petty Demons can only play one card at a time, and they do not refresh their hand. (The characters of Petty Demons aren’t, technically, direct participants in the Poor Soul’s story. Instead, they work indirectly, defining the Poor Soul’s world with their Controller and guiding Elements, like supporting characters and props, here and there in their own favor.)

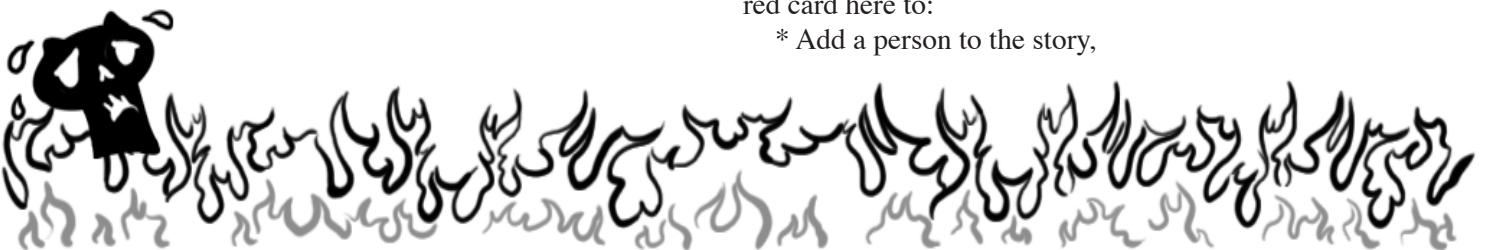
2.0 THE STORY ELEMENTS

Any card can be played in the circles representing the Story Elements-- either numerical cards (0 - 9) or action cards (Skip, Reverse, +2 Draw) or wild cards (Wild, and Wild +4 Draw). All cards are equal in terms of effectiveness-- those ACME rocket skates would be just as effective (defective?) with a Green 9 as with a Green 0. Similarly, while action cards may allow special interruptions (additions) during the story, it doesn’t dictate characters failure (subtractions).

2.1 THE STORY ELEMENTS: PEOPLE

The red circle is for the Story Element of People. Place a red card here to:

* Add a person to the story,





- * Describe people already in the story,
- * Detail the actions of people in the story, or
- * Narrate the dialogue among people in the story

Suggested 'people' include:

- * Friends and allies of the Poor Soul
- * Enemies of the Poor Soul
- * Bystanders
- * Police/peacekeepers
- * Businessmen/shop clerks
- * Love interests
- * Tourists
- * Former celebrities
- * Political figures
- * Used car salesmen
- * Characters from other games

I shouldn't have to point out that this *is* the afterlife, so if you start adding people from 'real life' (whatever that is), you should use only those already deceased or a near approximation of such.

Note: The Poor Soul can't use the red cards to narrate details about himself. Yes, it's true that he is a 'person' in the story (notice that I'm using finger quotes), but the red circle is used to narrate the supporting characters and extras, not the main character. Instead, the Poor Soul is probably using an item (green circle) or describing a feeling/aspect (blue circle).

2.2 THE STORY ELEMENTS: PLACES

The yellow circle is for the Story Element of Places. Put a yellow card here to:

- * Establish the location of the story,
- * Describe the details of the setting,
- * Note the time of day/night,
- * Add to the details of weather, or
- * Change the scene.

Suggested 'places' include:

- * The Circle Ward office buildings
- * The Poor Soul's apartment

- * A lake of fire
- * High school
- * Downtown
- * Uptown
- * Lonely stretch of highway
- * Islands floating in the sky
- * Carnival
- * Caves
- * Desert
- * A cold, white room
- * Coffee shop (I recommend Frank's Place.)

As you can see, the world of Infernopolis has any variety of locations, seeing as how we've updated the place since ancient times. You might remember such places as Malebolge and the city of Dis? They're around here somewhere, but rarely attended. It used to be that the fanciest place you could go would be the swamps along the river Styx. Now it's all residential highrises. Don't it always seem to go... they've paved perdition and put up a parking lot.

2.3 THE STORY ELEMENTS: THINGS

The green circle is for the Story Element of Things. Put a green card here to:

- * Grab a prop,
- * Add an item to your inventory,
- * Hitch a ride on a mount or vehicle,
- * Get a pet,
- * Use a weapon, or
- * Interact with the scenery.

Suggested 'things' include:

- * Clothing, accessories
- * Weapons, instruments
- * Money
- * Insects, animals
- * Sporting equipment
- * Kitchen utensils
- * Memos
- * Rolls Royce Phantom II, 4.3 litre, 30 horsepower, six cylinder engine, with Stromberg downdraft carburetor





2.4 THE STORY ELEMENTS: SOUL

The blue circle is for the Story Element of feelings/aspects for the Soul. Put a blue card here to:

- * Declare your emotional state,
- * Define your personality/quirks,
- * Describe your appearance,
- * State your convictions/ambitions,
- * Create your status/connection relating to other characters, or
- * Describe the quality/extent of your actions.

