ATLANTIS
ISLAND OF GODS

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· BACKGROUND ·

Long before the civilizations that we know of today, a great island, known by contemporary scientists as Atlantis, thrived and flourished due to the inhabitants' sacrifices and honor which they bestowed upon the gods. In return, the gods blessed them with cultural achievements and technological advancements, especially in the area of art and architecture, while the Atlanteans built glorious monuments to the gods. For centuries, all was well, until…

Ares, son of Zeus and Hera, brought war to Atlantis, dividing the people and their gods. His cruelty caused unending strife to the Atlanteans. To protect their followers, the gods sent powerful visions to the priests or took human form, acting as prophets among the people. In the end, however, the creator of the primeval sea sought to end the Atlanteans' suffering by casting Atlantis into the depths.

With assistance from the gods, several tribes of Atlanteans survived, bringing their knowledge and culture to distant lands.

· ABOUT THE GAME ·

In the game, **Atlantis: Island of Gods**, players serve as the High Priests to the gods for whom they erect monuments on Atlantis before its doom.

During the course of the game, players will take five actions per turn, using cards on four boards representing regions of Atlantis. The cards allow players (High Priests) to:

- Recruit New Followers
- Celebrate Feasts of Honor
- Build New Temples

Goal: Build all of your deity's temples, find favor with your god, and survive the imminent catastrophe.

· GAME COMPONENTS ·

Rulebook

Double-sided Region Boards [4]

Dweller Cards [72]

Deity Cards [4]

Reference Sheets [4]

Temple Tiles [24]
(6 in each player's color)

Order Tokens [4]

Action Tokens [5]

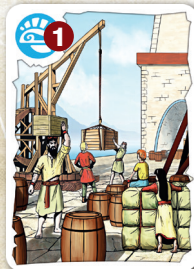
Assistant Tokens [4]

Completed Construction Tokens [13]

Deity Presence Marker [1]

· COMPONENTS DESCRIPTION ·

Dweller Cards

Each Dweller Card has an indication of the **Color** of the Region **1** where its dwellers come from. There are four Region **Colors** in the game:

Region Board

Each Region Board comprises:

- **Color** of the Region **1**,
- Region's special ability **2**,
- A spot for Order Token **3**,
- Construction Sites – one for each player **4**, in their colors, and optionally one gray neutral Construction Site **5**,
- an indication of the board's side intended for the first game **6**.

Deity Card

Each player gets a Deity Card, they will serve as a highest priest of that particular deity. On each Deity Card there are four numbered regions **1** where a player shall build temples of specified shapes.

Example: *The Deity card, displayed below, depicts how to build the temples*

- ***in region no. 1***: *level I temple made of a level I Temple Tile* 🏛,
- ***in region no. 2:*** *level IV temple made of two level II Temple Tiles* 🏛🏛,
- ***in region no. 3***: *level I temple made of a level I Temple Tile* 🏛,
- ***in region no. 4:*** *level III temple made of a level III Temple Tile* 🏛🏛🏛.

Reference Card

This double-sided card contains a list of all icons in the game on one side and a list of all actions a player may perform on their turn on the other side.

Temple Tiles

Temple Tiles come in 3 sizes. On each tile there is an icon indicating its level. There are three different size Temple Tiles: small (Level I) 🏛 **1**, medium (Level II) 🏛🏛 **2**, and large (Level III) 🏛🏛🏛 **3**.

Order Tokens

Order Tokens determine in what order Region Boards are arranged. Before the game begins players need to determine the order of the regions (they can do it randomly). Then the Order Tokens are placed on appropriate regions.

Assistant Tokens

Assistant Tokens lower the cost of the BUILD action by one card.

Action Tokens

Action Tokens are used to remind players how many actions the active player has already taken in their turn.

Completed Construction Tokens

Completed Construction Tokens are placed on player's Deity Card to mark the temples they have managed to complete in particular regions.

6

· SYMBOLS ·

Symbol	Description
👁	Deity Presence Marker
🃏	Cards in player's hand
🌀	A selected **Color** of the region
📚	Recruitment Deck
🂠🂠🂠🂠	Recruitment Area
🗃	Discard Pile
🂠	Dweller Card
🌀	Dweller Card in a selected **Color**
🧍	Player's Follower Area
🧍🧍🧍	Other player's Follower Area

Symbol	Description
▭	Region
👁🌀	Region in a selected **Color** holding the Deity Presence Marker
✊	Region's special ability
🧍	Assistant Token
🧍	Player
🔨	Construction Site
🏛	Level I temple
🏛…	Temple of any level
…	Any
×	Remove
⤸	Place
⇒	Move
▶	Perform

7

· GAME SETUP ·

❖ **1** Place all four Region Boards within reach of the players and allow each player to select a side of the Region Board to use during the game ❶. The icon �֍ marks the side recommended for the first game. It is irrelevant how Region Boards are arranged, but you might want to arrange them in a vertical or horizontal line.

