

# APOKALYPSIS

A GAME  
OF OMENS  
AND SURVIVAL  
IN ANCIENT GREECE



2-5  
players



30  
minutes



14+

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VERSION 3.0

## 1. INTRODUCTION

The year is 1600 BC and the ancient Minoan island of Thera is prospering. Agriculture and fishing is abundant, culture and science flourish and the people live in peace and harmony.



Meeple

But with the prosperity follows pride. The people venture to challenge the Gods and the punishment of the Gods is devastating. Volcanic eruptions and earthquakes, waves and storms, fall upon Thera and the island is slowly swallowed by the sea. The society breaks down and it is every man for himself in a desperate struggle for survival.



Flame

## 2. GAME COMPONENTS



Mountain

The game consists of the following components:

- 32 meeples; 8 blue, 8 green, 8 red, 8 yellow
- 6 tokens, 1 flame, 1 mountain, and 4 temples
- 32 double-sided tiles; 16 non-coast land tiles (sea on the back), 16 coast land tiles (sea on the back)
- 20 omen cards; 2 each of Earthquake, Storm, Volcanic Eruption, Wave, East, North, South, West, Gods' Mercy, and Gods' Wrath
- 8 Goal cards; 4 Bless and 4 Curse



Temple



## 3. GAME OBJECTIVE

The wrath of the Gods causes the island of Thera to sink. The players play either the people, trying to survive, or the Gods, trying to save their blessed people and eliminate their cursed people.

The People variant awards 1 point per surviving blessed meeple.

The Gods variant awards 1 point per surviving blessed meeple and 1 point per discarded cursed meeple.



Omen

## 4. GAME SETUP

- 1) With 2 players, use 2 bless and 2 curse cards, all of different colors. With 3 players, use 3 bless and 3 curse cards, all of the same color. Discard unused cards.
- 2) Place the flame token on the mountain token to symbolize the volcano and place it in the middle.
- 3) Place the non-coast land tiles in two inner circles around around the volcano tile and the coast tiles in a third outer circle. Ensure that the North tile is up and the South tile is down (see Sample setup).



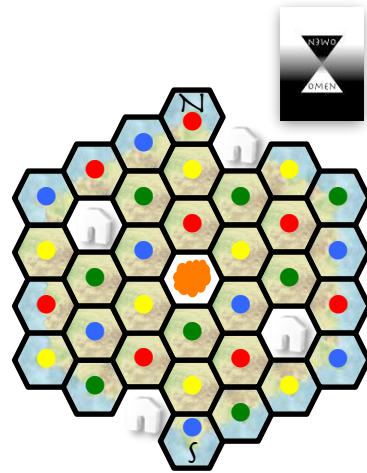
Bless



Curse

- 4) Leave four random tile spaces vacant and place one temple token there instead.
- 5) Randomly place one of each meeple on a tile so that no meeples of the same color are adjacent.
- 6) Shuffle the omen cards. Deal two cards per player and place the rest face down in a draw pile.
- 7) Decide whether to play the People variant or the Gods variant.

### Sample setup



People variant:  
Draw 1  
Bless card.  
Place it in front  
of you **face up**.

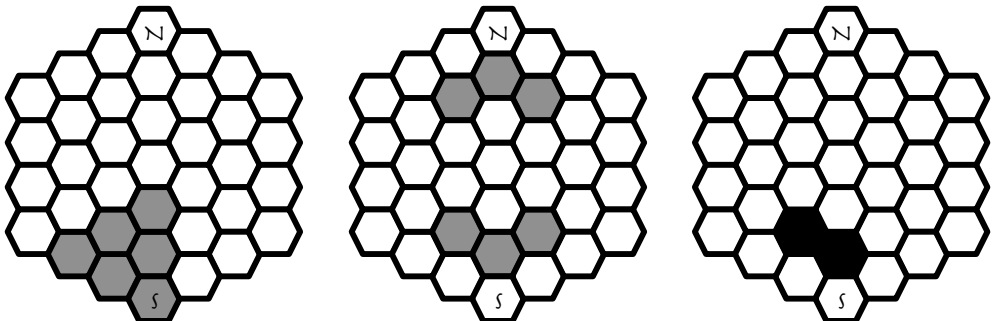
Gods variant: Draw 1 Bless and 1 Curse card.  
Redraw if anyone gets cards of the same color.  
Place the Bless card in front of you **face up**.  
Look at the Curse card and  
place it in front of you **face down**.