Suggested 'soul' feelings/aspects include:

- * Fear of heights
- * Dislike of anchovies
- * Love for your girlfriend
- * Laziness
- * Obsessive-compulsive quirks
- * Being shy
- * Losing your temper
- * Expressing doubt or hope
- * Being quick (or slow) in action
- * Failing (or barely making) an action
- * Wildly succeeding in action

This category can make the difference between a boring "go there, do that" kind of story and one that's epic and inspiring. Petty Demons like this category, since it can force a failure or success (aspects of the Poor Soul's action.) Poor Souls like this category, because it can strengthen relationships between characters and give the player more options for the inner Marks upon his soul (becoming subplots that can affect card play.)

Note: These feelings/aspects should be descriptions of the Poor Soul. Use the red circle for the appearance and behavior of other characters (supporting characters and extras.)

3. INTERRUPTIONS

There are three ways to interrupt control of the story.

The first is to play a card that matches the assigned Circle

of the story. You must, of course, add a sentence matching the Story Element of the color. So in the previous chapter's example of Larry's "Throw this ring into the volcano," the Dealer tied it to the 1st Circle. So if you had a red 1 in your hand, you could interrupt any player at any time. Wild cards may be used in this manner.

Example #1: The Poor Soul is trying to rent a car to drive to the volcano so he can throw a ring in it. He finds a car, playing a green card. Larry interrupts, playing his red 1 and declares, "Yes, AND THEN ... the used car salesman suddenly appears from out of nowhere, assuring you it's a beauty and available at a reasonable price." Alternatively, if Larry was narrating the a car salesman's sales pitch, the Poor Soul could interrupt with a blue 1 and say how it's obvious the Soul isn't 'buying' it.

The second way is to play a card that matches the numerical value of a card just played. You must play it directly after the person you are interrupting, although the interrupting card can be played in a different circle (it doesn't need match the color of the card you are matching.) And you must, as always, add a sentence. Wild cards may be used in this manner, too.

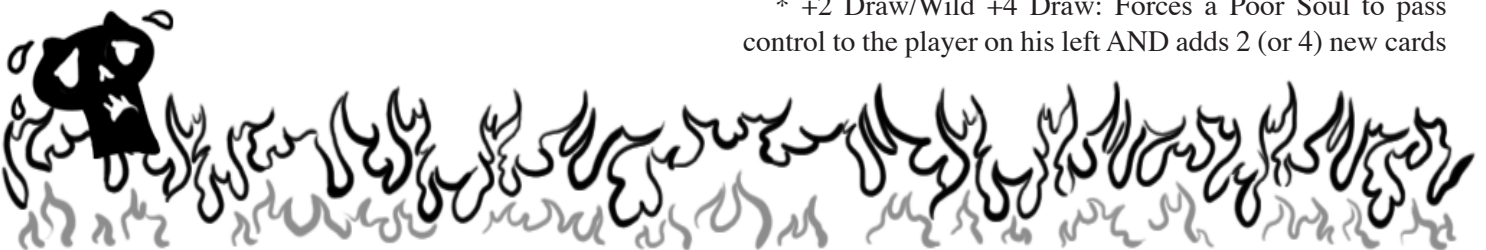
Which brings us to Example #2: During an '8th Circle story,' the Poor Soul plays a yellow 3, changing the scene to a train car. A Petty Demon interrupts, playing a blue 3, and butting in with a "Yes, AND ... it's packed like sardines--making you feel claustrophobic!"

In both cases, although an interruption was made to the story, the control of the story remains uninterrupted-- it's still the Poor Soul's 'turn,' and he continues narrating the story after the interruption.

The third way, however, is to play an action card. This both interrupts the story and the control of the story.

* Skip: Forces the Poor Soul to stop narrating and pass control to the player on his left. If played against a Petty Demon, this card skips over the next available Demon, preventing him from play.

* +2 Draw/Wild +4 Draw: Forces a Poor Soul to pass control to the player on his left AND adds 2 (or 4) new cards





to his personal deck from the draw pile. If played BY a Poor Soul, the Poor Soul can do the opposite-- maintain control of the story AND add to the opponent's hand of his choice with two (or four) cards from his personal deck.

* Reverse: Forces the player to pass control to the person who added the Reverse card, even if it means skipping over other players.

Action cards must match the color of the card just played. Add a sentence when playing any card, then follow the special instructions. Wild cards may be not be used as action cards.

BUILDING GREASED LIGHTNING

- (A) The Poor Soul plays a green 7. "Then I open the garage, revealing my bright red car."
- (B) The Poor Soul plays another green, a 3. "Naturally, it's a convertible, so I vault over the top and into the drivers' seat."
- (C) Petty Demon #1 plays a green 3 as well, interrupting. "But when you try to start the car, it doesn't work!" (The Poor Soul's control over the story has been interrupted, so he refreshes his hand with one card.)
- (D) Petty Demon #2 plays a Wild card to the same circle, adding another interruption immediately. "This isn't surprising, since the insides have turned into hamburger!" (This allows the Dealer to tick off the "Many Forms of Hamburger" number 2 button on his Controller. He adds 2 cards from the draw pile to the Soul's personal deck.)
- (E) Petty Demon #3 plays a green +2 Draw. "And the headlights are French fries!" He adds 2 more cards to the Poor Soul's deck, and the story finally reverts back to the Poor Soul.
- (F) The Poor Soul picks up the story with a blue +2 Draw. "Oh, crap. Starches." He makes a disgusted face. But he can take two cards from his personal deck and put them into the hands of his opponents. He continues the story, now as the proud owner of a McChrysler...