❖ **2** Place Completed Construction Tokens within reach of all players ❷.

❖ **3** If you play with a Region Board with a Special Ability that allows players to obtain an Assistant Token, then place a number of Assistant Tokens equal to the number of players ❸ on that region. Return the remaining Assistant Tokens to the box.

❖ **4** Take four Order Tokens and assign them randomly to the regions ❹. If all players are in agreement, you may settle on the region order instead of determining it randomly. As soon as it is done, for your convenience you may rearrange the regions according to the Order Tokens on them (from 1 to 4).

❖ **5** Separate cards into the following stacks: Dweller Cards, Deity Cards, and Reference Cards.

❖ **6** Shuffle all Deity Cards and deal to each player a random Deity Card ❺ and a Reference Sheet ❻.

❖ **7** Create the Dweller Card Deck. Draw a number of Dweller cards based on the number of players

✤ 1 player: 6 Dweller Cards of each **Color**,

✤ 2 players: 10 Dweller Cards of each **Color**,

✤ 3 players: 14 Dweller Cards of each **Color**,

✤ 4 players: 18 Dweller Cards of each **Color**,

8

Those cards will form a big deck of Dweller Cards. Return the remaining Dweller Cards to the box.

❖ **8** Take one card of each **Color** from the big deck. These 4 cards will form a little deck. Shuffle the little and the big deck separately. Place the big deck above the Region Boards, this will be a Recruitment Deck **7**. Reveal the top card from the little deck, place it next to the Recruitment Deck, then place the Deity Presence Marker on the region matching the **Color** of the revealed card **8** . Place the remaining cards from the little deck next to the first one, this will be your Recruitment Area **9** consisting of 4 Dweller Cards lying face-up (one card of each **Color**).

❖ **9** Determine the starting player: either randomly or choose a person who most recently saw any ancient temple. Place 5 Action Tokens in front of them **10**.

❖ **10** Deal one random card from the Recruitment Deck to each player which they place face-up in front of them (Follower Area) **11**. Next, deal three cards from the Recruitment Deck to the First Player, four cards to the Second Player, five cards to the Third player, and six cards to the Fourth player. Players keep the received cards in their hands hidden from other players **12**.

❖ **11** Each player receives six Temple Tile in their chosen color **13**.

GAME SETUP FOR 3 PLAYERS
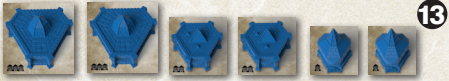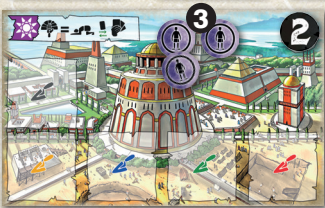
· GOAL OF THE GAME ·

The first High Priest (player) to build their specific temples (The Deity Card defines the exact temple configurations) in the four Atlantean Regions wins the game. The Deity Card received during the game setup defines the exact shapes of temples that need to be constructed by a player in specified regions. Whoever does that first is the winner.

· GAME OVERVIEW ·

At the beginning of their turn, the player draws three cards from the Recruitment area and/or Recruitment Deck. Then, the player performs five actions, in any order, using Dweller Cards from their hand to make progress with their temple construction.

After each action, the player passes one of the Action Tokens to the player on their left. When the player has passed all five Action Tokens, that player's turn ends, and the next

player's turn begins.

If, after any Action, the active player meets all the requirements on their Deity Card (specified shapes of temples are built in appropriate regions), the game ends immediately.

· PLAYING THE GAME ·

· PLAYER ORDER ·

Players take turns in a clockwise order, starting with the first player. As soon as the active player has performed their fifth Action, the next player's turn begins. Play continues until any player meets the winning condition on their Deity Card.

· A TURN ·

❖ Solo mode

If you play solo, set up the game as normal. At the beginning of each turn take two additional steps:

☙ Draw a random card from Recruitment Deck and place it below the Region Boards. This will be a Follower Area of your opponent, always comprising exactly one card. In the following turns remove the card lying there before placing a new one.

☙ Next to the aforementioned card place a Completed Construction Token. It will be used as a turn marker. You will add one such a token each turn. The game ends after the turn in which the 10th token has been added.

❖ 1 Draw 3 Dweller Cards
from Recruitment Area and/or Recruitment Deck.