## 5. GAMEPLAY



During the game, *omen cards* will be played and *meeples* will be moved. An omen card tells either **what** will happen (marked with 🌋, e.g. Earthquake), **where** it will happen (marked with 📍, e.g. North), or the **will** of the Gods (marked with 🏛️, e.g. Mercy). Affected tiles are shown on the card as sea tiles.

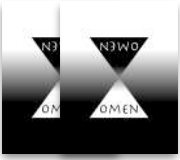
If a **what** card 🌋 and a **where** card 📍 overlap an area, an *apocalypse* is triggered. Land tiles in the area are flipped to their sea side and all meeples there are laid down and at risk of perishing. To survive, the players must play their cards and move their meeples wisely.



Start with the player who last saw a volcano and continue in clockwise order. Each turn has the three phases *Action*, *Omen*, and *Event*.

- 1) Omen: Play an omen card (chapter 6).
- 2) Action: Take two actions (chapter 7).
- 3) Event: Check if apocalypse is triggered (chapter 8).

## 6. OMEN



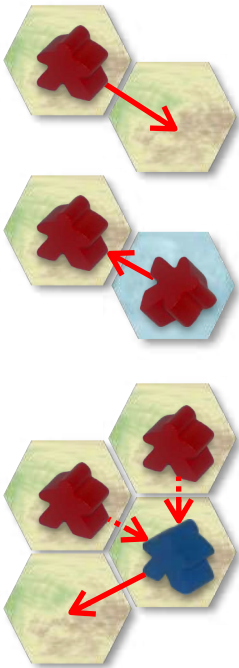
Play **one** omen card face down on top of any previously played omen cards to form an *omen pile* and **return the other** omen card face down to the bottom of the draw pile. Then draw 2 new omen cards. If the draw pile is exhausted, draw the card or cards returned by the next player or players.

*Example: Red has Earthquake and South. Since she has 2 meeples in the Earthquake area, she plays South to the omen pile and returns Earthquake.*



## 7. ACTION

Take up to **two actions** of the ones below or **pass**. The actions may be taken with any **upright meeples** of your **blessed color** and in any order and combination, even with the same meeples. An action may not end with more than two meeples on a single land tile or one meeples at a temple space.



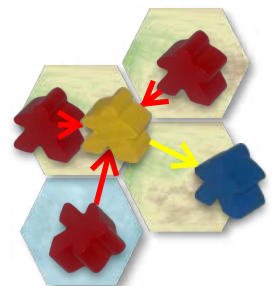
**Move:** Move a meeples from a land tile or temple space to an adjacent land tile or temple space.

**Rescue:** Move a laid down meeples of **any color** from an adjacent sea tile or temple to the rescuing meeples's land tile and put it upright.

**Push** a meeples of **any color** from a land tile to an adjacent land tile. To push, you must have more upright meeples in and around the land tile pushed from than the number of similarly colored meeples in the land tile pushed from, e.g. if there are two meeples of the same color in a land tile, three or more meeples in and around it are required to push one of them. You cannot push to or from sea tiles or temple spaces.



If any meeples of your blessed color remain laid down, they are **discarded**. This may end the game, see 9. End of Game.

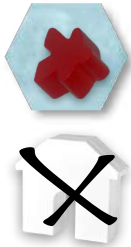
*Example: Red wants to rescue her meeples on the sea tile. The adjacent land tile is already full, so she uses her first action to push away the yellow meeples (with help from the red meeples in the adjacent land tile). She can now use her second action to rescue the meeples from the sea tile to the land tile.*



## 8. EVENT

If the omen pile contains two or more omen cards, look at them without showing them to the other players and check if an apocalypse is triggered. If all the below conditions are fulfilled, you **must** reveal the omen cards and resolve the apocalypse.

- 1) There is at least one **what**  card and one **where**  card.
- 2) The overlapped area contains spaces **eligible** for an apocalypse.
  - a) If there are **more** Gods' Mercy cards than Gods' Wrath cards, **land tiles** are eligible.
  - b) If there are **less** Gods' Mercy cards than Gods' Wrath cards, **temples** are eligible.
  - c) If there are as many Gods' Mercy and Gods' Wrath cards, both **land tiles** and **temples** are eligible.



If any meeples of no player's blessed color lie down, they are discarded. This may end the game, see 9. End of Game. Then **Flip** affected land tiles to their sea face and **discard** affected temples. (Empty temple areas count as sea tiles.) **Lay down** any meeples on the affected spaces.