4. ENDING THE STORY

There's really only two ways a story will end.

My favorite? Perhaps, one by one, the Petty Demons whittled down their hands, until the last Petty Demon played his last card! The control of the story stays with him who played the last card, and he can wrap up any Story Elements/plot points as he sees fit. But his last line is usually some variation on-- "and that's how the Poor Soul failed to ... (whatever)!"

Of course, there's the other way, when the Poor Soul has no more cards (both from his personal deck and hand.) In that case, control of the story stays with him, and he can wrap up any Story Elements/plot points that are important to him, and usually to his benefit, dang it. Since he's got the final word, he usually wraps it up with "and that's how I managed to ... (whatever)!"

There's always the next story, of course. But before that, adjust your character sheets to reflect any promotions (the Dealer claims the Circle if the Poor Soul failed) or any freedoms (the Poor Soul escapes that Circle if he succeeded.) Add any Story Elements like subplots or recurring characters you'd like to see to the inner buttons/inner marks on the respective sheets. And, whoever wins, enjoy a brief time of gloating.

Optional Rule: If you already have claimed/have freedom from the Circle at stake, you get a "free choice," and can claim/earn freedom from a Circle that wasn't at stake. For example, the Poor Soul already has freedom from Circles 1, 3, 4, and 7, but he wins again in a story that the Dealer staked at the 7th Circle! In this case, the Poor Soul earns freedom from a different Circle that he needs-- 2, 5, 6, 8 or 9.





Chapter Four : STORYTELLING--

TIPS AND TRICKS

This section is primarily for those Poor Souls who are really the center of our stories. In many ways, you will be the envy of the Petty Demons, who largely just sit back and influence the world around you.

Telling stories can be difficult, though, so just in case you need some added inspiration (or just to quell that quivering stomach of yours), here are some storytelling tips and tricks.

The Ten Commandments

No, not *those.* These:

#10 THOU SHALL BEGIN AT THE BEGINNING

It can be hard to start the story from scratch, so just start with the beginning. Are you at home when you receive the Task? How did the information arrive? Are you in the Circle Ward Offices' waiting room? Did you get a call at whatever passes for a home? What did that look like?

#9 THOU SHALL TAKE THINGS STEP BY STEP

Even the simple chores can require a lot of step by step procedures. Collecting eggs from the chicken coop means that you first have to get dressed with overalls and boots. And getting dressed means opening the closet. Suddenly you got a side quest-- where exactly is the closet, and did you remember to your clothes in there yesterday?

#8 THOU SHALL GET HURT

When stuck for details, throw in some action. Some *dan-

gerous* action. Remember, you *can't* die-- this is already the afterlife! Expect to be blown up, run over, knocked around, and set on fire. You can always wake up the next moment in your bed, or just stand there like a pile of soot with only two blinking eyes visible.

#7 THOU SHALL BE FRIENDS WITH METAPHORS

And similes. Blue cards (Soul) can be easily played if you think in terms of metaphors and similes. "I'm feeling about as anxious as a snowman on a sunny day" or "I feel like I've just stepped on a griddle with butter shoes" or "I'm suddenly as tired as that guy in first period who always sits in the back." The same goes with describing the setting (yellow cards) and your best friend (red cards) or that thing you had for lunch (green cards.)

#6 THOU SHALL 'GO DEEP' JUST AS MUCH AS YOU 'PUSH AHEAD'

Not every card you play must take you one step further in achieving your goal. Many cards can be played by simply staying put and exploring the depth of the scene you're in at the moment. Similar to #7, take some time to describe the scenery or situation. Sure, you might be scrambling through a labyrinth, avoiding a ravenous Minotaur. But why not use some red cards to start a dialogue with the love interest that's scrambling next to you? "So, where do you see this going? 'Us,' I mean. Not the corridor."





#5 THOU SHALL AVOID THE CHEAP SHOT

When suddenly faced with the enormity of a mental blank, many people go straight for the cheap shot, the crude humor, and/or the innuendo. That might be fine for a one-liner or a knee-jerk response, but to build a framework for an entire story and to create potential subplots and recurring characters, you'll have to find something more ... substantial.

#4 THOU SHALL MAKES THINGS WORSE

Save describing the ultimate objective until the very end, after the last card. After all, the story won't end suddenly if you rescue the princess with the very first red card you play. Make it a mantra: 'Always add.' Since, it gets worse before it gets better, you might as well help it along, right? This is the key to improvisational stories, that you always start your part to the story with a 'yes, and...' Add some new piece of information, some kind of complication, or obstacle, that will make the situation more complicated, because that's the better story. Look for ways to compound problems, and by the time you work your way through the lists of problems, you're main task might get solved along the way!

#3 THOU SHALL BE HUMBLE

Just accept what's happening to you. That might sound weird, but realize that it's not the same as giving up. With so many visions of the afterlife shaping the story at the same time, the story will break down unless everyone accepts things as they come. Yes, you'll try to shape the story to your own vision, but you must also incorporate things that the other storytellers shape, too.

