

ApocalipSocks



"There shall, in that time, be rumours of things going astray and there shall be a great confusion among socks and where things really are. And nobody will really know where lieth the cold wash setting to prevent colour bleeding. At this time, a friend shall lose his friend's sock and the young shall not know where lieth the socks possessed by their fathers that their fathers put there only just the evening before, about eight o'clock".

Apocalipsocks 20:13

THE APOCALIPSOCKS IS HERE!!!

The washing machine has gone nuts and is trying to destroy all the socks inside.

Terrified by the catastrophe, the socks try to flee and need your help to find their partners and loved ones.

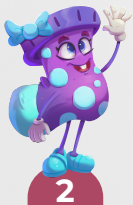
The problem is that they all look very much alike, which results in chaos and confusion.

Your mission is to find as many pairs of socks as possible and prevent the “*Apocalipsocks*”.

OVERVIEW AND OBJECTIVE

Apocalipsocks is a game of speed and visual perception where the cards represent socks that trigger an effect when you find 2 or more pairs of socks of the same type. **Players do not take turns, which means they all play at the same time!**

Your goal is to collect matching pairs of socks from the table as fast as possible and place them in front of you. When there are no more matching socks on the table, players tally their final score and the player with the most points wins the game.



COMPONENTS

1 Rulebook

90 Sock cards of 5 different types



6 Reference cards



Important: Each type of sock includes 9 pairs and each pair is slightly different to other pairs of the same type (e.g., different colour). There are 18 socks per type divided into 9 “identical” pairs of socks.

GAME SETUP

1 In **2-players games**, remove all the cards with the **Pegs!** and **Socks assemble!** icons (see table below) on the top left corner of the card and return those cards to the box.

In **3-player games**, remove the 10 cards with the 3-player icon on the bottom right corner of the card from the game.

In games with **4 or more players**, ignore this step.

2 players



3 players



2 Then, take all the Sock cards, shuffle them, and remove twice as many cards as the number of players at random (those are the socks the washing machine has mysteriously eaten). Return those cards to the box without revealing them.

3 Spread the remaining cards on the table face up. Then, all the players have to move them around to create a messy pile of socks. All the Sock cards on the table must be facing up.

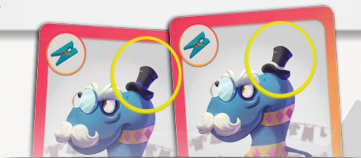
4 Deal 1 Reference card to each player.



To the cry of “*Apocalipsocks!*”, every player has to start taking cards from the table at the same time to **gather pairs of identical socks**. There are 5 different types of socks (3 in 2-player games due to the cards removed during setup) and each type of sock has a power.



Important: The differences between the pairs of the same type are quite subtle. For example, the socks below belong to the same type, but they are **not** identical.



When you are looking for the matching partner of a sock, you cannot keep cards in your hand. However, if you want, you can set a card aside on the table while you are looking for its matching partner. This card is still available for the other players, which can take it if they find the matching partner.

Once a player has **2 pairs of socks of the same type** (or 3 pairs in 2 or 3-player games), they **MUST** activate the power of that sock type saying out loud the power name and flipping over the activated pairs face down to indicate their power has been used. You cannot accumulate pairs of socks to activate 2 or more powers one after the other or save pairs to activate their power later during the game.

Then, the players affected by the power must perform the corresponding action.

Example: Bill has collected 2 pairs of socks of the same type and shouts “Mine, mine, mine!” to activate their power.



Important: While you are looking for socks, try not to flip them over, leaving the face down on the table. If you do, please put them face up again.

POWERS

The purpose of the powers is to distract and confuse the rest of the players while you continue looking for pairs of socks. In other words, when a power is activated, **it affects every player except the player who activates it**. That player does not take part in any way in the actions performed by the rest of the players. **The only exception to this rule is the power “Mine, mine, mine!”.**



Pegs!: Stop looking for socks, use your hands as if they were pegs and mimic the action of holding the T-shirt of each player by their shoulders as if you were hanging out clothes.

Remember: In 2-player games you won't be playing with the powers “Pegs!” and “Socks assemble!”.



Spin cycle!: Stop looking for socks, stand up, spin around, and sit down again.



Eco mode!: Cover an eye with your hand until you find a new pair of socks.



Socks assemble!: You must bump each other's fists and shout "By the power of the sock!"



Mine, mine, mine!: This is the one power that only affects the player activating it. You can steal 1 pair of socks from another player of your choice, if possible. Even if no other player has 1 pair of socks, you must activate the power when you gather the corresponding socks. You cannot steal facedown socks from another player, since their power has already been activated.

Remember: When you activate a power, you must place the corresponding socks face down.

END OF THE GAME AND SCORING

As soon as a player realizes or thinks that there aren't any pairs of socks on the table, they must say out loud "Apocalipsocks now!"

Then, the game ends and each players tallies their score. For each correctly matched pair of socks you have, you score 1 point, and for each mismatched pair you lose 1 point.

If you shouted “Apocalipsocks now!” correctly at the right time, you score 3 extra points, but if you were mistaken (because there were still matching pairs of socks on the table), you lose 3 points.

The player with the most points wins the game.

FOR THE YOUNGEST PLAYERS

For the first games, we recommend simply matching pairs of socks, ignoring the special powers of the socks and introducing those powers little by little, so the youngest members of the family become familiar with both the powers and the game mechanics.

Credits

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