

APOCALYPSE

Players : 2 to 4
Goal : Territorial Acquisition

Resources

- Board
 - o World map with empty grid points in which colored blocks can be pushed
 - o Only land has grid points. Water does not.
 - o On the world map lines are drawn indicating where there are crust layers and where earthquakes can occur and volcanic mountains indicated.
- Colored blocks
 - o Blue
 - o Red
 - o Green
 - o Yellow
 - o Black
- 4 god cards
 - o God (yellow)
 - o Allah (green)
 - o Yahweh (blue)
 - o Darwin (red)
- 20 disaster cards
 - o 3 War
 - o 2 Flood
 - o 2 Earth quake
 - o 4 Volcanic eruption
 - o 4 Health pandemic
 - o 2 Hurricane
 - o 3 Famine
- 50 conversion cards
 - o 20 Preaching cards +2
 - o 15 Holy book (Bible, Quran, Torah, Origin of the species) +5
 - o 10 Holy building (Church, Mosque, Synagogue, Science center) +20
 - o 5 Miracle card +50

Setup

The board is put in the center of the participating player and each player picks a God card. Each God corresponds with a color of the blocks. All players decide on how many rounds they will play until the apocalypse will occur which will be the end of the game. Each player is dealt 7 conversion cards. The players throw a die to determine who gets to start.

Goal

Convert as many humans as possible to your religion before the apocalypse occurs.

The game

The first player starts by taking a conversion card from the stack. These cards allow players to convert people to their religion. Depending on the type of the card different amounts of people can be converted at once. When the world map is still void of any religion players can easily convert new people. Each conversion card shows a value and when a player plays a conversion card he puts the card back in the stack and can put the amount indicated on the conversion card in colored blocks on the world map. The player can choose to play a conversion card or to keep it in his hand and wait for another turn in which he can play the card but no more than 7 cards can be held by one player. When the game starts players can choose their own point of origin to start converting from meaning the player can start in Africa, Austria, and Europe etc. But once a player is on a continent he needs to spread his religion through adjacent grid-points.

When the player tries convert grid points already occupied by another player he puts down an amount of conversion cards and calls out the total value followed with "do you believe". For example, "34, do you believe". He can choose to tell the truth or lie about the value. The other player responds with "yes" or "no".

