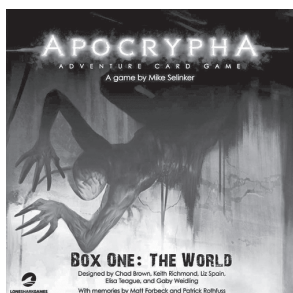


Apocrypha: The Flesh and The Devil – More Fuel for Your Apocalypse

by LONE SHARK GAMES

The *Flesh* and *The Devil* are the much-anticipated expansions for the *Apocrypha Adventure Card Game*, bringing new stories, new threats, and hours upon hours of new gameplay to the doomed world of Apocrypha.



Apocrypha, the cooperative adventure card game where you take on the role of a modern-day saint to fight monsters, just got cataclysmic. The final two expansions for *Apocrypha*, *The Flesh* and *The Devil*, have arrived and both add further dangerous entities, strange adventure, and more gadgets to battle the impending apocalypse.

The Flesh and *The Devil* are perfect accompaniments to the *Apocrypha: The World* base set (required to play either expansion). Choose to play cooperatively with up to 6 players or as a full roleplaying game with another player acting as a guide.

Apocrypha: The Flesh



The Flesh expansion brings new factions of peril to the table including the undead in a frozen wonderland, faeries on motorcycles, monsters of clay and wires, and gruesome designer diseases. Each side is brought to life and set against the players in a different chapter, with new memories

by storied authors, artists, and game designers.

- *The Book of the Deathless* - An oil town in frozen Alberta is invaded by the risen dead, with memories by *Bruce R. Cordell*.
- *The Book of the Fae* - The faeries and bikers of the Wild Hunt roar across the American Midwest, with memories by *Jerry Holkins*.
- *The Book of the Golems* - The tech hub of Seattle is overrun with drones and robots, with memories by *Teeuwynn Woodruff*.

- *The Book of the Physicians* - The eastern seaboard is the test market for virulent designer diseases, with memories by *Kris Straub*.

“The stories of The Flesh ask the best questions of what it means to be human,” says *Apocrypha* game designer and graphic designer *Liz Spain*. *“Thoughts on death, artificial intelligence, the future of medicine all explore what we can become. And the Fae chapter, well, that asks how much fun we can have being silly.”*

Apocrypha: The Devil



The Devil comes packed with new beastly opponents such as the malevolent forces of nature overthrowing man-made structures, deal-making devils in Sin City, dream-tampering outsiders, and ritual-fulfilling snake cultists. All these and more threaten to bring the world to ruin, so it’s a good thing it

also includes a few tricks to help the players fight off the mounting darkness.

The Devil includes 4 new chapters and just as with *Apocrypha: The World* and *The Flesh*, we enlisted the help of some talented authors and game designers to create new memories for each story.

- *The Book of the Animus* - The New Orleans bayou is threatened by the great spirit of nature, with memories by *Kij Johnson*.
- *The Book of the Damned* - Las Vegas is overrun with demons and angels preying on the weak-willed tourists, with memories by *Erin M. Evans*.
- *The Book of the Dreamers* - The cities of New England are invaded by twisted nightmares, with memories by *Keith Baker*.
- *The Book of the Serpent* - The ancient ruins of Mexico are unearthed by snake worshippers searching for the last dragon, with memories by *Wolfgang Baur*.

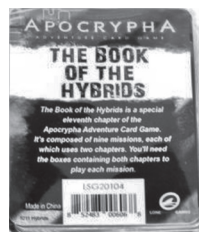
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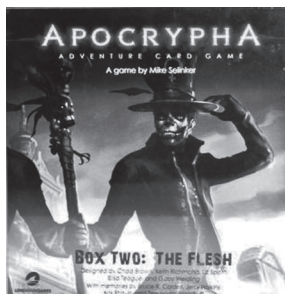
“The Devil is where we deal with the biggest-picture stories,” says *Apocrypha* lead designer Mike Selinker. “We reinterpreted the possible end of the world through the most fanciful of humankind’s creations: showgirl angels and demon lawyers, dinosaur skeletons reanimated by pulsing vines, N-dimensional mathematical horrors, and maybe a world-killing dragon or two. If the end of the world is coming, it might as well be a wild ride.”

Pick up *The Flesh* and *The Devil*, face new evils, reshape your memories, and save the world from impending doom!

Apocrypha: The Book of the Hybrids



For those who want even more world-shattering weird adventure, *Lone Shark Games* has released a special cross-chapter mission pack called *The Book of the Hybrids*. This 19-card set allows you to mix your sets in strange ways, from vampires and werewolves in an age-old love story to giant snakes caught up in wild tornadoes.



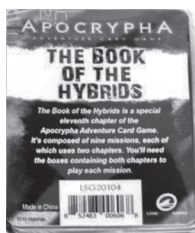
Apocrypha: The Flesh

#LSG20102, \$39.95
Contains: 413 cards, 4 pawns, 6 pawn bases, 10 dividers, 1 - 40-page storybook.



Apocrypha: The Devil

#LSG20103, \$39.95
Contains: 432 cards, 5 pawns, 6 pawn bases, 12 dividers, 1 - 40-page storybook.



Apocrypha: The Book of the Hybrids

#LSG20104, \$4.95
Contains: 19 cards.



Please visit Lone Shark Games, page 114, Thank you

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