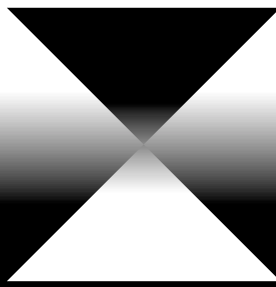


ΑΠΟΚΑ

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, 18 cards

WHAT IS APOKALYPSIS 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. The players now struggle to interpret the omens and move onto safe land. The player or players with the most survivors at the end of the game wins.

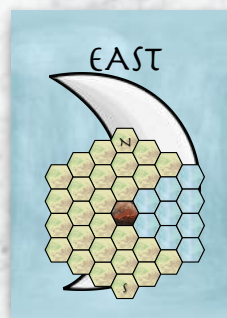
HOW DO YOU PLAY?

The game is played with three basic components:

- ◆ The meeples that the players try to save.
- ◆ The land tiles that form the island of Thera and that are flipped to their sea side when land turns into sea.
- ◆ The omen cards that tell the players which land will sink sooner and which will sink later.

The players take turn to do the following:

- ◆ Omen: Draw 2 secret omens.
- ◆ Action: Move own meeples, push others' meeples or build bridges to cross the sea.
- ◆ Event: Choose 1 omen to keep and 1 to return to the bottom of the pile. Add it to the omens kept so far and check if at least 2 omens hit the same land tile. If so, resolve an apocalypse.
- ◆ Apocalypse: Flip land tiles to sea tiles and discard meeples on them.



The game ends when a player has lost all his or her meeples. Most survivors wins!

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.

