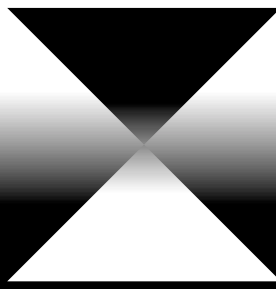


ΑΠΟΚΑ ΛΥΨΙΣ



Category: Ancient, Mythology
Mechanic: Area Movement, Modular
Board, Take That

Players: 2-4

Time: 30 minutes

Age: 8+

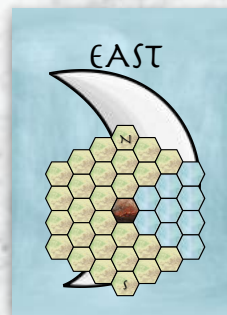
Components:
36 meeples, 12 bridges, 64 tiles, 36 cards

WHAT IS ΑΠΟΚΑΛΥΨΙΣ ABOUT?

Apokalypsis takes the players back to the Ancient Greece. As the wrath of the Gods fall upon you, you must interpret the omens and foresee which parts of the island that will remain safe and which parts that are doomed.

HOW DO YOU WIN?

The wrath of the Gods causes the island of Thera to sink tile by tile. Now you struggle to interpret the omens and move onto safe land. You score 1 point per surviving meeple of your "blessed" color and 1 point per perished meeple of your "cursed" color.



HOW DO YOU PLAY?

You play with three basic components:

- ◆ The meeples that you move.
- ◆ The land tiles that form the island of Thera and that may be flipped to their sea face.
- ◆ The omen cards that tell you which land will sink sooner and which will sink later.

You take turns to do the following:

- ◆ Omen: Choose 1 of 2 omens at hand.
- ◆ Action: Move meeples, push meeples or build bridges to cross the sea.
- ◆ Event: Check if current omens overlap any tiles. If they do, flip land tiles to sea tiles and discard meeples on them.



The game ends when half of the meeples have been discarded or all meeples of one color.

WHAT MAKES THE GAME SPECIAL?

Apokalypsis combines deduction and take that mechanisms. Which tiles that turn into sea are determined by the secret and collective decisions of the players. By choosing the right omens and deducing which omens the other players have seen, you may move your meeples onto safe land and push the others onto unsafe land. The game is tense and interactive, yet quick and simple.