#2 THOU SHALL TELL A STORY

That might sound obvious, because this *is* a storytelling game, after all, but a *real* story has stuff beyond simply accomplishing a task. Try to introduce conflict between characters. Create your own antagonist with a red card, or at least create an annoyance. Conflict vs. others (red cards), conflict vs. environment (yellow cards), and conflict vs. self

(blue cards) are all rich sources of storytelling. But don't introduce all of that at once! Pick a single aspect to explore as a thread through one story. This is especially powerful when combined with #4!

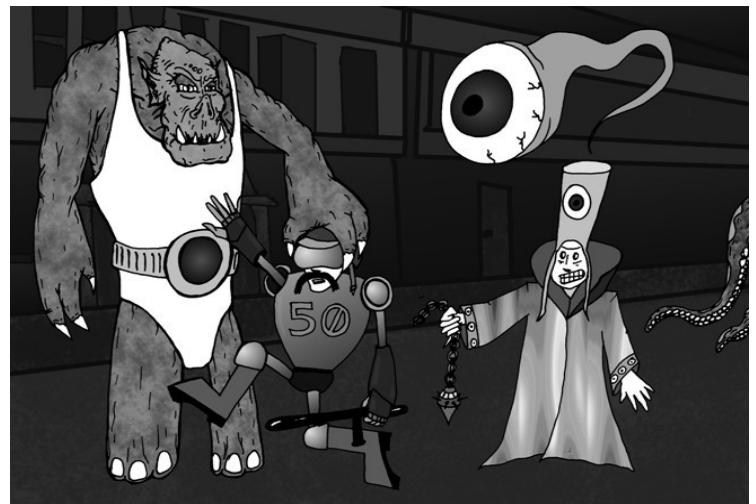
#1 THOU SHALL NOT TRY TO BE FUNNY

The number one rule? Yup. Don't force the funny; it never works. Trust me. Instead, be true to the character of the Poor Soul, but add all kinds of strangeness around him. Be random, maybe a little absurd, but treat the strangeness with familiarity. This will make your stories more enjoyable, and an enjoyable story is what will make everyone laugh without having to "force" it.

Example Plot Hooks 'n story elements

For both Poor Souls and Petty Demons, it might be helpful to look at some visual aides for inspiration.

File this one under "*Toy Soldiers*," but punch anyone in the arm who starts singing the 80s tune.



Task: Make Otto the Ogre put his toys away, and his toys include Sergeant McDoof of the Infernopolis police department.

Poor Soul suggestions: Smiley Eye,





who Hovers Eerily, Beholds Beauty, Loves Staring Contests, Fires optic lasers, and Can't Talk, among other things.

People to meet: The EyeBishop of Cata-ractbury, Otto (a former pro wrestler), Sgt. McDoof, Otto's mom Repugna (also former pro wrestler), Repugna's boyfriend Edmund (a perfume counter salesperson)

Places to go: Suburban apartments, Otto's room

Things to create: Random tentacles, Otto's other toys, Otto's toy box, McDoof's fake moustache, the EyeBishop's Eye-Mac

Soul stuff: Sympathy of Otto, Fear of Edmund, Enjoyment (or annoyance or impatience) when playing along with Otto

File this one under "We Love LA," and congratulate anyone who actually knows the rest of the lyrics.



Task: Drive your boss to the airport, and the highways have become a gnarled maze, and you have to use a rickshaw, and the terminal's missing.

Poor Soul suggestions: Tuttle Whacks, who Resembles George Costanza, Talks With a Lisp, is Nearsighted, Loves Mangos, Waddles When He Walks, and Bounces Like Rubber, among other things.

People to meet: the Boss (that IS his real name), carpoolers, teens from the 50s who want to drag race, female commuters putting on their makeup

Places to go: the highways, fast lane, forks in the road, intersections

Things to create: Potholes that contain surprises, traffic signs that elicit new and absurd rules, semis, motorcycles, elephant caravans

Soul stuff: Confusion, frustration, impatience, tiredness, and of course: road rage!

File this next one under "No, ma. Sometimes vegetables are BAD for you."



Task: Eat all your vegetables, and you are the size of a carrot, and the carrot is protected by the Carrot God, Bunnharta.

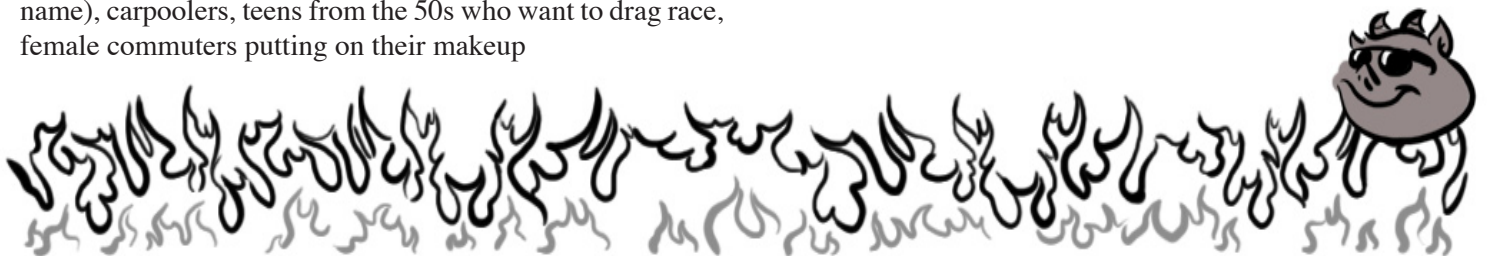
Poor Soul suggestions: Weird Jack, who has a Vacant Stare, a Beard with Stuff In It, is Good With Numbers, and Speaks With Scottish Accent, among other things

