

Fizzpig

Fizzpig is a cooperative party game for **3+ players** who are willing to be foolish.

Theme

The players are all Cultists, attempting to summon a Greater Daemon - *Fizzpig* - to destroy the universe. Fizzpig is capricious, and must be summoned through ridiculous dancing. As Fizzpig materialises, It creates chaotic effects in this world, warping the Cultist's dances in bizarre ways.

The longer the Cultists can perform their Ritual, the more powerful Fizzpig will be, and the more of the universe will be destroyed.

Screwing up the Ritual isn't the end of the world; *succeeding is*.

Components

There are two types of cards: **Rites** and **Perversions**.

- Rites are things players must do, e.g., "Twerk".
- Perversions are things which alter the way the Rites are performed, e.g., "While Maintaining Eye Contact".

Set Up

1. All players stand in a circle.
2. Separate Rites from Perversions, and place both decks in the centre of the play space.
3. Decide who will be the first **Ritual Leader**.
4. The Ritual Leader draws 3 Rites, and memorises them in order. These are discarded face down into the **Ritual Pool**.

Playing the Game

The Ritual Leader performs the 3 Rites in sequence.

The next player clockwise draws a Perversion, memorises and discards it into the Ritual Pool. They then perform the Rites the Ritual Leader has shown with that Perversion applied.

Play continues clockwise, with each player performing the ritual Rites with a Perversion applied, until the player to the right of the original Ritual Leader's turn comes. This player becomes the new Ritual Leader.

This new Ritual Leader adds a Rite to the end of the sequence by drawing a new Rite card, and play continues.

Every time a player forgets a Rite, pauses for too long between their Rites, or in any way disrupts the Ritual, they lose a Life. The team of Cultists has 3 Lives.

Ending the Game

There are 3 possible end conditions for Fizzpig - any one of these can end the game:

1. All 3 Lives are lost.
2. A round completes with 10 Rites in the sequence.
3. All Perversion cards are used.

Regardless of how the game ends, the number of cards in the Ritual Pool is the team's score.

We encourage players to keep track of high scores.

The team of Cultists "win" if their score is higher than 50. Fizzpig is summoned at full power, and the entire universe implodes. *Good job*.

If the team's score is less than 50, some people (regrettably) survive.

Example of Play

Alex, Ben, Tom, and Stephen are playing, in that order.

Alex is the Ritual Leader, and draws three Rites, memorises and discards them to the ritual pool: The Rites are **Spin**, **Flap**, and **Kick**. Alex then acts them out.

Ben then draws a Perversion: **While Lying Down**. Ben lays down, spins around on the spot, flaps his arms, and kicks into the air. Ben then stands back up, and discards the Perversion into the Ritual Pool.

Tom then draws a Perversion: **Reverse Order**. Tom kicks forward, flaps his arms, and spins around. Tom discards the card into the Ritual Pool.

Stephen, being the player to the right of the Ritual Leader, becomes the new Ritual Leader and draws a new Rite: **Air Guitar**. Stephen performs all the previous Rites, and ends on an air guitar.

Alex then draws a Perversion, and play continues. The team's score increases with each card successfully enacted, until an end condition is met.

Advanced Play

If your team is composed of EXTREME CULTISTS, you can play in hard mode: players may elect to draw multiple Perversions at a time, and must complete the Rites with all Perversions applied simultaneously. All Perversions are then discarded and added to the Ritual Pool.

Only for true nihilists.



ANGRILY

rites



AIR GUITAR

PERVERSIONS

AIR GUITAR

BAT EYELIDS

BELLOW

BREAKDANCE

DOWNWARD DOG

CLAP

CHICKEN WINGS

CAN CAN

ELEPHANT TRUNK

EYEROLL

FACE PALM

FART NOISE

FLIP THE BIRD

FLEX

FLAP

FIST PUMP

GIGGLE

GOLF CLAP

GRUNT

HANDSHAKE

IRISH JIG

HOOT

HIGH FIVE

HEAD BANG

JUMP

KICK

LAUGH

PLANK

PUSHUP

PUNCH

PROPOSE

PRAY

SHRUG

SIGH

SLAP YOURSELF

SPIN

STROKE BEARD

STOMP

STAR JUMP

SQUAT

TWERK

WALTZ

WINK

YELP

WALTZ

WINK

YAWN

DRUNKENLY	ENERGETICALLY	EVILLY	FACE BACKWARDS
IN PAIN	HYPERSPEED	HIGH GRAVITY	HAPPILY
LIKE A CHEERLEADER	LIKE A PIRATE	LIKE A ROBOT	LIKE A T-REX
LOVINGLY	LOUDLY	LIKE MICHAEL JACKSON	LIKE A ZOMBIE

LOW GRAVITY	LYING FACE DOWN	NARRATE YOUR RITES	NONCHALANTLY
ONE HAND BEHIND YOUR BACK	ON YOUR KNEES	ON FIRE	NORMALLY
ONE-HANDED	ONE-LEGGED	OVERCOMING CONSTIPATION	POSHLY/SNOOTILY
SILENTLY	SEDUCTIVELY	SADLY	REVERSE ORDER

SLOW-MO	STEPPING ON HOT COALS	STUPIDLY	THOUGHTFULLY
WHILE COLD	USE ANOTHER PLAYER AS A PUPPET	TWICE	TIMIDLY
WHILE FROWNING	WHILE GRIMACING	WHILE LYING DOWN	WHILE MAINTAINING EYE CONTACT
WITH A PARTNER	WHILE SITTING DOWN	WHILE ROTATING	WHILE MAKING A HIGH- PITCHED NOISE

WITH CONCRETE SHOES	WITH EYES CLOSED	WITH STOMACH TROU- BLES	WITH TONGUE FLAPPING AROUND
LOUDLY	ANGRILY	ANGRILY	WITHOUT BONES
NORMALLY	NORMALLY	NORMALLY	ANGRILY
CONSTANTLY BLINKING	BLOATEDLY	BEHIND NEXT PLAYER	AWKWARDLY