

JAMUNA HOSTEL PUBLICATIONS AND HORRIFICKS PRESENTS

# APOCALYPSE TODAY



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## An Exclusive Preview: The Zombie-con 2012

DARKLORD

The zombies were all but wiped off from the face of the earth 3 years ago when their massive invasion plan to take over the world was stopped by garden plants. Now, they are back with a bold statement: The zombie-con 2012, the greatest gathering of zombies from all over the world in a single place till date, in the cracks of Mt. Etna, scheduled to happen on this coming weekend.

We were fortunate enough to encounter Dr. Zollum, the evil mastermind and the current leader of the zombies as soon as we entered the premises. We asked him the reason behind the sudden emergence of the zombies from the grave. "It would not have been possible without my Precious. After we were almost wiped out three years ago, I and 9 of my trusted minions decided to make this place our hideout. While we were cleaning this place, I happened to stumble upon a tiny gold ring. It looked like any ordinary ring at first glance, but once I wore it, I could feel the power flowing through me – the power to rule and bind the living in eternal darkness. Though our initial strength was only 10 people, now we have a little over 20 billion of us. And by the way, we are willing to co-operate with other evil masterminds to bring about an end to the world for the first time in history." he said. When we tried to find out more about the Zombie-con, he put on his ring and disappeared from sight.

This Zombie-con is also going to feature a special performance by none other than the great Joichael Mockson, the zombie pop artist, who rose to fame two months ago. Mr. Mockson, riding high on the success of his two singles "CryDay" and "Z – this Colaveri " which went viral on the internet, is returning from

This Zombie-con is also going to feature a special performance by none other than the great Joichael Mockson, the zombie pop artist, who rose to fame two months ago. Mr. Mockson, riding high on the success of his two singles "CryDay" and "Z – this Colaveri " which went viral on the internet, is returning from his world tour promoting his new blockbuster album "Killer". Sources say that he is ready to give his best bone-chilling performance till date. We have already obtained the rights to an exclusive interview with Mr. Mockson for our next issue. (Hoping the world still exists then.)

Moving on to pressing matters, all the zombies that we met were well dressed and were quite meticulous in their work. This was a great surprise for us as the zombies were always considered to be repulsive and filthy creatures. Investigating the cause for this change, we stumbled upon the new wonder drug from ACME, Horrifiks. A recently synthesized food supplement for the zombies, Horrifiks is engineered to make them taller, stronger and sharper. Containing all the necessary nutrients that a zombie requires for everyday functioning, the manufacturers assure that no two packs of Horrifiks taste the same, giving the ultimate experience of eating an actual human brain.

Moving into the deeper reaches of the mountain, we happened to stumble upon what could only be termed as a humongous array of forges. Working tirelessly, the zombie blacksmiths were constantly producing the armaments and armour for the zombies. It does look like the rumours about the zombies planning an invasion of the world are true. That is when we met Dr. Tilliam Whomson, the scientific consultant for the zombies, who proceeded to explain the recent climatic condition of

a humongous array of forges. Working tirelessly, the zombie blacksmiths were constantly producing the armaments and armour for the zombies. It does look like the rumours about the zombies planning an invasion of the world are true. That is when we met Dr. Tilliam Whomson, the scientific consultant for the zombies, who proceeded to explain the recent climatic condition of Europe. "The European Cold Wave is a climatic aberration? Little do people realize that it is we, the zombies who took the heat from all over Europe to feed our forges at Mt. Etna. It's time for waaarrrrrrr!" he roared. Since the heat was becoming unbearable, we left the forges to head to the much welcome coolness of the lobby where we were chased out promptly, as the zombies had a very important secret meeting to attend to.

Overall, we hope that this zombie-con will herald the doom of the world. We will catch you next week(if the world still exists) in our coverage of the actual event.

