

GALEN CISCELL'S

ATLANTIS RISING



“BUT AFTERWARDS THERE OCCURRED VIOLENT EARTHQUAKES AND FLOODS; AND IN A SINGLE DAY AND NIGHT OF MISFORTUNE ... THE ISLAND OF ATLANTIS ... DISAPPEARED IN THE DEPTHS OF THE SEA.”

PLATO

CAN YOU SAVE THE ISLAND OF ATLANTIS?

ATLANTIS RISING is a cooperative game, where players must work together as a team in order to win the game. You and your fellow players portray the leading citizens of Atlantis on the eve of its destruction. Send your faithful followers out to various placements around the island to gather material resources and mystic energy or to use advanced Atlantean technology and mysterious ancient artifacts.

Using these resources and actions, you must work together to construct a cosmic gate capable of transporting the remaining population of the island to safety, before your civilization is lost forever to the sea. Thus, players will either all share the victory (if they can save the people of Atlantis) or all share the defeat (if Atlantis sinks beneath the waves before the gate is built).



37 Island Board Tiles



1 Cosmic Gate Board



20 Cosmic Gate Component Tiles and 1 Power Core Tile



6 Mystic Barriers and Plastic Stands



10 Councilor Player Boards

Each of the councilors of Atlantis has a different councilor ability, explained at the top of a player's councilor board.



2 Dice



Starting Player Marker



67 Misfortune Cards



Basic Misfortune



Special Misfortune



33 Library Cards



Basic



Artifact



1 Atlantean Leader, 4 Followers, 1 Player Marker in green, orange, purple, & navy



1 Leader, 7 Followers, 1 Player Marker in red, blue, and yellow

Councilors abilities reference a **Leader**: the representation of the councilor within the game. They are special Atlanteans (a player's large meeple) that provide a benefit when placed. *Leaders are otherwise exactly like other Atlanteans: they are placed normally, can lose their actions due to flooding, and take actions as normal during the Take Actions phase.*

Every councilor has their faithful **followers**. These are the smaller meeples in a player's color.



1 Automaton



1 Hologram



24 Mystic Energy



12 Crystal, Meteoric Iron Ore, and Gold (acrylic gems)



16 Atlantium Metal (resin bars)

These special Atlanteans are for optional use in 1 or 2-player games.
See pages 14-15.

Volunteers are faithful Atlantean citizens who help the councilors for a short period of time.

Whenever you gain a gray volunteer, they last until the end of the next Take Actions phase.

GAME SETUP

Introductory game mode (4–7 players)

- 1 Set up the island of Atlantis by laying out its tiles as shown.
- 2 Place the **mystic barriers** in their plastic stands. Place these, the **resources** (ore, Atlantium, gold, and crystal), **mystic energy**, and **dice** within easy reach of all players, near the game board.
- 3 Randomly select 4 of the 11 artifacts (cards with stone backgrounds) and shuffle them into the rest of the **library deck** (the cards with parchment backgrounds). Place the shuffled deck near the library **peninsula** of the island.
- 4 Ensure that the **misfortune deck** includes the appropriate number of *Calm Seas* and *Controlled Flood* cards. For the introductory game, the deck should have 9 *Calm Seas* and 3 *Controlled Floods* (return the unused *Controlled Flood* cards to the box). Then shuffle the misfortune deck and place it beside the board.
- 5 Place the **Wrath of the Gods track** near the misfortune deck and place the wave token on the zero (0) space.
- 6 Take the Power Core and 9 of the 20 remaining component tiles. For your first game, select the following components: All 5 components marked with an A, along with Mystic Siphon (B), Matter Converter (B), Numinous Beacon (C), Entropy Drive (C), and the Power Core. Lay these component tiles in a row (called the **Blueprint**). In subsequent games, or if you wish to have a more challenging initial experience, you will use different components based on the difficulty of the game you wish to play (see page 15).
- 7 Each player chooses a **councilor board** (or you may select randomly). For your first game, make sure one player selects the Artificer board. Each player then chooses a color and takes the token and 3 Atlanteans (meeples) matching their color, one of which should be the larger meeple (see *Leader and followers* on page 3). The colored token displays a player's color for others to see. Each player takes 2 mystic energy.
- 8 Place 2 **Atlanteans** of each selected color, as well as the small gray **volunteers**, in the supply area of the Wrath of the Gods track. Place any unused Atlanteans back in the box.
- 9 Place the **Cosmic Gate board** beside the board.
- 10 The player who most recently went swimming becomes the starting player and takes the starting player marker.