Discard any omen cards that can no longer overlap land tiles or temples. If you have or subsequently draw such cards discard them and draw new cards. Finally **shuffle** all omen cards and return them to the bottom of the draw pile.



*Example: Later in the game, Red plays South. Unfortunately the omen pile contains an Earthquake, a Wave and a God's Mercy card so an apocalypse affects the land tiles marked "X". They are flipped and the meeples laid down. The temple in the South is spared thanks to the Gods' Mercy card.*



If a player fails to reveal the omen cards when an apocalypse should have been triggered, he or she is penalized with -1 point in the scoring. Resolve any apocalypse and proceed as normal.

If a player reveals the omen cards and an apocalypse is not triggered, he or she is penalized with -1 point in the scoring. Shuffle and return all omen cards to the bottom of the draw pile and proceed as normal.

## 9. END OF GAME

End the game immediately after an action phase when three or less meeples of one blessed color remain in the game.

Count points according to your **Bless card (People variant)** or your **Bless card + Curse card (Gods variant)**. The player with the most points wins.

In case of a tie, repeat the below steps until a single player (which may be another player than the tied ones) has the most points:

- 1) Discard laid down meeples if any.
- 2) Reveal the omen cards and resolve the apocalypse if any is triggered. Otherwise, draw and play one omen card at the time until an apocalypse is triggered.

If this discards all meeples, the Gods are angry and leave no winners.

*Example: It is Yellow's turn after the last apocalypse but she is unable to rescue her meeple in the South. This leaves her with only 3 meeples and the game ends immediately without any event phase.*



*In the **Gods variant**, Red has the Curse Yellow card (4+5 pts) and Blue has the Curse Green card (5+4 pts). They remain tied after discarding 1 laid down meeple each and draw additional omen cards. Eventually the next apocalypse affects the temple in the North, discarding another Yellow meeple, and Red wins.*






*In the **People variant**, without the Curse cards, Blue would have won immediately with 5 surviving meeples against Player 1's 4 meeples.*

## 11. ADVANCED GAME - OPEN OMENS

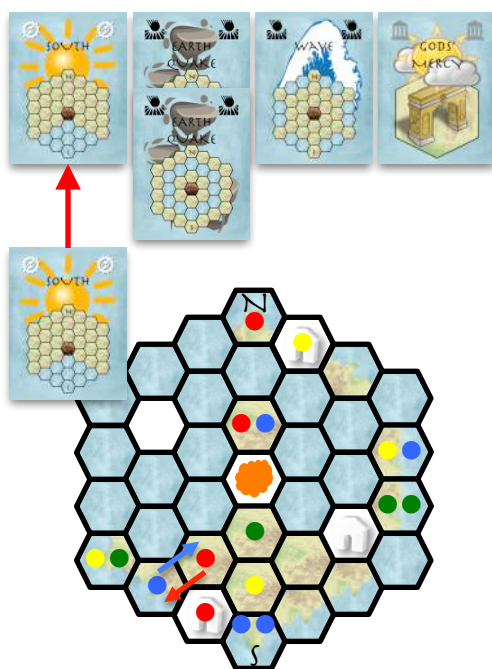
In the advanced game, the omen cards are played face up instead of face down and the players choose themselves if to trigger an apocalypse and which omen cards to include.

The advanced game is set up as normal. However, the phases are played in different order with the following changes:

- 1) **Event:** Optionally choose to trigger an apocalypse. If you do, take from the open pile exactly one **what** card , one **where** card  and, if any, one **will** card  which together trigger an apocalypse. Leave the remaining omen cards in the omen pile.
  - a) If there is a pair of omen cards which can trigger an apocalypse, such a card must be taken before a single card.
  - b) If there are two or more pairs of omen cards which can trigger an apocalypse, you must trigger an apocalypse.
- 2) **Omen:** Play the omen card face up to the omen pile so that all played omen cards are visible at all time.
- 3) **Action:** No changes.

*Example: Red would like to trigger an apocalypse in South+Wave+Mercy targeted against the Blue meeple there (but spare her temple meeple). However, since there is a pair of Earthquake in the omen pile, she would have to trigger Earthquake+South+Mercy, which would harm her own meeple.*

*Instead, she finds a better action. She plays a 2nd South to the omen pile, moves her meeple to Blue's hex and pushes the Blue meeple to the hex she came from.*



*The next player in turn, Yellow, is now forced to trigger an apocalypse in Earthquake+South+Mercy, which would harm Blue and Yellow but not Red.*



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