

Leo Colovini

ATLANTIS™

Players: 2 – 4

Ages: 10 and up

Duration: about 30 minutes



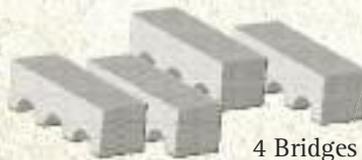
84 Path Tiles
with values of 1 – 7

42x “A” backs 

42x “B” backs 



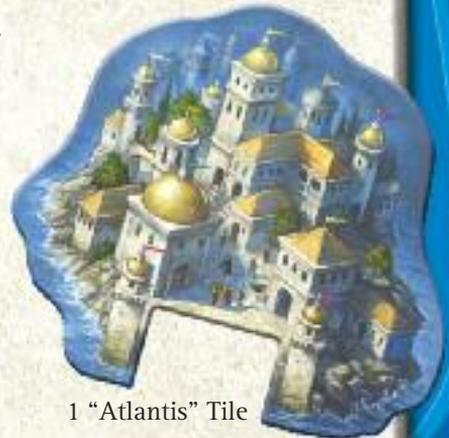
24 Water Tiles



4 Bridges



12 Figures
3 each in 4 colors



1 “Atlantis” Tile



105 Movement Cards, 15 each of 7 varieties



1 “Mainland” Tile

GAME IDEA AND GOAL

“But afterwards there occurred violent earthquakes and floods; and in a single day and night of misfortune...the island of Atlantis in like manner disappeared in the depths of the sea.”

– Plato, *Timaeus* (Jowett translation, Project Gutenberg)

Atlantis is sinking! By playing cards, you move your people from space to space along the crumbling path of tiles that reach from Atlantis to the more stable mainland. Tiles and cards show different items—matching items allow you to advance towards safety. Through skillful card play, you rescue your people and pick up valuable items as you flee. You can even create obstacles behind you to slow down other players! If you have the most points in tiles and cards at the end, you win!

GAME SETUP

Sort the **path tiles** according to the letters on their backs. Shuffle the two piles of face down tiles separately.

Place the large **“Atlantis” tile** at one end of your play surface—this is the first **“stack”** and is the starting location for your game figures.



Place the other path tiles in a series of face up stacks so that each stack is only adjacent to two other stacks. This process creates a route from Atlantis to the mainland.

The stacks are the **“spaces”** that your pieces use to move along to safety. Each stack consists of 2 path tiles, 1 path tile, or 1 water tile.

Beginning next to the bay spot on the Atlantis tile, place these stacks (all tiles face up) using the **“A”** () tiles:

- 10 stacks of 2 path tiles each
- 10 individual path tiles (1 tile stacks)
- 6 stacks of 2 path tiles each

Now, place a stack consisting of a single **water tile**. This is a one-tile **“gap”** (see illustration). Then, continue to build the path (all tiles face up) using the **“B”** () tiles:

- 6 stacks of 2 path tiles each
- 10 individual path tiles (1 tile stacks)
- 10 stacks of 2 path tiles each

At the end of the path, place the large **“mainland” tile** as your final **“stack.”**

You do not have to follow the exact shape and curve of the path as shown in the illustration. The only rigid parameters are: the tile order (As, then Bs), the stack sizes, and the sequence of stacks.

Place the remaining water tiles within easy reach in the center of the table.

Select a color and place your **3 figures** onto Atlantis. Also, take one **bridge** and set it in front of yourself.

Shuffle the **movement cards** and place them face down to form the **draw deck**. If the draw deck is used up during play, shuffle the discards and create a new draw deck.

The youngest player is the **starting player**, and draws 4 cards. The second player (clockwise) draws 5 cards, the third player 6, etc.



GAME PLAY

Play proceeds clockwise around the table. On your turn, take the following actions in order:

Select a Figure

Choose one of your 3 figures to move. A figure that has already reached the mainland cannot be selected.



Play a Card and Move your Figure Forward

Play a card from your hand face-up onto the table.