To play a 1, 2, or 3-player game, or to vary setup for repeated play and variable difficulty, see pages 14–15.



OBJECT OF PLAY

You win the game by building all of the components in the Blueprint, including the Power Core. You activate the Cosmic Gate and transport your people to safety!

You lose the game if every island tile is flooded. Atlantis is lost forever beneath the waves!

GAME ROUND PHASES

The game is played in rounds. Each round is broken into four phases, as outlined below.

1. PLACE ATLANTEANS
2. SUFFER MISFORTUNES
3. TAKE ACTIONS
4. ENDURE THE WRATH OF THE GODS

START OF ROUND

Before beginning each round, the starting player in the previous round passes the starting player marker to the player on their left. Players may also make use of their councilors' special abilities or play library cards (if applicable).



1. PLACE ATLANTEANS

Players must place all of their Atlanteans from their **councilor's pool** (their collection of available player pieces) onto empty **crystal** discs on one or more island tiles, or on built component tiles. Players may place Atlanteans in whatever order they choose, potentially placing simultaneously or bouncing back and forth between players. If there is ever a dispute over who will place their Atlantean on a specific disc, or placement spot, the starting player decides.

Each tile (except the center tile) can only support a fixed number of Atlanteans, as indicated by the number of discs on the tile. Except in the Cities (see page 8), each disc represents one opportunity to take the action of its corresponding tile. Players may place fewer than the maximum number of Atlanteans allowed on a tile. Atlanteans of multiple colors may share a tile, as long as the total capacity of the tile is not exceeded.

The center tile represents the mystic power source of Atlantis and may support any number of Atlanteans.

Some components, once built, also support a fixed number of Atlanteans. See *The Cosmic Gate* on page 10 for details.

2. SUFFER MISFORTUNES

Even as the councilors work to save their home, myriad misfortunes plague Atlantis, flooding the island, inciting panic in the populace, and raining other maladies upon the land. Atlanteans who see the oncoming waves ready to crash into their assigned position will flee with their task unfulfilled.

Beginning with the starting player and proceeding clockwise, each player must draw one misfortune card (see page 12). If a misfortune card requires a decision, all players may discuss the decision, but the player who drew the misfortune has final authority. Resolve each misfortune card before drawing the next.

Flooding

When a misfortune card instructs a player to **flood** (flip over) an island tile, the selected tile(s) must always be the next available tile in a peninsula, starting from its tip and working towards the island's center. ~~If an already completed flooded peninsula would be flooded, the current player must choose two other tiles to flood instead.~~

Important: Any Atlanteans on a flooded tile are returned to their owners' pool of Atlanteans, before they take their actions.

If a peninsula of the island is completely flooded and a tile in that peninsula should be flooded, the current player must choose two other tiles to flood (in one or two peninsulas) instead.

3. TAKE ACTIONS

All Atlanteans still remaining after the misfortunes now take the actions associated with their placement spots, described in detail in the next section of the rules. Players may resolve the actions of their Atlanteans in whatever order they choose, potentially bouncing back and forth between players. If there is ever a dispute over which action to resolve next, the starting player decides.

Once an Atlantean has performed its action, that player should place the Atlantean on its side. This can help players keep track of special abilities, including Leaders (see page 3 for more information on Leaders), used throughout the current phase.

At the end of the phase, return all Atlanteans to their owner's pool of Atlanteans.

4. ENDURE THE WRATH OF THE GODS

The gods are furious with the people of Atlantis, who have embraced technology and mysticism over worship of the divine. But the futile resistance of these mortals, who labor to save themselves, even as their home sinks beneath the waves, merely serves to enrage the gods further.

In the Endure the Wrath of the Gods phase, the players choose and **flood** (flip over) tiles equal to the number shown on the current level of the Wrath of the Gods track. If the players cannot decide which tile(s) to flood, the starting player chooses. Then, the starting player moves the Wrath counter (**wave token**) up one level (do not move the counter if the track is already at the highest level).



THE WAVE TOKEN tracks the current level of the Wrath of the Gods track.

At the end of this phase, the current game round is complete. Remember to pass the starting player marker to the next player in clockwise order.

IMPORTANT

If no tiles (including the center tile) remain, the players lose the game.