# WHAT'S YOUR APOCALYPSE

Dr. TIFU

Raging infernos, mindless zombies, inevitable asteroids etc - there are a million ways the world could end (or rather, can be ended). This week, we examine the different types of Apocalypses, to understand the pros and cons of each scenario and try to figure out a way to painless salvation. Despite the destruction drives in each of our souls', it is definitely preferable to end the existence of the mindless herd the easy way. That gives us, the masterminds, a better chance at achieving our ultimate goal - Armageddon and self-survival.

To understand the different aspects of the several Apocalypse scenarios, it is important to first note down what we want out of our doomsday. The most common answers to that question are - self-survival, ease of setup, 'clean' wipe-outs, an easy end to the deluded herd most call 'population', and a certain time-frame for results.

In this analysis, we will look into each of the above factors looking into the major types of apocalypses - Nuclear Armageddon, The Zombie Uprising, Robotic Annihilation and Meteor Collision.

## METEOR COLLISION

A huge rock from the sky, coming to annihilate one and all? This apocalypse is neat, for one. Everyone present on the planet dies, thereby granting a 'clean' wipeout (with the exception of the astronauts on an outer space mission, who will survive the collision, but will mostly die of shock waves anyway). The deaths are for the most part not as painful and gruesome as many other

gruesome as many other doomsday stories either. Also a meteora is the easiest to survive by far! All you need is -

Qty - 1  
Item Name - ACME Jetpack



This little beauty is all you need to survive the meteora! The time and date of the collision are already known. So just strap on five minutes before the impact (usually around the time when the meteor appears to be around 1 cm in the sky. User discretion is advised here), and light up the wick 1 minute before the impact. (About the time when you seem to see a tennis ball hurtling through the sky). If timed and angled correctly, the rocket shall take you up into the heavens while the rest of the population is taken up into the heavens. Literally and unluckily for them, metaphorically and luckily for you. It is here, that the user is advised not to cut costs, and use cheap-quality rockets, for the ACME rockets are the most reliable and come with an in-built parachute system (the parachute works... Coyote was just plain unlucky).

Once you have made sure that the fragments of the earth have achieved equilibrium (stable equilibrium, mind you. The other would be no good), choose a nice homely fragment to settle on, fix the coordinates in the rocket and fire away to nirvana!

So if everything is so easy in this

method, then what's the catch?

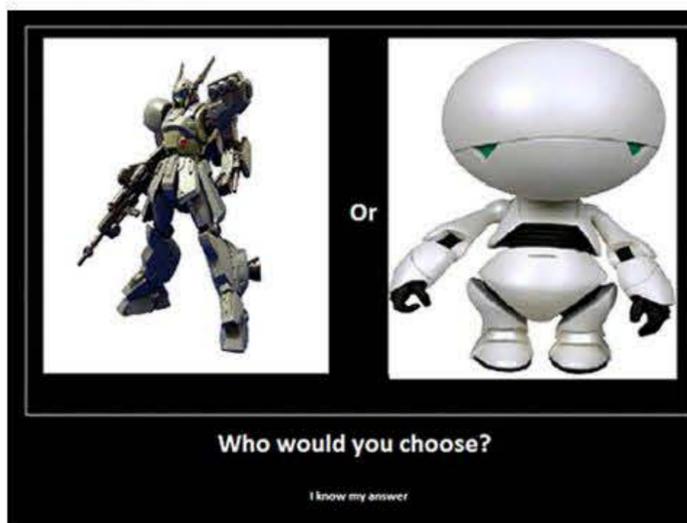
Well sir, if it hasn't occurred to you yet then setup is going to be a tad tougher than listening to Justin Bieber. But that doesn't mean it's impossible. Setting up a meteor collision involves performing the arcane ritual of the Huge Newtonian Apple. The steps involve approaching an appropriately large apple tree, and then chanting an incantation to replace the apples by huge meteors. Details of the ritual can be found in Vol 3.