People to meet: Mr. Fish, a representative of the Diminutive Organization of Animalheads; Bunnharta, a multi-eared, pot-bellied demon

Places to go: Temple/Burrow of Bunnharta, the crispier inside your refrigerator, vegetable farm

Things to create: Rifle with carrot peeler bayonet, altar to Bunnharta, anti-vegetable helmet

Soul stuff: Dislike of veggies, dislike of audits, fear of bunnies.





Example of Play

There are four players-- the Poor Soul (conveniently named Souilly McSoul) and, starting from his left, the Petty Demons (Primo, Secundo, and Trio).

Secundo is the Dealer, and after dealing 7 cards to his fellow demons and 21 cards to the Poor Soul, he sets the stakes as the 9th Circle. Finally, he adds one additional card to McSoul's deck for the Task to Deliver a Cake to Captain Ahab. (It was all he could think of after English class yesterday.) He also complicates the matter by activating his #2 "Laws of Physics" button, making it an anti-gravity cake. "Oh, so it's a "lite" cake," everyone groans, but two more cards are added to McSoul's deck, which now stands at 24.

With a smile, McSoul metaphorically rolls up his sleeves and starts the story. He doesn't have a green ('things') card, for the cake, but he does have a yellow (places.) Remembering tip #9, about going step by step, McSoul begins, "Well, I knock on the door of the bakery, waving my invoice in front of the window." (He plays a yellow 1.) "Hey! I'm here for a cake? A lite cake?" (He plays a red 3.) "The door opens just a crack, and I see a huge mountain of a man on the other side. 'What's the password! Who sent you?!' he breathes."

Trio jumps in with a blue 3, interrupting. "You are totally overwhelmed with fear!" Since it was just an interruption, control stays with McSoul, so he can't refresh his hand but may resume the story. Now, however, he acts appropriately scared, since he is, you know, overwhelmed with fear. "Oh, okay. 'Gulp! Uh, sir! Don't hurt me! Really!' But the baker is tapped on the shoulder, and it's (note the pause for dramatic effect) NAPOLEON BONAPARTE!" McSoul throws down a red 7, introducing a new Person. McSoul can also check off a #2 mark on his Soul File labeled "Works Well With Dictators." He discards two cards from his personal deck.

Secundo interrupts with a yellow 7 (places). "And, uh, Napoleon escorts you into the kitchen, which is more like a huge cavern with several-story-high ceilings and stuff out of a Frankenstein lab."

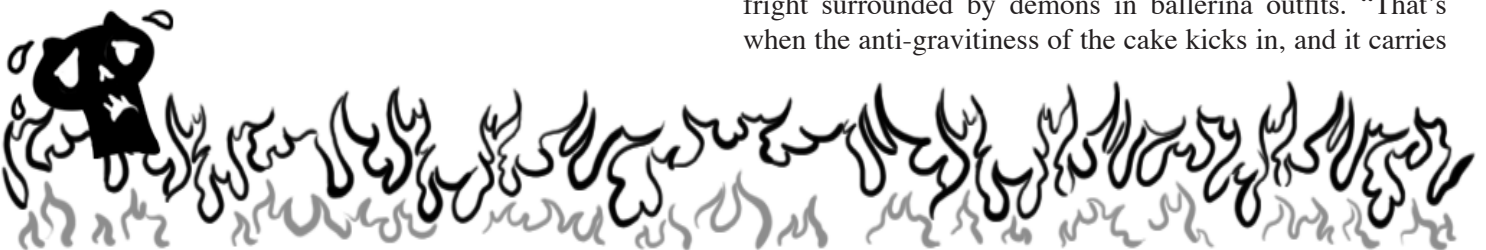
McSoul continues with a green 4 to describe the Thing. "So, you 'ave come for Cap-i-tan Ahab's cake, oui? Well, zair she ees! The cake is three layers tall, but each layer is massive and huge, higher than any wedding cake! It has blue icing like an ocean, with little white whales and frothy, looping icing on the sides." McSoul plays a red 8, building on Napoleon as the Person. "Napoleon is proud, saying it's his 'greatest cre-a-tion! Manifique! If only he had discovered the wonders of baking before he tried conquering the world!" Trio interrupts again, remembering the other guy in the scene and how he was acting before. He plays a Wild as a red, saying that the other baker-slash-bouncer comes rushing in, shouting "Boss! We gotta get outta here! They're coming!"

Back to McSoul, now McSoul's left with only two cards in his hand-- a blue 9 and blue Reverse. He plays the blue 9 with "Gulp! All my fear comes flooding back-- both from the Bouncer Baker and from whatever it is that has him spooked!" Feeling like he'd rather save the blue Reverse, he passes. Primo gets control of the story, while the Poor Soul refreshes his hand.)