GAME ACTIONS

THE WILD PENINSULAS

Mountains, Hills, and Forests

Atlantis is rich in resources: gold in the hills' rivers, crystals hidden in forest deposits, and strange ore found in craters in the mountains. While each of these resources have been more widely extracted near the center of the island, they are largely untapped near its edges.

Roll 1 die for each of your Atlanteans placed here; for each success, take one resource according to your Atlantean's location: Mountains – ore; Hills – gold; Forests – crystal.

Success is achieved by rolling equal to or higher than the target number printed on the tile (2, 3, 4 for ore; 3, 4, 5 for gold; and 4, 5, 6 for crystal).

Important: regardless of how much higher the die value is, you still collect only 1 resource of that type.

Mystic energy guides the Atlantean follower, allowing them to find resources they may otherwise have missed.

After the die is rolled for an action taken in the Forests, Hills, or Mountains, mystic energy may be spent to add 1 to the result. A player may spend any number of mystic energy in this way, increasing the result by 1 for each mystic energy spent. **Only the player who rolled the die is able to spend mystic energy in this way.**



THE CIVILIZED PENINSULAS

Cities, Libraries, and Forges

Cities

The citizens of Atlantis are proud and logical – they are not easily convinced that the gods will actually destroy their island; it will take the testimony of several followers to recruit them to your cause. Yet those who dwell closer to the sea can more clearly see the oncoming waves, and may be more easily convinced to join the effort to save their civilization. As destruction becomes more certain, and the wrath of the gods against Atlantis becomes more evident, Atlanteans will more readily join the cause of the resistance.

The Atlantean Cities tiles are marked by a double disc, requiring a pair of Atlanteans to activate:



These Atlanteans may be from the same or different players. Players roll 2 dice, 1 for each worker (if two players share the tile, they should both roll a die).

When rolling for success in the Cities, players add the current value of the Wrath of the Gods track to the sum of their die roll (see page 7 for more about the Wrath of the Gods). If the result is equal to or higher than the target number for the tile, they successfully recruit one new follower.

The new follower must be the same color as one of the Atlanteans used to activate the space.

If two players share the tile, they must decide which of them receives the new follower. ~~That Atlantean is returned to their follower pool, along with any Atlantean that performed the action.~~

~~Mystic energy may be spent by any involved players to increase the result of the roll.~~

RED AND BLUE each roll a die for their Atlantean. Both roll a 3, for a total roll of 6. They need at least an 8 to succeed on this Cities tile.



THE WRATH OF THE GODS track is currently at 1. This number is added to the die result, giving a total value of 7.



BLUE HAS MYSTIC ENERGY in their supply and decides to spend it to raise their total to 8, making their action successful.

The players decide that Blue will receive the new Atlantean from the supply and Blue places it in their follower pool.

Libraries

The libraries of Atlantis are the very best in the world, containing the wisdom of an advanced civilization (and some of its most powerful artifacts as well!). While some may believe it folly to retreat into these stacks of books and scrolls when the island is sinking around them, wise councilors recognize the true value of knowledge.

For each Atlantean placed here, draw 2 () library cards (see page 12), then keep cards as shown on the tile:



keep both cards



keep 1 card and:



discard the other



place the other card on the bottom of the deck

If the library deck should at any point run out of cards, you do not reshuffle the discard to create a new deck. Instead, the discard pile stays and the library deck is expended (though some effects may allow you to replenish it).

Mystic energy aids the research of the Atlanteans, allowing them to retain more knowledge than they otherwise might.

Other effects or abilities may also allow you to draw cards from the library deck. Whenever you draw more cards than you may keep, the player who drew the cards may spend mystic energy to keep additional cards. For each additional card that they keep, they must spend 1 mystic energy.

All players have a maximum hand limit of four library cards. If a player has more than four cards in their hand at any time, they must immediately play or discard library cards until they have four cards in hand.

Forges

The forges of Atlantis are legendary. Only here can the precious alloy Atlantium be refined from the ore found in the mountains. While simple ore is useless for building the components of the cosmic gate, Atlantium is critical to the advanced technology of Atlantis. The smiths at the island's center are already overworked, but those who brave the waves can command the full attention of the smiths who dwell near the island's edge.

...