A ✤ The active player takes 1 of the 4 face-up Dweller Cards in Recruitment Area to their hand,

B ✤ Draw the top card from Recruitment Deck and place it face-up in a just emptied spot,

C ✤ Repeat A. and B. until the active player has taken three cards into their hand.

NOTE: Instead of taking a card from Recruitment Area, a player may draw a random card from Recruitment Deck. Usually, it is done when none of the cards in Recruitment Area are in the **Color** that is sought.

IMPORTANT: Whenever the Recruitment Deck runs out of cards, shuffle the cards in the Discard Pile and use them to create a new Recruitment Deck.

❖ **2** Perform five Actions

After each performed action, the active player passes an Action Token to the player sitting to the left.

USING THE ACTION TOKENS: those tokens are used to remind all players how many actions have already been performed in the current turn. After each performed action, the next player takes an Action Token from the active player. As soon as 5 Action Tokens have been passed, the current turn ends.

❖ **3** Discard

At the end of the turn, the active player may not have:
❗ More than five cards in their hand,
❗ More than five Dweller cards of one **Color** in the Follower Area

Any excess cards have to be **discarded** to the Discard Pile before the next turn begins.

· END OF GAME ·

The game ends immediately when any player during their action places the Temple Tile on the Region Board, and as a result of that action they have met all the requirements on their Deity Card. They need to have erected a temple made of the particular Temple Tiles in each region. Each temple has to be built on the Construction Site ✎ in the active player's color, in the region with an Order Token matching the figure above that particular temple on the active player's Deity Card.

Example: *Blue player has a Deity Card with the following requirements:*

That player will trigger the end of the game

when they have built their temples exactly as shown below.
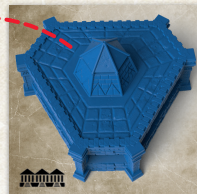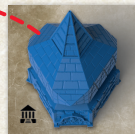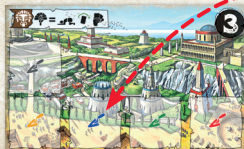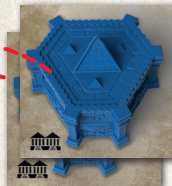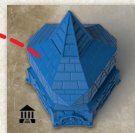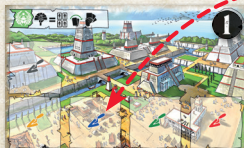
14

· PLAYER'S ACTIONS ·

Player in their turn may perform the following actions **in any order, any number of times except for CONVERSION action**, which is limited to once per turn.

Most actions may not be performed unless a particular condition is met.

· TRAVEL ·

Discard a Dweller Card from your hand to the Discard Pile and move the Deity Presence Marker to the region of a **Color** matching the color of a discarded Dweller Card.

· BUILD ·

Move a number of Dweller Cards of a **Color** matching the color of a region with the Deity Presence Marker from your hand to your Follower Area, and build one level of a temple by placing a level I Temple Tile or replacing a Temple Tile (or entire temple) by a tile of a level higher by 1.
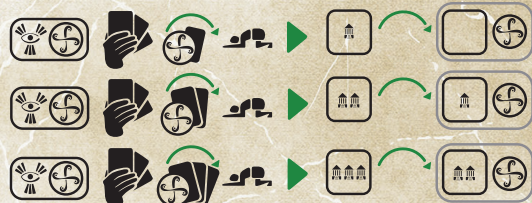
Construction cost:

⚜ **Build a Level I 🏛 Temple:** Place one Dweller Card in the Player's Follower Area,

⚜ **Build a Level II 🏛🏛 Temple:** Place two Dweller Cards in the Player's Follower Area,

⚜ **Build a Level III 🏛🏛🏛 Temple:** Place three Dweller Cards in the Player's Follower Area,

⚜ **and so on.**

Assistant Token: Player may use an Assistant Token to lower the construction cost by 1 card. The token used is placed back in the region where it is from. 🧍 = 🪙

Example 1: Player may use an Assistant Token to build a level I temple 🏛 without placing any Dweller Cards in their Follower Area.

Example 2: Player may use an Assistant Token to build level III temple 🏛🏛🏛 placing only 2 Dweller Cards in their Follower Area.

IMPORTANT: Player may only have one Assistant Token at a time. After it is used they can try and obtain it again from the particular region.