Move your selected figure forward (i.e., towards the mainland) to the next path tile that shows the same item shown on the card. If that tile is unoccupied, your figure stops. If a figure (yours or another player's) is already on that tile, you **must** play another card. Move your figure forward to the next tile showing the item on your new card. Repeat this process until your figure lands on an unoccupied tile. At the end of a turn, each figure must be in Atlantis, alone on a tile, or on the mainland.



Note: *Playing multiple cards is only possible if you play cards that take you to occupied tiles!*

In the rare case that you cannot move any of your figures to an unoccupied space, show your cards to the other players and draw 2 cards from the draw deck. This ends your turn.



Note: *When you cannot move a figure, you may first buy cards (see below)—hoping to draw a card that will enable you to move. If you still cannot move, you can then draw 2 free cards, but your turn ends.*

Pick up Path Tiles

Take the first unoccupied path tile directly behind (in the direction of Atlantis) the figure that you moved. Take and keep that tile, placing it face up in front of you. If there are two tiles, take only the top tile (see example 1 on page 4).



If a gap results from taking the tile, place a water tile in the space created. The water tiles serve as a visual reminder of a gap in the path. You may place a water tile each time a tile is removed that creates or enlarges a gap, but a single water tile can be used to represent any size gap.



Draw a New Card

Discard any cards you played this turn.

Draw one card from the draw deck (no matter how many cards you played this turn).

Note: *You will get to draw more cards later in the game, after you move pieces to the mainland (see page 5).*



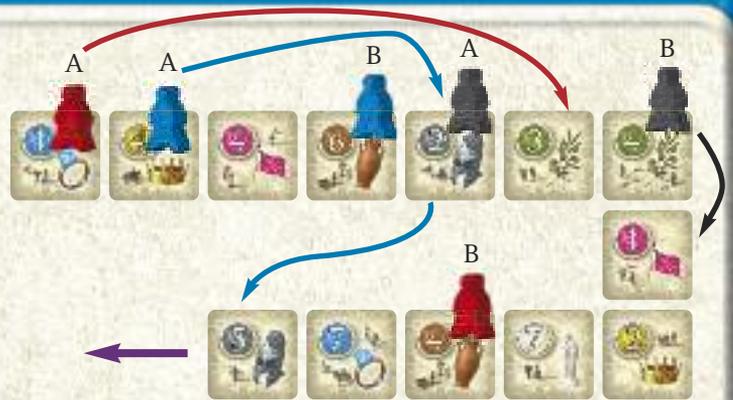
Buying Cards

At the beginning of your turn, you may buy new cards by spending one of the tiles you have previously collected. Remove the tile from the game (placing it in the game box). You receive half as many cards (rounded down) from the draw deck, as the value of the tile discarded. For example, if you spend a 5-point tile, you get to draw 2 cards.

Example 1: Pete (black) plays a red flag card and moves his figure B to the next flag tile (🚩). He takes the green olive tile (🌿) behind the figure and places it face up in front of himself.

Robert (red) plays an olive card and moves his figure A to the next olive tile (🌿). Since the gray helmet (🛡️) and brown amphora (🏺) tiles are occupied, Robert takes the red flag tile (🚩).

Larry (blue) has only gray helmet cards. He plays a helmet card and moves his figure A to tile occupied by Pete's figure A. Larry then plays another helmet card, moving his figure A onto the next helmet tile (🛡️) and taking the blue ring tile (🔵). Although Larry played two cards, he only draws one card at the end of his turn.



Gaps in the Path

At the beginning of the game, a gap already exists on the path from Atlantis to the mainland, and during the game even more gaps will appear (marked by water tiles). Gaps will continue to appear, enlarge and occasionally merge together. These gaps can be crossed in two different ways: without a bridge or with a bridge.

A) Crossing Water Tiles Without a Bridge

In order to cross a gap of one or more water tiles, you must pay points. The number of points required is the lower of the two values on the tiles on either side of the gap. You may spend previously collected tiles at full value (e.g., a 5-tile is worth 5 points). In addition, you may spend cards from your hand for 1 point each. You may pay more than the required amount in order to cross, but you lose any excess points. Tiles spent go out of play.