So for Meteora, Apocalypse Today's ratings are -

Wipe-out - |||||  
Self-Survival - |||||  
Ease of death - ||||  
Setup - |  
Timeframe - |||

## ROBOTIC ANNIHILATION

As far as survival goes, things are getting a little tricky now. You see, the problem here is, that a meteor annihilation is quick, which gives us the option of leaving the earth for that period of time. The robotic doomsday however, must be endured in its entirety. Ouch.



The best way to deal with the mechanical onslaught is to keep a robotic companion to save oneself. Know thy enemy, and blend with them. So, grab a hold of one of them, take a safe shelter, activate the mean-metal monsters in your garage, and watch the world around you be torn to pieces.

While in this case, the deaths start to become slower, scarier and more painful, the low setup-costs should keep your mind off that. Setup costs next to nothing if you can get access to mechanical labs (e.g. – Dexter’s Laboratory, Central Workshop... you get the idea.). All you need to do is design your type of robot, capable of mass killing. A couple of examples are shown in the photo above.

If designing a robot isn’t really your thing, you can dial up ACME too. While being MUCH more expensive than your own robot, their robots are fool-proof and will surely work with the guarantee of not turning on their masters. It’s a personal choice really.

So for Robotic Annihilation Apocalypse Today’s ratings are –

Wipe-out -     |||  
 Self-Survival -   ||||  
 Ease of death -   |||  
 Setup -        |||||  
 Timeframe -     |||

## THE ZOMBIE UPRISING

Now survival is downright messy. The world’s a grizzly place, with guts spilt all over the floor and you having to keep yours intact somehow. And since not everyone is born with the Scooby-doo kind of zombies, you’re going to have to fight for preservation against them. The first thing that you might want to keep in mind about zombies is, don’t let them get to you. This is obviously easier said than done, considering their mindless blood thirst. Apocalypse Today’s advice in such a case is to stick in groups. This has the following advantages –

1) Companionship helps alleviate depression – a state of mind which is rather common during apocalypse

2) In the event of a foot-chase, a few people can be tossed off as a distraction.

So, as you can see, grouping together is definitely a plus during a zombie invasion. This method however comes with the side-effect that you shall not be surviving the apocalypse ALONE as the initial

apocalypse ALONE as the initial plan was. While you can dispose off your group post-apocalypse, there’s nothing that can be done to ease the perfectionist’s itch.

One more measure that one can take comes straight from the Harry Potter series. Follow in the footsteps of the great Professor Quirrel. Pick up a turban, stuff it with onions (garlic is for vampires, dummy), and keep it wrapped around your head at all times. Although not scientifically proven, this method does appeal to common sense. Maybe the dead fear green leafy vegetables, we’re not exactly clear on that. The best would be for the reader to experiment at the time of the event.

Or, instead of stuffing stuff on your person, you could attempt to cut down on their ‘supplies’. Now, it’s a well-known fact that zombies don’t really need supplies, but ACME has managed the impossible yet again. Their new product, horrificks, a supplement, has been seen to induce a craving in zombies. So, without their own blood flavoring, they get sluggish. Not much help while their eating you, but a definite edge in the event of a foot-chase. Neat, right?

IN case your own creation bites your, follow the instructions in the image below.



Zombie wipe-out rates are not too fast. The uprising starts out slow, but builds up momentum as the underground politics churns, and more and more graveyards join the movement. Also, humans have a knack of hiding in several rat-holes scattered across the planet. Zombies for the most part, just mindlessly eat what’s in front

The absolute worst factor in this scenario however, has to be the ease of death one. In fact, in this scenario, there is no ‘ease’ of death as the poor lambs of the mindless herd are literally treated as mutton, with their innards being ripped out and limbs torn off. If you choose to use Zombies against man-kind, you will need a cold heart and determined soul.