Construction rules:

⚜ Level II, III and higher of a temple may be built with different Temple Tiles, as shown below:

Level II: 🏛🏛 OR 🏛🏛

Level III: 🏛🏛🏛 OR 🏛🏛🏛

Level IV: 🏛🏛🏛 OR 🏛🏛🏛 OR 🏛🏛🏛

16
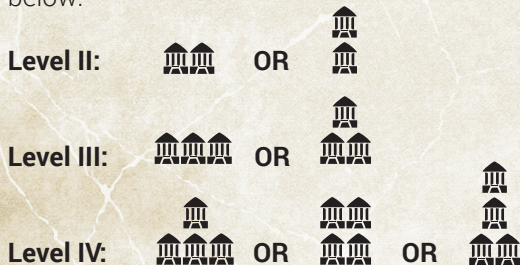
✣ Players may only build on Construction Sites 🖌 of their color and on neutral ones.

✣ A construction of a temple always begins with building level I, and then its level may be increased in following turns.

Example: *Player wants to build a level III temple made of a level II Temple Tile 🏛️🏛️ at the bottom and a level I Temple Tile 🏛️ on top of it. To do that they have to:*

✳ *in one action build a level I 🏛️ temple by playing 1 Dweller Card and placing a level I Temple Tile,*

✳ *in another action upgrade the temple to level II 🏛️🏛️ by playing 2 Dweller Cards and replacing the level I Temple Tile with a level II Temple Tile,*

✳ *in another action upgrade the temple to level III by playing 3 Dweller Cards and placing a level I Temple Tile 🏛️ on top of the level II Temple Tile.*

✣ Only one player's Temple Tiles may be lying on a neutral Construction Site.
Example: *There is a blue player's Temple Tile on the neutral Construction Site, so red player cannot build there until all the blue player's Temple Tiles are removed from the site.*

✣ To determine the construction cost, always take the level of the temple that *will be built*, regardless of the level of a Temple Tile used for construction.
Example: *In the previous example, the active player built a level III temple made of a level II Temple Tile, and a level I Temple Tile on top of it. In the last action they used a level I Temple Tile, but still they had to place 3 Dweller Cards of one **Color** in their Construction Area, because the temple was upgraded to level III (🏛️🏛️ + 🏛️)]. It was irrelevant that level I Temple Tile was used.*

✣ If player does not have the Temple Tile of a required level in stock (because it is alrea-

dy on one of the regions), then they cannot build it.

.✦ When player has completed the construction of a temple in a region and its shape matches the requirement on their Deity Card, then place a Completed Construction Token ✓ on their Deity Card, covering that temple

· DEMOLITION ·

Player may remove any one of their Temple Tiles from any region.

Remove the Completed Construction Token ✓ from the Deity Card if a completed temple has been demolished.

Example: usually DEMOLITION is performed when player ill-planned their previous actions, and built some temples in other regions using Temple Tiles that are now required for construction..

· CONVERSION ·

NOTE: This action may be performed once per turn.

Move one Dweller Card from any opponent's Follower Area to your Follower Area.
Remember – do not take that card to your hand.

· FESTIVITY ·

Condition: in your Follower Area you need to have at least 3 cards in the **Color** of a region with the Deity Presence Marker

Move 2 Dweller Cards in the **Color** of a region with the Deity Presence Marker from your Follower Area to the Discard Pile, then use that region's special ability.

18

· RECRUITMENT ·

Move any number of Dweller Cards in a **Color** matching the color of a region with the Deity Presence Marker from your hand to your Follower Area.

*Example: Player has one Dweller Card too few in their Follower Area to perform FESTIVITY action. But they have such a card in their hand, so they take a RECRUITMENT action and move any number of Dweller Cards in the **Color** of a region with the Deity Presence Marker from their hand to their Follower Area.*

· MIGRATION ·

Draw a random card from Recruitment Deck to your hand. You cannot take a card from Recruitment Area.
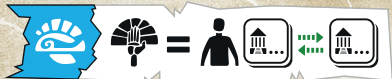
Swap any two of your Temple Tiles between Construction Sites. You may place the tiles being swapped on top of any other of your Temple Tiles or below them, thus increasing the temple level.

Move any one of your Temple Tiles from any Construction Site to any other one. You may place the tile being moved on top of any other of your Temple Tiles or below it, thus increasing the temple level.
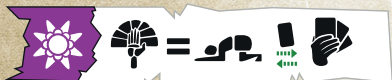
Swap any one of your Dweller Cards in your Follower Area with any card in your hand.

Take an Assistant Token from the region. Remember: you cannot have more than one Assistant Token at a time.

Take a card from your Follower Area back to your hand.

Move the Deity Presence Marker to any region.

Take any two Dweller Cards from Recruitment Area to your hand. Remember to replenish the cards in Recruitment Area after taking the first card, and again after taking the other one.

Draw two Dweller Cards from Recruitment Deck to your hand.