Primo plays a yellow 6, Places. "Quick! Out the back! Napoleon, the Bouncer Baker, and McSoul run out into the alley!" McSoul plays a yellow interrupt, a Skip. "STOP! I run back into the kitchen to grab the cake ... THEN run back into the alley." Everyone laughs at this, as if the kitchen remained empty for a few beats, and McSoul awkwardly and slowly tiptoed back in to remember the cake.

Because Primo played the one card allowed for his control, the Skip now skips Secundo, and Trio plays. Also with a yellow-- a 3. "Everyone runs through the alley and into the building across the way-- where there just so happens to be a ballet performance on stage." The Dealer's (Secundo's) Controller #1 button has "Ballet," so Trio's detail allows Secundo to add another card to the Poor Soul's deck. His one card played, it's back to McSoul.

McSoul plays another blue card, a 5, struck with stage fright surrounded by demons in ballerina outfits. "That's when the anti-gravitiness of the cake kicks in, and it carries





me upward into the catwalks above the stage” with a yellow 1... “Oh crap. ‘I wish I had a dollar!’” He cheesily hams it up, ticking off his ‘Catch Phrase’ Mark on his Soul File and discarding 2 cards from his deck. McSoul now plays a red +2 Draw, describing how the Bouncer Baker takes aim and starts firing an icing-gun at the rising McSoul. Ha! “I didn’t know cakes rose *after* they baked!” Everyone groans again, and the +2 allows McSoul to place two cards from his personal deck into someone’s hands-- in this case, Trio. Primo is primed, though, to plays his green 9 as an interrupt (it is the 9th Circle, after all) with some very hungry bats hanging in the rafters...

At this count, McSoul has a total of 11 cards left in his hand and personal deck, and the Demons collectively still have 15. Oooh, the tension!

Advanced Rule: Deals with the Devils

More advanced players might appreciate an added bit of strategy-- where the Poor Soul is allowed to make a “deal with the devil” and team-up with a Petty Demon to help him win that story-round! And if such a Soul/Demon team-up wins, they BOTH can claim TWO Circles of Infernopolis-- the one at stake for that story plus another of their choice (no other “losing” Petty Demon can claim a Circle that round). There is a risk, of course. If the partnership fails, they both LOSE one Circle they have previously claimed, whereas the other Petty Demons claim the Circle as normal.

It starts after the Dealer has created the Task and before the Poor Soul begins the story. The Poor Soul extends an offer to any one Petty Demon to team up together. If the Petty Demon accepts the offer, the two will attempt to get rid of the Poor Soul’s cards together. Any time the Poor Soul plays a card, the Petty Demon can ALSO discard a card of matching numerical or action value from his hand, placing it face down in front of him. And, any time the Poor Soul refreshes HIS hand, he can refresh his partner’s hand immediately afterward, also with cards from his personal deck. As always, once the Poor Soul empties his hand and his personal deck, he wins!

Note that these partner-discards don’t require added narration nor do they count as an interrupt-- they are just used to potentially burn through the cards more quickly.

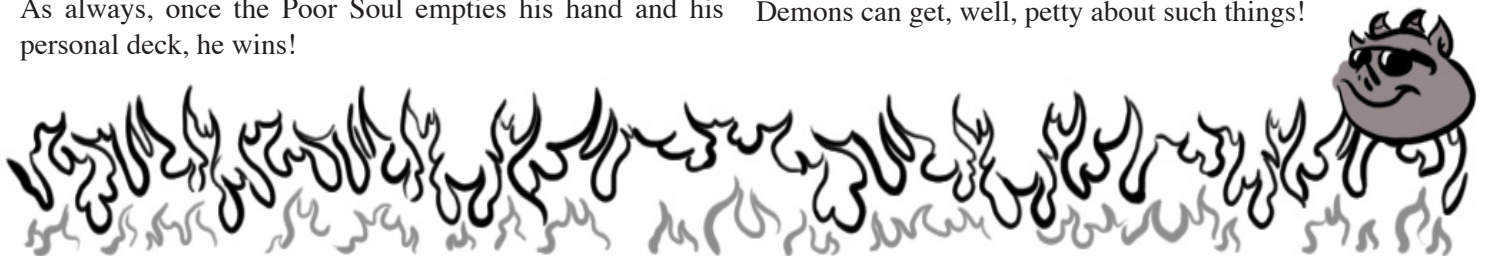
So, if the Poor Soul discards a yellow 8, describing a broom closet he’s ducked into, the Petty Demon he’s partnered with can discard either the green 8 or red 8 that’s in his hand. Let’s say they’re really lucky, and the three cards the Poor Soul uses to build his story are all matched by three cards discarded by his partner. Then, when the Poor Soul passes control of the story, he gets to draw six cards from his personal deck-- refreshing three for his hand and three for his partners’.

Just remember-- even though the two players might be partners, that doesn’t mean they’re allowed to KNOW what each other has in their hand! Any “table talk” should be dealt with immediately and harshly. I leave it to your discretion.