Now, the last factor left to analyze is ease of setup. This particular factor has been a matter of debate for a long time. The creation of zombies is an ancient dark ritual, known only to the inner circles of a gathering in India, also known as the professors of IIT. These people, over the years have perfected the art of creating waking zombies, who march aimlessly during the day, only to come alive during the night. If you wish to proceed to the Apocalypse via the Zombie route, it is advised you speak to a professor right away. And if you prove worthy of the conversation, and are not converted into a zombie yourself, you may learn the arcane arts of raising the dead.

So for the Zombie Uprising (without Horrificks case. For Horrificks enhanced zombies, increase rating to 4 for all categories except self-survival) Apocalypse Today’s ratings are -

Wipe-out -     |  
 Self-Survival -   ||  
 Ease of death -   |  
 Setup -        ||  
 Timeframe -     ||

## NUCLEAR ARMAGEDDON

Well, here it is. The ultimate challenge, as far as survival goes. Surviving this, is no small deal. Now a natural question arises – Why can’t we use our trusted old friend, the ACME rocket? The nuclear Armageddon surely is quick enough, isn’t it? Well, the answer to that question is yes, but the catch is, where do you return to? Unlike the meteor case, where one can simply waltz in and pick one’s favorite fragment, the nuclear

# ONE AGAINST THEM ALL

## JUGGERNAUT

Armageddon surely is quick enough, isn't it? Well, the answer to that question is yes, but the catch is, where do you return to? Unlike the meteor case, where one can simply waltz in and pick one's favorite fragment, the nuclear apocalypse leaves behind a myriad of barren radioactive wastelands. None of which qualify as 'homely'.

So what can be done?

Well, there's nothing for it. You'll just have to grab your shovel, and bunker up. Enduring the nuclear apocalypse requires one to build up a perfect bunker six metres below the ground.

So, if you choose nuclear Armageddon as your path to nirvana, be sure to grab a shovel along the way.

As far as ease of the ends of the millions of the herd goes, it's sudden. So that is a definite plus. Also, setup is very easy, as the several different factions of the mindless herd fight tooth and nail and are on the verge of a Nuclear Armageddon anyway. Quoting the famous 'Joker' here – "You see, madness is like gravity. All it takes is a little push."

Therefore, for Nuclear Armageddon Apocalypse Today's ratings are–

Wipe-out -     ||||  
 Self-Survival - |  
 Ease of death - |||  
 Setup -     |||  
 Timeframe -    |||

So, this analysis ends here. If you noticed, there was no 'Overall Rating' assigned to any of the Apocalypses. That is because it is not possible to give an overall score based on individual parameters mentioned above. The weightage for each parameter is different for different people, and most of all, everyone has their own individual tastes. Each Apocalypse has its own pros and cons, but one thing that the reader is advised to take from here is, no matter how hard a scenario may seem to be, any kind of apocalypse is possible to attain, and that one must most importantly one's heart in choosing the kind of end that you feel befits this mindless herd of a population. The ratings given above are a mere recommen- in choosing the kind of end that you feel befits this mindless herd of a population.

Glory, honour, pride, valour,  
 The quintessential champion of fame,  
 The id and the ego did aspire,  
 In all faith and fair game.

But the merciless overseers of this world  
 In their unfathomable wisdom,  
 Ripped it all apart,  
 Leaving aspiration all in vain.

The injured soul was beaten down  
 Sinking further and further,  
 Becoming a compressed volcano,  
 Impatient for the incineration of all,  
 Total, utter, all the way to the ground.

Yet all he could do was fester,  
 Restless to the extreme, yet helpless.

Aeons flew by, a dormancy of fantasy,  
 Apples did fall, ants did crawl,  
 Unaffected was the eternal tug-of-war,  
 Between the yin and the yang.

His infuriating ephemerality  
 Heaped the lava on his eyes,  
 And finally, with a snap,  
 An omen that shook all creation,  
 The being rose from the blight.

Unrecognisable, a terror to behold,  
 Lacking in all that defined him.  
 He lashed out, the fury of his eyes  
 Burning the world, as he sought,  
 Strived, to follow his dreams.