For each Atlantean placed here, transmute one ore into one or more Atlantium. You may convert ore to Atlantium at a rate of 1:3, 1:2, or 1:1, depending on the tile. Each Atlantean placed here may convert only one ore into Atlantium (a player with multiple Atlanteans on a Forges tile may convert multiple ore into Atlantium, one for each Atlantean present).

MYSTIC POWER SOURCE (CENTER TILE)

The mystic power source is the key to the Atlanteans' advanced technology. Unlike other cultures, who would war amongst themselves for the right to control such a potent force, the Atlanteans have always granted free access to all citizens.

...

For each Atlantean placed here, take 1 mystic energy. There is no limit to the number of Atlanteans that may be placed on the Mystic Power Source.

COSMIC GATE BOARD

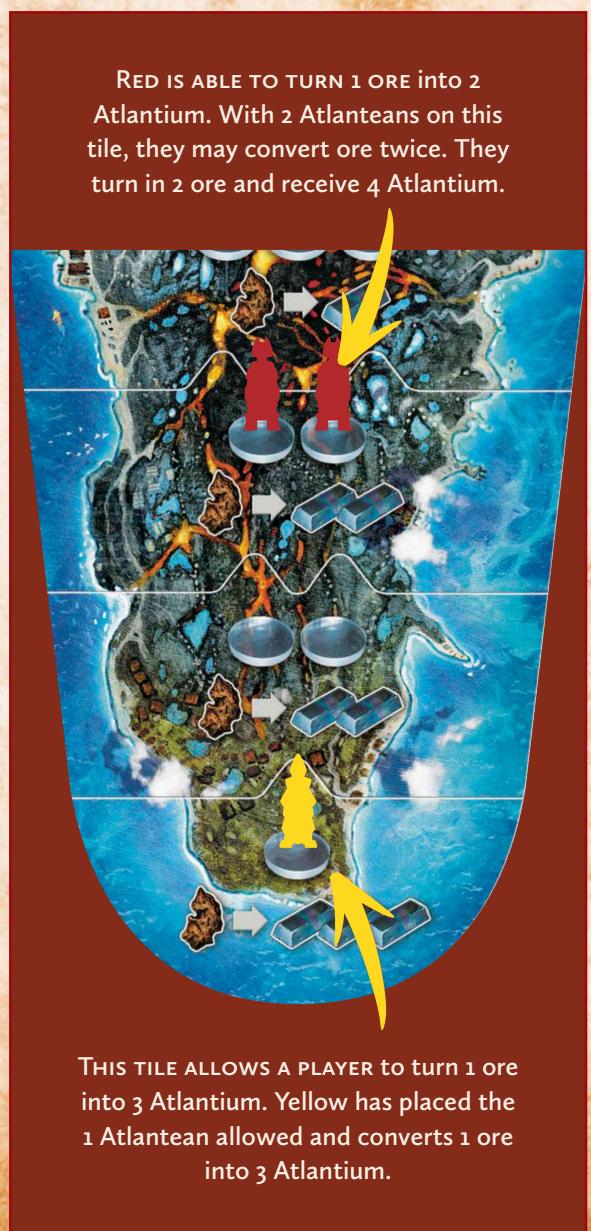
Build Components

When players wish to build a gate component, they must place Atlanteans on one of the special placements spots in the middle of the **Cosmic Gate board**. Each spot allows the players to build one component. Thus, players may build two components per round in 1-4 player games and three per round in 5-7 player games.

Each player may place up to 1 Atlantean on each spot so that, depending on player count, a single build spot may contain between 1 and 7 Atlanteans/players. When taking actions, each player with an Atlantean on a spot may contribute 1 or more resources

to build a single component. To build, players cooperate to pay the component's cost in resources, then return their Atlanteans to their **follower** pools. If the players contributing Atlanteans to the build do not have the necessary resources to create any component, they spend no resources and must return their Atlanteans to their **follower** pools, with their actions wasted.

Important: Remember that players may take actions in any order, so they may attempt to gain new resources before building any components for the round.



EXAMPLE

1 IN THIS 4-PLAYER GAME, the red, blue, and yellow players work together to build 1 of 2 possible components (the 4th player, green, is not helping and the 3rd spot is unavailable for use).

During the Take Actions phase, blue turns in 2 gold, red 1 gold, and yellow 1 crystal and 2 Atlantium to build the Spirit Seal. The players now place the Spirit Seal into the Cosmic Gate board, turning it over with its built side facing up. Starting next turn, its worker spots are now available for use.