Breaking it down:

- 1) The Poor Soul asks any Petty Demon of his choice if he’d like to partner up before the story begins. If not, no harm, no foul. There’s no limit to the number of Petty Demons he can ask. Even the Dealer’s game, if he’s up for it.
- 2) Any time during the Poor Soul’s narration, the Petty Demon can discard one card from his hand if it matches the value (not color) of the card played. These discards don’t have to prompt details, nor count as interruptions. (Although they might give people ideas!) Any time the Poor Soul refreshes his hand with cards from his personal deck, he similarly refreshes his partner’s hand at the same time.
- 3) The Petty Demon-Partner may still participate in the storytelling, if interrupting or if receiving control of the story as during normal play. However, he must add details to the story in favor of the Poor Soul’s desired outcome.
- 4) In order to win and finish off the story, the Poor Soul must get rid of all his cards from his own hand and personal deck, even if his Partner-Demon still has a few!

Pretty soon, as more and more deals are brokered, things can get pretty interesting when everyone has different Circles to claim. Be careful when making deals-- sometimes Petty Demons can get, well, petty about such things!

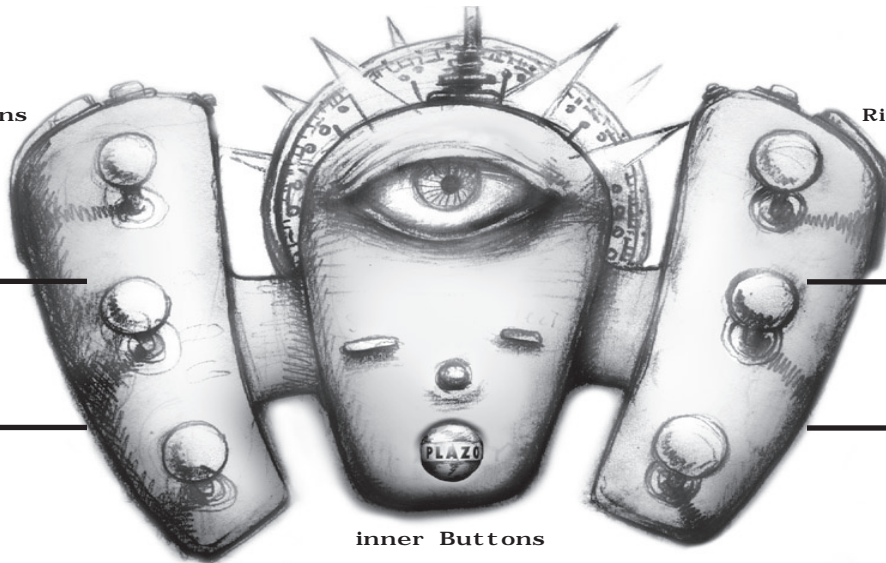


Petty Demon Controller

OWNER: _____

Left Outer Buttons

Right Outer Buttons



#3

#3

#2

#2

#1

#1

inner Buttons

#3

#2

#1



Controller Requisition Form

Please answer according to your best recollection or according to your neighbor's answers, whichever is correct. Choose at least 2 Nevers, 2 Seldoms, 2 Usuals, and 2 Alwayses.

* Do you prefer to use LACKEYS/HENCHMEN?

(Never) (Seldom) (Usually) (Always)

* Can you give clear direction to EXTRAS/BIT PLAYERS?

(Never) (Seldom) (Usually) (Always)

* Are you likely to TRANSFORM things/people into other things/people?

(Never) (Seldom) (Usually) (Always)

* How often do you work with FOOD?

(Never) (Seldom) (Usually) (Always)

* Do you find SCIENCE FICTION fascinating?

(Never) (Seldom) (Usually) (Always)

* Do you like ANIMALS?

(Never) (Seldom) (Usually) (Always)

* Are you concerned about the WEATHER?

(Never) (Seldom) (Usually) (Always)

* Do you find yourself talking to FICTIONAL CHARACTERS?
(Never) (Seldom) (Usually) (Always)

* Do you repeatedly break LAWS OF PHYSICS?
(Never) (Seldom) (Usually) (Always)

* Are you familiar with PUBLIC FIGURES?

(Never) (Seldom) (Usually) (Always)

* Do you have a favorite ELEMENT (fire, air, ice, whatever)?

(Never) (Seldom) (Usually) (Always)

* Do you consider yourself a BIG CITY person?

(Never) (Seldom) (Usually) (Always)

* Have you ever wanted to live in the COUNTRY?

(Never) (Seldom) (Usually) (Always)

* Are you preoccupied with your WORK PLACE?

(Never) (Seldom) (Usually) (Always)

* Are you currently collecting BAD LUCK CHARMS?

(Never) (Seldom) (Usually) (Always)

* Do you enjoy going to the CINEMA?

(Never) (Seldom) (Usually) (Always)

* How often do you listen to MUSIC?

(Never) (Seldom) (Usually) (Always)

* Is your favorite color PURPLE?

(Never) (Seldom) (Usually) (Always)

* Can you stand FISH?

