

APOPHIS

DESIGNED BY ERIK DRESNER



1-4



FAST



MEDIUM

EQUIPMENT

- 1 Trio each of Red, Yellow, Blue, Green, and Black
- Zark City deck (or similar playing cards)
- 1 regular D6
- 5 tokens
- a 15-minute timer



EQUIPMENT NOTES

Ideally, you will have a 4-color deck that matches the pieces. The card values do not matter, only that there are 13 cards for each of four colors (red, yellow, blue, and green). Other good options include Uno, Phase 10, Skip-Bo, and Blink.

OVERVIEW

It's the 13th of April, 2036. The asteroid 99942 Apophis is nearing its imminent impact with Earth. All previous efforts to prevent the collision have failed. In a last ditch effort, a team of scientists have gathered to construct enough rockets to destroy or alter the path of the asteroid before it becomes the cause of Earth's next mass extinction...

Apophis is a real-time race to save the world that can be played solo or as a co-op for up to four players.

GOAL

Players play cards from their hands to build components of a rocket. When a rocket has enough fuel, they may launch it in attempt to destroy Apophis before time runs out.

SETUP

Place the black Trio, stacked as a Nest, in the center of the table. This is Apophis.

Place one card of each suit in a row under Apophis, and place the three pyramids that go with that suit onto each card. This is the Parts Depot.

Shuffle the remaining cards and place the deck next to the Parts Depot. Place the tokens on the other side.

Deal 3 cards to each player. Have an extra if playing with just 1 or 2 players.

Choose a start player, set the timer, and GO!

TIMER LENGTH

This game becomes more difficult with less time, and vice versa. 15 minutes is good for beginners. Try it with just 10 minutes (or even less!) once you know how to play.

HOW TO PLAY

During their turn, a player may choose to do one of the following: Draw, Build, Launch or Scrap. Remember, this is a co-op game. Players are encouraged to discuss their decisions! However, the final decision is always up to the active player. Players may not show their hands, but they are free to discuss them.

COLORS

Each color represents a different functional element of a rocket, as follows:

- **YELLOW:** Booster Fuel
- **BLUE:** Guidance System
- **RED:** Nuclear Warheads
- **GREEN:** Deflection (or Fail-Safes)

CONT. →

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APOPHIS (CONT.)

TURN OPTIONS

DRAW 2 CARDS

Hand Limit 5: If this action causes a player's hand to exceed 5 cards, that player must immediately discard down to 5.

Reshuffling: Whenever a player attempts to draw a card with the draw deck empty, the team must spend at least 10 seconds shuffling the deck. Though anyone can shuffle the deck, the active player may not complete his or her turn until the 10 seconds are up. (If only 1 card was drawn before forcing a shuffle, the player would then draw the second card.)

BUILD A ROCKET SECTION

Discard to Build: A player may discard one or more cards of one color to build a rocket section of that color. The size of the rocket section you build is dependent upon the number of cards you play, with a Small costing one card, a Medium two cards, and a Large three cards.

For example, to build a Large Fuel Booster, the player must discard three yellow cards, while building a Small Guidance System only requires one blue card.

Rocket Sections Are Limited: There is only one of each size and color available in the supply.

Construction Limitations: There is no restriction on a rocket's height. However, sections may only be placed on other sections of equal or greater size.

For example, a Medium section may be placed on a Large or another Medium section, but never a Small.

INITIATE LAUNCH SEQUENCE

To initiate a launch sequence, the active player may play up to one of their cards, of each suit, in front of the rocket. If the player plays all four suits, the rocket immediately launches; otherwise, play continues.

Holding the Launch: While a Launch Sequence is incomplete, no more sections may be added to the rocket. However, other players may continue the launch sequence by playing one or more of the cards needed.

For example, Player A initiates the launch sequence by placing a red card in front of the rocket. Then, Player B adds to the sequence with a blue card and a yellow card. Player C doesn't have a green, and since they don't want to scrub the launch, Player C draws 2 cards. Finally, Player D plays a green and the rocket launches!