2 RED HAS ONLY 1 CRYSTAL REMAINING among their resources. They had hoped to gather more this round, but were unable to do so. The closest they can come to building a component is the Solar Matrix, but they still need 1 more crystal.

Because no other player has an Atlantean present on this spot, no one can help contribute to the build. Red does not have enough resources and so must return their meeple to their follower pool without building the component.

Using Components

Once a component is built, take it from the Blueprint and place it on the **Cosmic Gate board**, flipping it from its unbuilt (parchment) side to its built (blue) side. Some components provide a one-time benefit when built. Others provide new action spots where Atlanteans can be placed on future rounds.

Note: The D components use the double ring worker spaces, requiring a pair of workers to activate.

The Power Core

The island doesn't have much more time now. To activate the gate and save your people, leaving Atlantis behind, you must power the Cosmic Gate.

...

The Power Core is always the last component built. When completed, the other components will form a circle on the Cosmic Gate board, where the Power Core can slip inside. You cannot build the Power Core until you have built all other components in the Blueprint. To successfully build the Power Core, each player's Leader must be placed on the same build spot, and each player must contribute at least one resource or mystic energy towards the building cost. If any player is unable to do this, the Power Core cannot be built this turn.



MISFORTUNE CARDS

Flooding isn't the only concern for the Atlanteans. Earthquakes and plagues ravage the island from without while hopelessness and sabotage undermine the councilors' efforts from within.

Most misfortunes are basic "Flood" cards. These cards depict a peninsula of the island (e.g., Forests). When a **basic (Flood) misfortune** is drawn, the current player must flood (flip over) the next available tile in the peninsula depicted (see the section on Flooding on page 7).

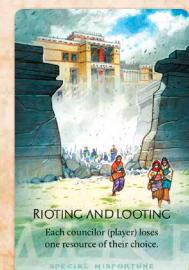
Important: Any Atlanteans on a flooded tile are returned to their owners' **follower** pools.

Remember: If a peninsula of the island is already completely flooded and a tile in that peninsula should be flooded, the current player must choose two other tiles to flood (in one or two peninsulas) instead. **If there are not two other tiles remaining, the players lose the game.**

Some misfortunes are **special misfortunes**. Follow the instructions on the card when one is drawn.

When a player draws a *Calm Seas* card, nothing happens.

When the *Spur the Cycle* card is drawn or discarded, shuffle the misfortune deck and discard pile together, along with *Spur the Cycle*. The active player does not draw another misfortune this turn (although any remaining players will still draw a misfortune).



LIBRARY CARDS

Library cards can be played at any time, although never to interrupt an action. For example, a "Science of Shielding" could be played in reaction to a "Forges" misfortune, but the misfortune would take effect before the mystic barrier was placed. Because it was already drawn, the misfortune must be resolved before the library card goes into effect.

Remember: Each player has a **hand limit of four library cards**. If a player has more than four cards in their hand at any time, they must immediately play or discard library cards until they have four cards in hand.

ARTIFACTS



Artifacts are a special type of library card. When you keep an artifact, instead of adding it to your hand, place it on the table in front of you. Each artifact provides a permanent, ongoing benefit for as long as your control that artifact. Artifacts DO count towards your hand limit of four cards, even though they are not in your hand. Artifacts can be discarded, just like other library cards, and can be traded when an effect allows players to trade library cards.

MYSTIC BARRIERS

The tangible manifestation of the power of mystic energy, mystic barriers can protect localized areas of the island from destruction.

During the course of the game, players may gain access to mystic barrier tokens. Mystic barriers are usually purchased using **mystic energy**, but some cards or effects may award them. Once gained, a mystic barrier token may be placed next to any island peninsula. If a tile in that peninsula would be flooded, instead discard the mystic barrier. **Each peninsula may only support one mystic barrier token at a time and only if there is still at least one tile remaining in that peninsula.**

A mystic barrier always prevents a tile in the protected peninsula from flooding (using a mystic barrier is not optional). Note that while mystic barriers will prevent any basic flood misfortune or floods caused by the Wrath of the Gods, the *Controlled Flood* special misfortune *cannot be stopped by mystic barriers*. When you draw a Controlled Flood, first remove the barrier, then flood the chosen tile(s).

Reminder: A mystic barrier purchased with mystic energy can only be placed during the Place Atlanteans or Take Actions phases, and never during the Suffer Misfortunes phase.