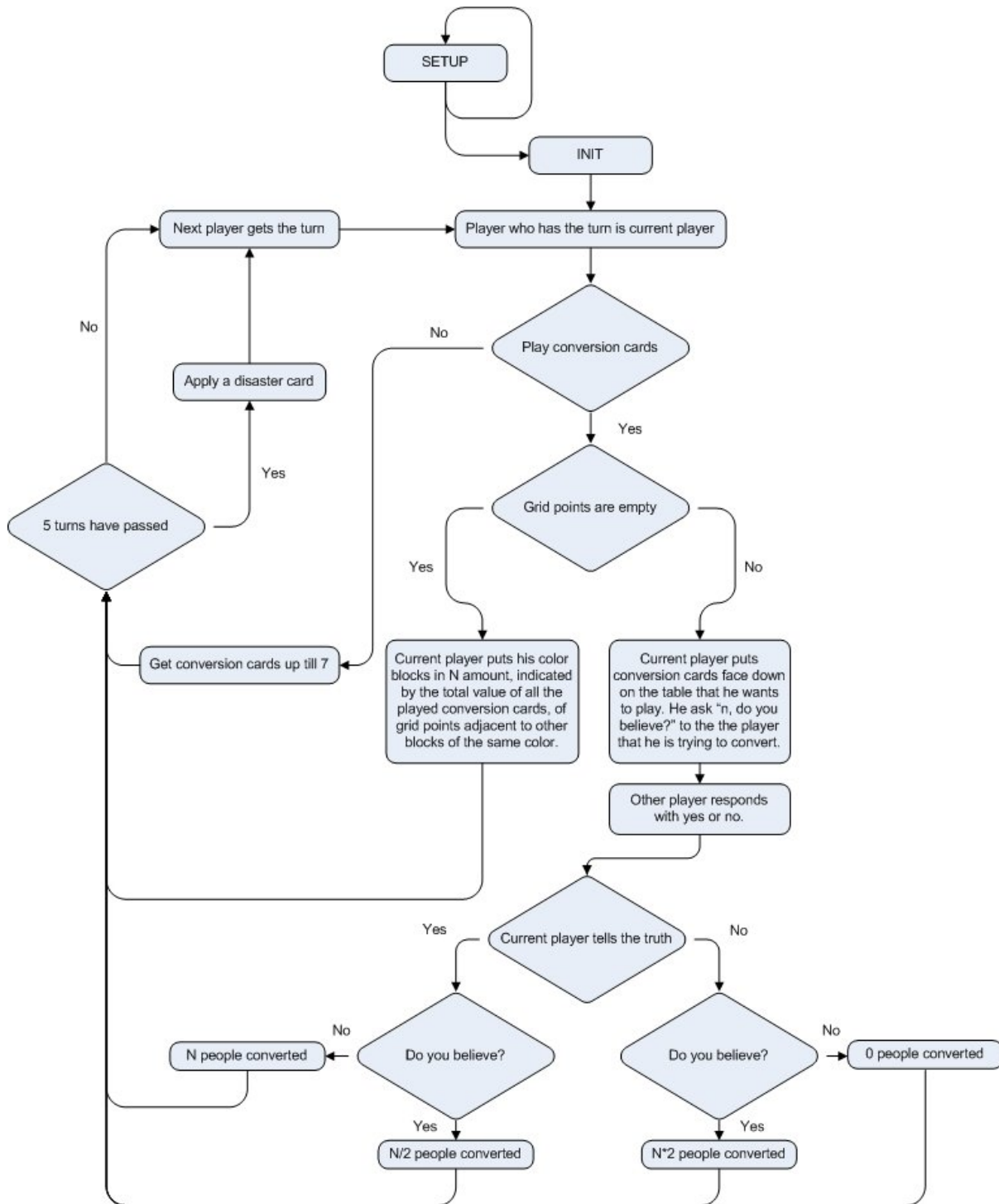
If the player saying "no" was right in seeing the lie of the other player the other player will not convert anyone to his religion. If the player saying "no" is wrong and the other player announced the same value as is indicated on the cards then he loses the amount of people to the other religion as is indicated by the conversion cards.

If the other player says "yes" and the current player did not lie about the value on the cards then the value gets cut in half. If the other player says yes and the current player is lying about the value on the cards then the amount of conversions gets doubled.

After every 5 turns the weakest player draws a card from the stack of disaster cards and all players apply this card to the board. A disaster card describes a disaster that occurs on the world and which regions it affects. Empty grid points in regions affected are filled up with a black color block and grid points already taken by a religion are returned to the corresponding player while the grid point is also filled up with a black color block.

The game continues in this fashion until the apocalypse occurs and every non-black color block on the world map is returned to the corresponding player. The player with the biggest amount of blocks is the winner.

The loop



Rules

- The grid on the board starts out empty.
- Each player starts with 7 conversion cards.
- After every 5 turns a disaster card is applied to the board.
- No more than 7 conversion cards per player.
- Replenishing your hand back to 7 cards takes 1 turn
- After first conversion all the following conversions need to be adjacent.
- Converting people of another player requires you to put conversion card face down on the table and say "n, do you believe?". The defending player answers with yes or no.
- If the current player tells the truth and the defending player agrees then the amount of conversions indicated by the cards is cut in half.
- If the current player tells the truth and the defending player disagrees then the amount of conversions indicated by the cards remains the same.
- If the current player tells a lie and the defending player spots the lie then the amount of conversions indicated by the cards is set to zero.
- If the current player tells a lie and the defending player believes the lie then the amount of conversions is doubled.

Win

Have the most people converted when the apocalypse occurs.

Loose

Your religion dies out by the disasters, or conversion of other players, or you are not the dominating religion in the world when the apocalypse occurs.