It does not matter how large a gap is; the two tiles on either side of the gap always set the price.

If you do not have sufficient points for one of your figures to cross a gap, you cannot move that figure.

You may cross several gaps during your turn and pay the sum of the gap values at the end of your movement as a single transaction. However, you cannot use any tiles that you pick up this turn!

The price of a gap is always determined before removing a tile. If a removed tile should change the price of a gap, it will change after you have paid to cross it (see example 2 on page 5).

B) Crossing Water Tiles With a Bridge

Crossing with a bridge is free. You may place your bridge at any gap that you choose. For the rest of the game, the bridge stays in play and **all players** may cross this gap free of charge. Even if the gap becomes larger, or a non-bridged gap is merged with a bridged gap, the bridge continues to allow free passage across the gap.

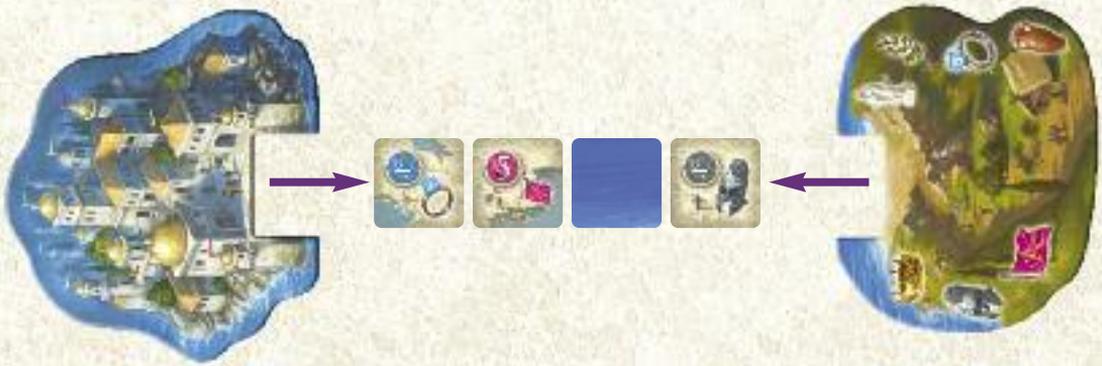
Example 2: Larry (blue) plays a blue ring card, in order to move forward quickly. He moves his figure A to the ring tile (🌀). He must pay for the gaps crossed: $1 + 4 + 3 = 8$ points.

He crosses the bridged gap free of charge. After paying, he takes the white statue tile (🗿) because the yellow crown tile (👑) is occupied. This merges

the bridge gap and the adjacent gap. The cost for crossing of the entire gap is 0 because of the bridge—without the bridge, the cost would be 5.



If a gap appears at the beginning or at the end of the path, move the Atlantis tile or the mainland tile so that the gap is eliminated.



The Mainland

If you play a card with an item that does not appear between the figure and the mainland, you move your figure to the mainland tile. You still receive a tile (the last unoccupied path tile closest to the mainland).

Important: Once you have placed one or more figures on the mainland space, you may draw an extra card at the end of every turn for each figure you have on the mainland! Draw 2 cards if you have 1 figure on the mainland; draw 3 cards if you have 2 figures on the mainland. If you move your third figure onto the mainland, you draw 4 cards and the game immediately ends.

FINAL MOVEMENT AND ENDING THE GAME

As soon as you or another player move your third piece on the mainland, take a tile, and draw 4 cards, the game ends immediately.

You must move all of your figures on the path to the mainland. During this end-of-game resolution, you do not play cards to move, you do not get to take tiles or cards, and you may not place a bridge. However, you must pay the normal costs for crossing gaps. You may pay from your tile supply and with cards from your hand. If you cannot pay the crossing costs, keep track of your negative score. There is no benefit for an unbuilt bridge at the end of the game.

