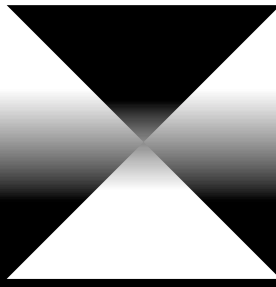


# ΑΠΟΚΑ

# ΛΥΨΙΣ



Category: Ancient, Mythology

Mechanic: Area Movement, Modular Board, Take That

Players: 2-5

Time: 30 minutes

Age: 14+

Components:

32 meeples, 32 tiles, 28 cards, 6 tokens

## WHAT IS APOKALYPSIS ABOUT?

Apokalypsis takes the players back to the Ancient Greece. As the wrath of the Gods falls 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 meeples of your "blessed" color and 1 point per discarded meeples 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: Draw 2 cards. Then play 1 to an omen pile and return 1 to the draw pile.
- ◆ Action: Move, push or rescue meeples from the sea. Lose meeples not rescued.
- ◆ Event: Check if cards in the omen pile overlap tiles. If so, reveal the cards, flip the tiles and lay down meeples on them.



The game ends when a player has less than three meeples left.

## WHAT MAKES THE GAME SPECIAL?

Apokalypsis combines deduction, maneuvering and take that mechanisms. Play cards and manipulate meeples to ensure that the next apocalypse hits someone else. By choosing the right omens and deducing which omens the other players have seen, you may move your meeples onto safe land and push and block the others onto unsafe land. The game is tense and interactive, yet quick and simple.