Yet, fate's whip crashed down,  
 Bending the will, buckling the legs.  
 Strength still prevailed, but for how long?

And in a flash, he knew  
 A realisation so strong,  
 That it brought both warmth and chill.  
 Martyrdom beckoned to him,  
 As the only path to his glory.

Thus was born a battle beyond time,  
 His will versus the world's;  
 One against the throngs.  
 Too late he realised, God does play dice.  
 Chance ruled all, chaos was order,  
 The truth was writ large before him.

The ocean's eloquence bites your dust,  
 As ashes cloud your eyes from salvation.  
 So save your breath until the final plunge,  
 For then shall be passed fate's final judgment,  
 Leaving everything made or everything broken.

# TAKING OVER THE WORLD : TIPS

Prof.JOJO

## Cut out the kidnapping:

Time after time I've seen promising young villains give in to the temptation to carry off some pretty young thing from her (and these days his) lover and bringing them back to your headquarters. You think you are regaling her/him with your scintillating repartee and brilliant ideas as she/he hangs upside down on your lab wall. You're not. Face it, some of the reasons you probably became a supervillain in the first place were because your conversation is anything but interesting and most people laugh at your "grand" ideas. While the object of your attention simpers seductively at you, there's probably a scary, well-built heroine/hero/sidekick/faithful pet/wandering wizard sneaking up behind you to behead you with a sword drawn from the hoard of a dragon or some other mystical sounding source.

## Say less do more

Once you have the band of your heroes who are trying so desperately to bring you down safely captured, it would be really good idea to concentrate on implementing your master plan rather than sharing the intricate details with them. Statistics show that the most common cause of failed attempts to take over the world is the hero escaping and coming back to deal with you in a dramatic and death-defying (from the hero's viewpoint) duel that will form the climax of the multi-million dollar Hollywood adaptation of your pathetic story. To prevent such negative outcomes (and worse still, the accompanying theatrics), I strongly recommend giving the hero(s) a short shrift and a long rope, if you ever have him firmly in your grasp.

## Obfuscate, don't simplify:

Even the best laid plans can fail, so you need a way to halt them if necessary – if for instance you fail to inject yourself with the antidote when releasing a toxin or don't get into your escape craft while trying to destroy Earth. Having a large red button labelled 'Abort', placed in a very conspicuous place in your command area, however, isn't the best of ideas. Instead place a really small abort button in the last place any meddling hero will look and protect it

with the sort of encryption that would make the CIA balk. Then wire the large red abort button to something that will rearrange the intestines of anybody (read well-muscled but weak headed hero) foolhardy enough to press it.

## Show is everything

As the legendary Megamind once said (before he went over to the dreadful "good" side), the difference between villains and supervillains is Presentation. Work on the presentation style that suits you the best. If you have a lot of armies and conquering to do, create an appearance so fearsome that it converts the doughty warriors of your enemies' armies to a bunch of screaming teenagers who wet their pants every time you make a step towards them (like the Nazgul from the Lord of the Rings, or better yet, Horrifiks enhanced zombies – a brilliant deal, what with that awesome introductory offer). If you aim to take over the world through power politics, never come out into the open and rule through a mixture of political puppets and proxies (think Voldemort).

## HR:

Finally, any operation depends on the people who implement it. Eliminate the incompetent and untrustworthy members of your organization. If you need to identify the incompetent members, just look out for the people who manage to bungle up an order as simple as tying their laces. If you needed the previous tip to make the identification, congratulations! You are incompetent too. Good luck with trying to take over the world. Write to me with details on how that goes. The untrustworthy members of your little gang of desperadoes are the ones who sympathise with the hero/heroine – usually the ones with the bad hairstyles who sulk and wander about moodily when you order the execution of your nemesis. Act now and purge them before it's too late!