VOLUNTEER ATLANTEANS

 Volunteers are special workers that last for only one round and then are returned to the Atlantean supply. During that round they belong to the player who recruited them. They take actions like other Atlanteans, but are not considered Leaders or followers for effects that specify these types of Atlanteans.

MYSTIC ENERGY

The power of mystic energy can guide followers to the resources they seek, turn back the oncoming waves, or even raise the land from the ocean.

Mystic energy can be used to:

-  Add 1 to a die you just rolled (per 1 energy)
-  Keep 1 additional library card after drawing (per 1 energy)
-  Place a mystic barrier during the Place Atlanteans or Take Actions phase (4 energy)
-  Unflood a flooded tile (5 energy).

Several players may contribute mystic energy towards placing a mystic barrier or unflooding a flooded tile. Players may not contribute mystic energy to increase another player's die roll or to keep additional library cards.

Unflooding a Tile

When players have the opportunity to unflood a tile, they do so by proceeding from the center of the island towards the edge.



RESOURCES AND LIBRARY CARDS

Resources are not limited by the game's components. Should you run out, simply use replacement pieces of your choice. **However, if the library deck should run out of cards, you do not reshuffle the discard to create a new deck.** Instead, the discard pile stays and the library deck is expended (though some effects may allow you to replenish it).

ADVANCED PLAY

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PLAYING AT VARIOUS PLAYER COUNTS

4-7 players

No changes to setup or gameplay.

3 players

For a three-player game, vary the setup and gameplay as follows: during setup, each player receives four Atlanteans of their color (3 followers and 1 Leader), and sets another three into the reserve. Players may control up to six total Atlantean followers.

During the Suffer Misfortunes phase, after each player has drawn and resolved a misfortune, the starting player draws and resolves an additional misfortune.

2 players

For a two-player game, vary the setup and gameplay as follows: during setup, each player receives five Atlanteans of their color (4 followers and 1 Leader), and sets another three into the reserve. Players may control up to seven total Atlantean followers.

During setup, the starting player takes the **Hologram** meeple in addition to their starting Atlantean followers. See below for rules for the Hologram.

During the Suffer Misfortunes phase, the first player draws and resolves two misfortunes, one at a time, then the second player does the same.

THE HOLOGRAM



During setup, shuffle and create a stack of the unused councilor boards, called the councilor stack. Each round the starting player will receive the Hologram.

The Hologram is a special Leader that also counts as your Atlantean for the round. To determine the Hologram's power for the round, the starting player looks at the top two boards of the councilor stack, chooses one to use, and places the other in a discard pile. At the end of the round, place the Hologram's councilor board into the Hologram discard pile. If the councilor stack ever runs out, reshuffle this discard pile to form a new stack.

The Hologram takes actions as normal, and has the special ability of the councilor you chose (but not of your own councilor). If the Hologram collects resources, mystic energy, or library cards, they are taken by the player controlling the Hologram and placed into their reserve.

SOLO VARIANT

For a one-player game, vary the setup and gameplay as follows: During setup, take five Atlanteans of one color (4 followers and 1 Leader), and set another three into the reserve. You may control up to seven total Atlantean followers.

Take the **Hologram** and **Automaton** meeples and place them with the rest of your starting Atlanteans. Use the above rules for the Hologram. See the next page for rules for the Automaton.

At the beginning of each turn (including the first), take one mystic energy. Suggestion: Place these on the rounds spaces of the Wrath of the Gods track to remember to take them.

During the Suffer Misfortunes phase, draw and resolve four misfortunes, one at a time.

THE AUTOMATON



The Automaton is a special worker that also counts as one of your Atlanteans (but not as a follower, so, for instance, it will not be affected by the special misfortune Plague).

The Automaton may never be placed on a tile by itself, but must always accompany at least one other Atlantean (including the Hologram).

Unlike other Atlanteans, it does not take actions, and thus never collects resources, mystic energy, or library cards. Instead, it has the special ability of granting a +2 to the die rolls of up to two other Atlanteans placed with it.

ADJUSTING DIFFICULTY

To adjust the difficulty of the game, players can vary setup as shown below.

Select or randomly choose components from each of the indicated types, in addition to the Power Core. For your first game, we suggest starting on Level 1 and selecting the Mystic Siphon (B), Matter Converter (B), Numinous Beacon (C), and Entropy Drive (C), in addition to the A components and Power Core. More experienced gamers may wish to start at a higher difficulty level.