SCRAP

Sometimes it makes sense to start over. If you decide to scrap, return all rocket sections to the Parts Depot. If a launch sequence was initiated, discard those cards as well. The next player may start a new rocket.

LAUNCHING

When the fourth card of a launch sequence is played, the rocket immediately launches. Check for the success of the missile in the following order:

CHECK BOOSTER FUEL

At least 25% of the rocket's points must be Booster Fuel (yellow sections) or else it will fail.

For example, if a rocket has one Large sections + two Mediums + one Small (for a total of 8 points), then at least two points must be Booster Fuel. Similarly, if a rocket has two Large sections + one Medium + two Smalls (that's 10 points), then the rocket must contain at least three points of Booster Fuel to be successful.

CHECK GUIDANCE SYSTEM

Will the rocket actually hit Apophis? Roll the six-sided die and add its value to the value of Apophis plus the value of Guidance Systems. (Apophis has the value of the largest pyramid showing.) If the value is 7 or greater, the rocket will hit. If not, the rocket fails.

For example, suppose Apophis has a value of three and the rocket one has one point of Guidance systems. That's a base of four. If player rolls a three or more, the total will be seven or greater, and the launch will succeed. If you roll a one or a two, the rocket fails.

APOPHIS (CONT.)



CHECK DAMAGE *(Skip if no Warheads on rocket)*

Will the Nuclear Warheads affect Apophis? Roll the D6 and add its value to the number of points of Nuclear Warheads on the rocket. If the number is 7 or greater, remove the top pyramid. Also, add a Deflection token.

Asteroid Vaporized: If Apophis is damaged 3 times during the game, it is destroyed and the team wins!

For example, suppose the rocket contains two points of nuclear warheads and the player rolls a five. The rocket damages Apophis! The Large is removed from Apophis, revealing the Medium underneath. The team is now closer to victory, however Apophis is now smaller and harder to hit!

CHECK DEFLECTION *(Skip if no Deflectors)*

Will the Deflecting Warheads alter Apophis's course? To find out, roll the D6 and add its value to the number of points of Deflecting Warheads on the rocket. If the number is 7 or greater, add a Deflection counter for altering Apophis's course.

Asteroid Nudged: If Apophis has five Deflection counters, then its course is altered enough to steer clear of Earth, and thus you win!

After any launch, regardless of success or failure, return all pieces from the rocket to their supply points.

HOW TO WIN

The team wins if Apophis is either deflected or destroyed. However, if at any moment the timer goes off, Apophis smashes into the Earth. This will wipe out 95% of all species on Earth, including humans. Hopefully, the next sentient species to evolve will do a better job at the next threat of extinction.

OTHER NOTES

Some sources say Apophis will hit on April 13, 2029; others give different dates, or say it won't hit us at all. We'll find out soon enough!

HISTORICAL NOTES

This game was the winner of the Spring 2009 Icehouse Game Design Competition.

LAUNCH CHECKLIST

FUEL

Rocket reaches space



$\geq 25\%$ OF ROCKET PIPS

GUIDANCE

Rocket reaches Apophis



+



+



≥ 7

WARHEADS

Asteroid layer removed



+



≥ 7

DEFLECTION

Deflection token added



+



≥ 7

ADVANCED RULES

Deflection Doesn't Work: The only way to win is for Apophis to be completely destroyed.

Random Launch Failures: In the basic game, a launch will only fail if the rocket has inadequate fuel. With this rule, each launch also requires a successful launch roll. Add the die results to the total number of Fuel points in the rocket. If the total is 8 or more, the rocket explodes on the launchpad and the mission is a failure.

Fail-Safes Replace Deflectors: Green pyramids no longer work as Deflection Warheads. Instead, they are overall backup systems. For every two points of these "Fail Safes" on a rocket, the players may reroll one die during the launch.