## QUOTABLE QUOTES SIDE KICK

"Our men lost their lives down there. It is only our duty to bring them back as our slaves." -General Simpson

"The success of a plan is determined by its exit strategy. Fourteen years of crappy jobs followed by prison was not part of my plan." -Karadzic

"Necrophilia is a subjective term. It has been encouraging healthy relations with the undead and we must not be so quick to discard the idea." - Hades

"Never corner a zombie, you become their path of least resistance" – Dr. Zollum

"Granted, it's the pinnacle of utter destructiveness, so what would you call a horde of them?" - Enrico Closenheimer

# APOPLECTIC APOCALYPSE : WHAT THE WORLD REALLY NEEDS BUT JUST ISN'T GETTING

APOLKALYPTA

"This is the way the world ends  
Not with a bang but a whimper."

-- T.S. Elliot

And that is the damndest shame. The human spirit is, at the very least, tenacious; we persevere one sudden tragedy after another. However, to be slowly dragged through sheer inhumanity exacts an irrecoverable toll on us, breaking us in a most pitiable manner. From a personal level to society, we have been connived into believing the possibility of absolution is delusional, that the very topic of apocalypse has become passé. But, for centuries, across the world, we have held our collective breaths for the sudden swing of hard justice to break through layers of human detritus built over at least three millennia, and restore balance. Have we become so cynical to eschew this dream?

The notion of apocalypse, derived from the Greek 'apokalupsis' meaning unveiling or revelation, appears in just about every religion, from Norse mythology, to Hinduism to Christianity and Islam. A common theme coursing through each is the image of humanity's ultimate degradation to a society wherein, to quote the Greeks, "modesty, truth, and faith leave the earth, and in their place come tricks, plots, traps, violence, and unbridled love of profit." The Greeks call our age of debauchery the Iron Age; ironically, the god Zeus is prevented from destroying this race as his power has diminished to lack of belief. Hindus believe in a more cyclical process, wherein Lord Shiva is said to destroy the entire universe only to recreate it, returning it to the golden era of "Satya-yuga".

In the Abrahamic religions, \*the\* apocalypse is a day of judgement. There will be Rapture (though, alas, that has purportedly passed), wherein all men will be met "perfect justice" and appropriately

resurrected and sent to heaven or hell. Similarly, Islam has Qiyamah, promising a paradise with rivers, palaces and gardens to the righteous, and pain, shame and ignominy to the evil. Judaism, on the other hand, teaches in the coming of a Messiah, a mortal man under whose leadership, "evil and tyranny will not be able to stand [...]". The apocalypse promises that no matter how unfair our mortal lives have been, justice will be served, and the good in man will be rewarded.

The curse of civilisation has ever been to trap men, to create towers of hierarchy, justifying the deplorable conditions of men for the luxuries of others. From the monarchies of the past, to the colonialisation of the 18th century, and even in today's sheer inequalities, there is an imbalance that leads to exploitation. We have been dulled to ignore the signs; our democracies, instead of feeding off their own people, externalise the damage to yet developing countries in Africa. The sequence of social revolutions over the last two centuries, be it the October Revolution heralding Communism as a vehicle for social equality, or the Industrial revolution preaching the virtues of capitalism, have but transferred control from one body to another. An apocalypse is needed to break this cycle, and return us to an age not unlike the Golden Age of the Greeks, where "there was no war among men, for they were ruled by a high deity. There were no states or families; and since they all came to life coming out of the earth and with no memory of their previous lives, they did not possess wives nor did they have any children."

In today's climate, one needn't

describe our sensitive dependence upon wood, coal and oil - resources fast being depleted as we leach the earth's every resource, an unforgivable rape. Humanity as we know it is flying headlong down a path we cannot naturally turn back from, appealing once again to the apocalypse to let us restart, and rebuild our world the right way. Many historical apocalypses cite no less; Ragnarök, the Norse apocalypse, predicts, apart from the death of the Norse gods from Odin to Loki, the drowning the world followed by the world resurfacing, fertile once again, with just two human survivors left to repopulate the world. The Jewish Messiah is expected to "[...] take the barren land and make it abundant and fruitful."