Players should feel free to experiment with other ways to adjust the difficulty, making the game easier or harder. This might include varying the number of controlled floods and calm seas, adding the Hologram or Automaton (with the starting player taking control of one or both of them at the start of each turn), or starting at a higher number on the Wrath of the Gods track.

CREDITS

Original design:

Galen Ciscell

Revised edition design:

Galen Ciscell and Brent Dickman

Illustration:

Vincent Dutrait

Graphic Design:

Peter Gifford (Universal Head)

Elf Creek would like to thank our families and our lead playtesters and volunteers:

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Components	Level 1	Level 2	Level 3	Level 4	Level 5
Calm Seas	5x: A; 2x: B, C	3x: A, B, C	3x: A, B, D	3x: A, C, D	3x: B, C, D
Controlled Flood	9	9	6	3	0
Starting Mystic Energy	3	6	6	9	9

FREQUENTLY ASKED QUESTIONS

Q: How do effects like Ancient Atlas, Earthquake, and the Explorer's special ability interact?

A. Apply the effects in the order they occur. The Explorer's special ability is applied at the time of the dice roll. Regarding Earthquake, note that it is possible for a target number to be raised above 6. If this happens, you will need to spend mystic energy or find another way to increase the value of the die roll. If a target number is reduced to below 1, your Atlantean automatically succeeds.

Q: Can you play a library card to avoid discarding due to exceeding your hand limit?

A. Yes. When your hand size exceeds four cards you may immediately play one or more cards.

Q: How do the cards Cipher of Expertise and Enigma of Alacrity work when a Leader is placed on a two-for-one placement spot?

A. The Leader takes its action again, as does the Atlantean with whom it has been placed, essentially activating that spot one additional time.

Q: Spirit Seal and Soul Terraformer both refer to followers, rather than Atlanteans. Can I use volunteers or Leaders on these worker locations?

A. Spirit Seal can only be activated using Atlantean followers. Volunteers, Leaders, the Hologram, and the Automaton cannot activate this component. For Soul Terraformer, at least one of the two activating Atlanteans, the one removed from play, must be a follower. The other may be any type of Atlantean.

Q: What is considered a "resource"?

A: Atlantium, crystal, gold, and ore. Mystic energy is not a resource, even though it is required to build the Cosmic Gate.

Q: If I turn in resources at the Amplification Harbor, can I keep those that are returned?

A. Yes.

Q: Can I use the Prediction Module to remove misfortune cards from the draw deck and the discard pile?

A. Yes, you may remove misfortune cards from both those locations.

Q: How does the Priest work at the Cities?

A. If the Priest is present on a Cities tile and the action fails, the player controlling the Priest may decide to have one or both dice rerolled, but may only attempt the action one additional time.

Q: Can the Emissary allow a third worker at the Cities?

A. Yes, but only 2 dice are rolled. But, if three players are present in this situation, they may choose a new follower from among any of those three councilors.

Q: Can I activate the Cities with only one Atlantean?

A. No. If, for whatever reason, one Atlantean stands alone at the Cities, they are returned to their player without taking their action.

Q: How does flooding work with the Seafarer/Aquanaut?

A. When a tile in the peninsula in which you have placed this Leader floods, flip over the next unflooded tile in that peninsula as normal. Then, treat the tile your Leader is on as though it flooded too, which generally means Atlanteans on that tile lose their actions for the turn, and are returned to their pools.

Q: What do I do if I choose the Scholar for the Hologram?

A. Draw two of the unused scholar artifact cards at random, and select one to assign to the Scholar for this round. If you use the Scholar for the Hologram again in a later round, you choose a new artifact each time from those not being used in the game (including any you used for the Hologram Scholar in previous rounds).

Q: Where does the cultural imagery in Atlantis come from?

A. We imagined our Atlantis as an advanced civilization that fell at the dawn of the historic Bronze Age (circa 3300 BCE). Located in the Atlantic Ocean, people from all over the world came there to call it home. Throughout history, whenever a civilization falls, its culture often influences the civilizations that rise in its place. In the case of our Atlantis, we drew inspiration from the ancient Minoan civilization that many scholars suspect may have been the inspiration for Plato's Atlantis. Clothing, jewelry, art, and architecture are all largely inspired by the remains of this very real Bronze Age civilization.

For more information
check out our website,
www.elfcreekgames.com

