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APOTHEUM™

APOTHEUM COLLUSEUM™

APOTHEUM COLLUSEUM, THE ULTIMATE INTERACTIVE GAME™

APOTHEUM COLLUSEUM, THE ULTIMATE INTERACTIVE NOVEL™

APOTHEUM GAME RULES.

In the beginning, there are 90LB DOORKNOBS. In the end there are HUMANS, the final Progression. Now, there is APOTHEUM!

This is the game of the Exploration of the Unknown; your GAP Acts as your ALTER EGO. Enjoy Unlimited InterActive Gaming Possibilities, in DREAM TIME™ Progress with Increasing CAP's throughout the Planes Of Existence.

Battle Fiery Opponents With Your Own Raw Energy.

This is APOTHEUM. Play APOTHEUM, Today!

THE FUN-DAMENTS!

MULTIPLE 10-SIDED DICE (D10's): With D10's you can achieve all Percentile. Percentage is Probability, the measure of anything to occur. They are thus ideal for InterActive Gaming.™

The GAME ACTION PERSON (GAP): InterActive™ Gaming is more fun with more GAP's; the more Partiers, the more InterAction there is. You are the Partier who plays the GAP (at the party) who goes through the GameOrbit (GO), who is your ALTER EGO (AE) .

A WORLD ENGINEER (AWE): The AWE Creates the GameOrbits (GO's), which are the Worlds and the Explorations, in the GO's.

The AWE also puts the GAP's through them. It-is-possible for there to be more than 1 AWE. For optimal smoothness, it is recommended to have a maximum of 5 Partiers per AWE but is not necessary.

PEN & PAPER & PALM TOP (optional): That's it. Use Recycled Materials (picture the nice pristine forest you will one day go through).