Regardless of your theism, or indeed atheism, it is clear that the promise of justice is an integral aspect of mankind's moral decisions. We are told to hold on to morality as our respective culture defines, being told that doing otherwise will bring upon us sure, cold and hard justice. The fear of god was long regarded a virtue, however, in recent times, this outlook is declining. The correlation with a decline in belief of a universal justice is no coincidence. The prophecies that were once conveniently projected so far into the future have now arrived; today's generation will not accept the eons before the arrival of justice. There can be no more valid reason to start an apocalypse than to return to people their faith in their morality, in humanity and in nature. We are owed a balancing of scales, and if the job must be done, we must do it.

# HORRORSCOPE

## ARIES

It is time to go big or go home. Be warned however that mass genocide and invasions of Poland is not the way to go, unless you want to spend the last moments of your life in a bunker. Impulsive and rash decisions will lead to misleading creations that have nothing to do with the end of the world. As an Aries, you are blessed with enough stamina and mind-control power to take over members of the opposite sex.

**Lucky Apocalypse:** Triggering Volcanoes  
**Stay away from:** Tsunamis, Zombies (unless you are willing to hire more expensive Horrifiks enhanced zombies).

## TAURAS

You are more of a thinker and not a doer. Sticking to mastermind-ing plots and not being the one to implement them will give you good returns. Do not however, try to take financial matters in your own hands as even your close allies will leave you once you are inevitably caught. Attempts to publicize your plans of aliens invading the world over the radio will result in highly unexpected returns. Attempting to kill existing leaders just to prove your point will result in you being executed after you are dead.

**Lucky Apocalypse:** Attracting meteors to the earth.  
**Stay away from:** Climatic manipulation, inciting rebellions

## GEMINI

2012 is definitely not your year. Your attempts at disseminating the ideas of apocalypse through written means generally end up countering your grandiose plans. Suave dashing agents, who go about the world defeating evil organizations and at the same time, engage ladies while drinking shaken martinis and detectives who foil the plans of criminal masterminds are not only your nemeses but also your creations. Your actions this year will be seen as fickle and backstabbing resulting you receiving multiple death threats from various apocalyptic cults around the world.

**Lucky Apocalypse:** Nothing really  
**Stay Away from:** Everything (Isolate yourself in inactive volcano, preferably one which is not going to be triggered by an Aries.)

## CANCER

This year is really going to take a toll on your mind. You are going to have a tough time making your decisions.

Plans to stimulate the economy through free market capitalist world order can be used as an innocuous cover for your plans for causing a financial apocalypse a few years down the line. Once you set in motion your plans to crumble the world before your eyes, keep a lookout for escape pods disguised as spaceships tucked away in a remote corner of the Himalayas. Ensure that after your goal is achieved, you have some food stored with you and do not literally live off others.

**Lucky Apocalypse:** Noah's Ark Style Flooding  
**Stay Away from:** People. Drought Based apocalypses.

## LEO

This year is looking bleak – for the rest of humanity. All your plans have a high probability of coming into fruition. One sure-shot way of achieving your goal is to build a massive, bloodthirsty army of unthinking robots, though new Horrifiks enhanced zombies will prove to be good alternative. Use extremely innovative mass production techniques to churn out robots at an unprecedented rate. If the only colour available is black, watch out for lampposts as they are going to prove fatal to you. (Especially if you see a rebellious robot from the future) If going with black, collaborate with Aries to achieve great success.

**Lucky Apocalypse:** Robots and Zombies  
**Keep away from:** Lampposts and any plans involving a lamppost.

## VIRGO

Carefully and meticulously set up plans are the way forward this year. The ideal plan would be the impersonation of a wheel-chair ridden ex-Nazi scientist. You will have to carefully manipulate opposing factions into a situation that assures mutual destruction leading to the deployment of Doomsday devices that will remove all life on earth by the use of cobalt bombs. Indiscriminate slaughtering of the innocent may give you temporary pleasure but will not avail you in the long run.