(Never) (Seldom) (Usually) (Always)



Controller Requisition Form

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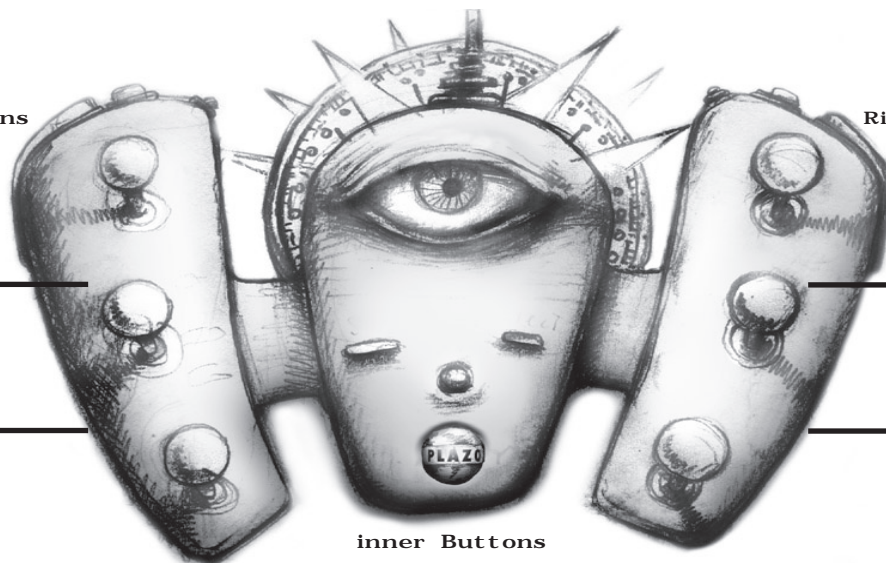


Petty Demon Controller

OWNER: _____

Left Outer Buttons

Right Outer Buttons



#3

#3

#2

#2

#1

#1

inner Buttons

#3

#2

#1



Poor Soul's soul file

OWNER: _____

HANDS AND/OR FEET

HEAD

BODY AND/OR BODY PARTS #

ACCESSORIES N' HOBBIES

TOOLS N' EQUIPMENT #

MOVEMENT

REPUTATION #

#

inner Marks

#2

#1

LOOKS

CATCH PHRASE #

PERSONALITY

Get Out of
INFERNOPOLIS!

Poor Soul Admission Form

Please answer truthfully or falsely, whichever is correct.

Choose at least 4 Disagrees, 2 Somewhat Disagrees, 2 Somewhat Agrees, and 4 Agrees.

- * I have a problem HITTING THINGS.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * I have a problem HITTING THINGS WITH MY HEAD.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * I'm too much of a PARTY PERSON.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * I have a hard time with the color YELLOW.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * I often break into MUSIC.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * I feel compelled to dress FASHIONABLE.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * I have a problem with FRUITS/VEGETABLES.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * I have a problem with SPORTS.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * Sometimes I wish I could just stay at HOME.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)

- * I am often confused for a CELEBRITY.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * I am often confused with a JAPANESE CARTOON CHARACTER.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * I have a problem with NATURE.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * I am often chased by ANIMALS.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * My problems also show up in FANTASY NOVELS.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * I feel the need, the need for SPEED.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * I'm often annoyed by my own BODY PARTS.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * I can't ever find a comfortable TEMPERATURE.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * I have a problem with NUMBERS.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * My FIVE SENSES seem sometimes limited.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * People often criticize my unique TEXTURE.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * People often criticize my unique SIZE/SHAPE.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * I use other peoples' OFFICE SUPPLIES as my own.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)
- * I think there should be an option labelled OTHER.
(Disagree) (Somewhat Disagree) (Somewhat Agree) (Agree)

Get Out of
INFERNOPOLIS!

Poor Soul Admission Form

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Poor Soul's soul file

OWNER: _____

HANDS AND/OR FEET

HEAD

ACCESSORIES N' HOBBIES

MOVEMENT

LOOKS

PERSONALITY

BODY AND/OR BODY PARTS #

TOOLS N' EQUIPMENT #

REPUTATION #

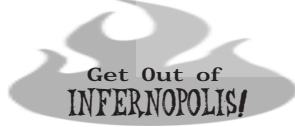
CATCH PHRASE #

#3

#2

#1

inner Mar ks





THE END

THANK YOU FOR STOPPING BY!
WE HOPE THAT YOUR VISITS THROUGH INFERNOPOLIS WILL BE A PLEASANTLY
HORRIBLE ONE



IF YOU THOUGHT THE AFTERLIFE WAS A FUNNY BUSINESS,
YOU'D BE RIGHT!



Get out of
INFERNOPOLIS
A STORYTELLING GAME OF IMPROV & ABSURDITY

INFERNOPOLIS IS A PRETTY HELLISH PLACE, BUT THE STORIES THAT GO ON DOWN THERE
ARE PRETTY HILARIOUS!

ONE PLAYER TELLS THE STORIES OF A POOR SOUL WHO'S TRYING TO FIND HIS WAY OUT! THE
OTHER PLAYERS ARE THE PETTY DEMONS WHO COMPLICATE HIS STORIES WITH INTERRUPTIONS
AND EMBELLISHMENTS!

SURREAL, OFTEN RANDOM, AND INVARIABLY ABSURD, GET OUT OF INFERNOPOLIS USES
THE LINO® CARD GAME TO HELP PROMPT YOU. YOU'LL BE CREATING UNIQUE, HYSTERICAL
IMPROV STORIES EVERY TIME!

WRITTEN BY **DANNY WALL**
ILLUSTRATED BY **MATT COWENS** AND **MIKE WEBER**
FORGED IN THE FIRES OF **GAME CHEF 2008**