

Aapep

“Just beyond the horizon Aapep lies coiled in wait, greedily charting Ra’s progress across the heavens. At dusk, as the setting sun brushes the western mountains, he prepares to strike...”

Based on Ancient Egyptian mythology, the game **Aapep** pits Aapep the snake demon, trying to swallow the sun, against the sun god Ra, fighting to escape the darkness of the underworld.

Players take turns placing tiles (representing pyramids) onto the 4 x 4 grid of the board. The Aapep player(s) win if from any edge of the board they ‘see’ dark sides on the first pyramid in each row from that direction. Ra players win if from any edge of the board they ‘see’ light sides on the first pyramid in each row.



Designed by Paul A DeStefano, this is the latest game from US publisher Cambridge Games Factory (publishers of **Glory to Rome**) and their first non-card game. It’s a quick-playing game that is simple on the surface, but provides some tactical subtleties.

- For 2-4 players
- Ages 8+
- Playing time 20 minutes
- UK RRP £5.00 (inc VAT)
- Trade price £2.56 (ex-VAT)

Available now from JKLMnP