**Lucky Apocalypse:** Nuclear Holocaust  
**Keep away from:** Children

## MEGAMIND

FAMOUS PERSONALITIES  
**Adolf Hitler,**  
**Francis Ford Coppola,**  
**Hugh Hefner**

FAMOUS PERSONALITIES  
**George W. Bush,**  
**Mike Tyson,**  
**John Cusak**

## LIBRA

Your role is that of a frontman leading the apocalypse or in some cases, point of origin of the apocalypse. You will quite literally be the host for Xenomorphs to enter the earth. Make grandiose plans such as using a high-energy photon beam to zap the moon. Being a frontman, it is highly necessary to have an extremely flashy personality with an evil name. We suggest soaring through the air with a fuel tank between your legs to herald others' doom.

**Lucky Apocalypse:** Aliens invading the Earth.  
**Keep away from:** Triggering fault lines.

## SCORPIO

Jealousy and paranoia are the watchwords for you. You should guard any plan you make at all costs. Take note that extreme measures to protect against the piracy of your plans by legislation will fail (there are other people who are smarter than you). Your paranoia will reach its peak sometime around the middle of the year when you will want to paint your allies red. If you are ever part of a group of 13, buy out everyone's stakes so that you are the only one left. Always use blue displays for your apocalyptic plans.

**Lucky Apocalypse:** Blue screen of death  
**Stay away from:** Foss

## SAGITTARIUS

You are a multi-faceted personality. Working in groups is not probably a very good idea as all you may end up doing is the dirty work of others. Take care that your works detailing the fall of man do not get treated as religious parables. Establish your supremacy as the harbinger of an apocalypse by getting you photographed with a cigar and wearing a bathrobe. While your ideals may conflict with Aries, you are better off working together to achieve your goals.

**Lucky Apocalypse:** Accelerate sun's evolution into a Red Giant  
**Stay away from:** Religious Parables

## CAPRICORN

You must be ambitious but pragmatic in order for the world to happen your way. Our suggestions include writing a book of prophecies that conveniently do not contain any prophecies after the date of your plan's execution. A well spread out network of smugglers, bootleggers and protection money collectors will ensure that you have sufficient funds for your plans. Manpower can always be obtained by setting up special detention zones for specially 'privileged' people. The funds collected by your enforcers can be put to the best use by hiring Horrificks enhanced Zombies.

**Lucky Apocalypse:** Inducing Mass Hysteria  
**Stay away from:** Water (It reduces 'concentration')

## AQUARIUS

Though this may be the age of Aquarius, your ideas may not be understood by most of humanity that is concerned about apocalypse. The reasons are many, but we have identified the 3 most common ones.

1. You are too dumb, stupid and pointless for your ideas to be taken seriously by anyone.
  2. Your ideas challenge the current human understanding of anything that you will decried a traitor and even threatened with death.
  3. Your ideas are so futuristic that even ACME will take a century or more to produce the required technology.
- We suggest Horrificks enhanced zombies as an alternative till then.

**Lucky Apocalypse:** Zombie apocalypse (There is no other alternative for you)

**Stay away from:** Press conferences.

## PISCES

Do not try your hand at singing or at apocalypses involving gorillas taking over the world. Except for the above, your awesomeness can handle anything else. On second thought, your singing can end all life on this planet.

**Lucky apocalypse:** Anything.  
**Stay away from:** Apes.

# CREDITS

Editor-in-Chief : Loki Kartikeya "Chumma" Kabra

Columnists : Professor Joseph "JoJo" Joseph  
Megamind Sanjay "Service" BJ  
DarkLord Srinikethan "Something" Srinivasan  
Apolkalypta Arun "Slinky" Chaganty  
Sidekick Varshith "Chaatu" Dondapati  
Juggernaut Vishwajith  
Dr. Devaansh "Tifu" Samant

Designer : DARTH Sai "Zip" Deep



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